Blurring and ~~Bleeping~~

Learning Outcomes:
1**.** To understand, define and demonstrate the use of keyframe animation.
2. Understand and manipulate audio channels by overdubbing vocals with a sound effect.

For this project, you will be writing the 12th object (and/or word) that was "forgotten" in the original Hays code.

This video does an excellent explanation of how the code influenced moviemaking in the middle of the last century.

You will be creating a short film where you will have to blur out, or pixelate an object, or part of an object. Anytime this object appears, it must be blurred out.

In addition, when this object if referred to in voice, you must overdub a sound effect to avoid this sound from being heard by your audience.

To help you, Conner the TA has created these excellent worksheets. They are to be used when editing in Premier Pro CS6.

Essentially, you will be leaving your audience guessing what the object in question is.
You will want to incorporate the object into your story. Your story may be in any genre that you like; comedy, drama, etc.

You will be handing in the following for this project:
-Synopsis (includes who will be taking on each role outlined below)
-Screenplay
-Shot list
-Schedule
-Storyboard

Ideally, you will be working as a group of 4 for this production. Each member will choose from one of the 4 roles below:
1. Director
2. Camera operator
3. Audio Capture
4. Production Assistant Director (sort of a combination of both)

You will be submitting a .mov to the appropriate location as specified by your instructor.
Below is the rubric that you will be marked against:

	1	2	3	4
Synopsis **Weight: .25**	Fails to meet expectations (incomplete)	Approaches expectations (done as afterthought, no colour or personality)	Meets expectations	Exceeds expectations
ScreenPlay (marked against standard conventions as outlined here) **Weight: 1.25**	Fails to meet expectations (incomplete)	Approaches expectations	Meets expectations	Exceeds expectations
Storyboard **Weight: 1.25**	Fails to meet expectations (incomplete)	Approaches expectations	Meets expectations	Exceeds expectations
Shot List **Weight: 1.0** (go to this webpage and select the shotlist.doc)	Fails to meet expectations (incomplete)	Approaches expectations	Meets expectations	Exceeds expectations
Schedule/ Call Sheet (Refer to both call sheets on this page) **Weight: 1.0**	Fails to meet expectations (incomplete)	Approaches expectations	Meets expectations	Exceeds expectations
Film **Weight 3.0**	Fails to meet expectations (compared against Criteria as set out above)	Approaches expectations (compared against Criteria as set out above)	Meets expectations (compared against Criteria as set out above)	Exceeds expectations (compared against Criteria as set out above)
Organization (material handed into the correct location, names on items, on time etc.) **Weight 1.25**	Fails to meet expectations	Approaches expectations	Meets expectations	Exceeds expectations
Shots and/or Angles (thoughtful inclusion of both into final piece) **Weight 1.5**	No examples of creative shots and/ or angles	Few examples of creative shots and/ or angles	Many examples of creative shots and/ or angles	Multitude of examples of creative shots and/ or angles

Total   /42