

# MAD Haunted House 3-Minute Film 2020

Name: \_\_\_\_\_

Film Working Title: \_\_\_\_\_

*The audience is waiting to go into the Haunted House, they've watched you dance, and you've introduced the idea of the house and what to expect- but they haven't yet been primed to be scared, worried, or caught, unawares, as yet. Your film should give them the willies, make them wonder what to expect. It's in the story, in making them imagine something scary before it happens. Don't go for the cheap shots- take them through the story a bit, give a payoff for waiting.*

## Instructions:

### **Write a story concept:**

*This is where you write out what the story is about, paying attention to the arc of the story. I have provided a template to follow*

### **Create a Storyboard:**

*I would like to see something more developed than in the one-minute film, with expressions on faces, and the actual angles or shots represented. Take your time to really show it. Stick figures are fine, but take the time to position the camera in relation to the shot. An example of a storyboard and a template is below.*

### **Film Criteria**

- *The film is 3 minutes, exactly.*
- *There are no credits, just a title at the start.*
- *There should be a maximum of three locations.*
- *Maximum cast of three people, more are only allowed for a crowd shot.*
- *You should use no more than five types of shots or angles in your piece, but there needs to be a dutch angle. (The camera is angled to suggest things are out of sorts, and off-kilter).*
- *Sound must be clear, and without giant jumps in sound levels- don't deafen, or hurt the audience hearing with sudden sounds that are too loud.*
- *You need to create a moment of suspense five seconds long that has no reason that we can tell for it to be happening- there is literally no payoff, but it draws the audience's attention.*
- *In the film you will feature a piece of fruit, real fruit, not pictures, or any other substitute.*
- *There must be a picture of a fish somewhere, hung up as an art piece. This could be a child's picture on the fridge, or framed on a wall.*
- *There must be a reason a cell phone never works in the film, but not from a lack of power, or dropping/smashing it.*

### **Film Story Criteria**

- *There can only be suggestions of violence. We cannot have films with guns, or hurting children, cut away on attacks, so that we don't see a knife go in, or bashing someone on the head.*
- *The story cannot just introduce a monster, or have a character in the film suddenly become dangerous without having a way for the audience to understand this new thing. No 'monster of the week', or 'my friend randomly has gone crazy'. Think motivation.*

- *The story is short, so don't spend a lot of time on exposition at the start.*
- *The story should build you up to a payoff, introducing information to the audience that gives them an idea that something is going to go bad, and soon.*

**Briefly describe the film you're making:**

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*The film is 3-minutes long and incorporates your vision! The film is marked out of 15 possible points.*

	<b>1</b>	<b>2</b>	<b>3</b>
<b>Length of 3 minutes</b>	Well short of, or well over the 3-minute mark	Over, or under the 3 minute length, but the change in length works for the film, as a story	You have managed to hit 3 minutes, exactly
<b>Variety of filmmaking techniques</b>	Little variety in the filming	Some variety, but overall, there's not creative effort to make the camera help the storytelling along	Proper use of shots that add to the storytelling, moving the action, or the viewer in a way that improves the movie
<b>Storytelling</b>	The story is simplistic, with little thought on making a film that reaches the audience in some way	Some effort to tell a story, but there is a lack of seriousness to developing the project as a story	The film is a story, with meaning, that is designed to carry the horror and sadness of the moment. It can use dark humour, if that is the approach
<b>Storyboard</b>	Poor storyboarding, with little planning, or indication of story	Storyboard is complete, but lacks enough detail to picture the film	Storyboard is not only complete, but in looking at it, you can imagine the film in your mind
<b>Team building</b>	There was no effort to include fellow group members in the film	There were some efforts to add acting opportunities for other MAD members, but just those who are friends	MAD members who are friends and others in the troupe are used in the film, even in a small way, giving others a chance to have a moment

**Score: \_\_ /15 Bonus: Y / N**

Teacher Comments:

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## Story Arc Template for Haunted House Film

### 1. Introduction

The main character is introduced. He is spending an ordinary time with nothing out of the ordinary happening.

### 2. Building Empathy

The main character has a flaw. He is not perfect. The audience empathizes with the character. The flaw also makes him more believable. This flaw can be anything; a physical imperfection, mental imperfection, habits (good or bad), weakness, desire .. you name it.

### 3. Turn of Events

Something unpredictable happens, that disturbs the characters' ordinary life. **Call to Action**

This Event calls the character to action. He has to do something to react to this event. In this stage, the character often seeks help from mentors or friends, to gather advice.

### 4. The Quest

The character now has a goal, and he is pursuing it. During the quest he is challenged in several ways. The goal is harder to reach than estimated.

### 5. The Crisis

The character is at his lowest moment and one step from giving up.

### 6. Personal Growth

The character learns a lesson. Often, the character's flaw now actually helps him in achieving the goal.

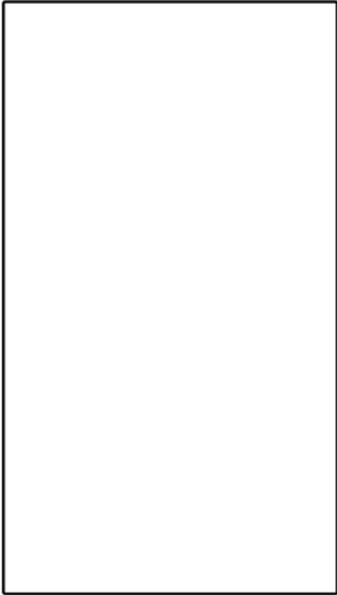
### 7. Showdown

The character faces one final opponent/challenge.

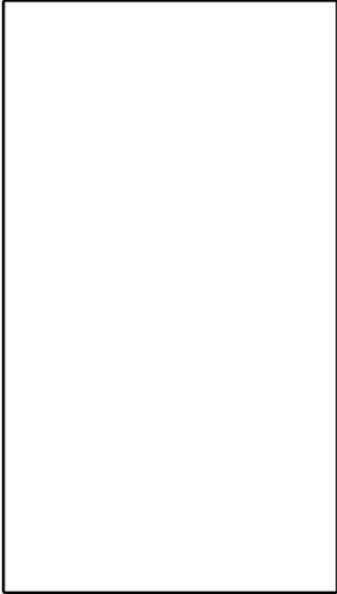
### 8. The Resolution

In a happy story, this is the part where we all celebrate 😊

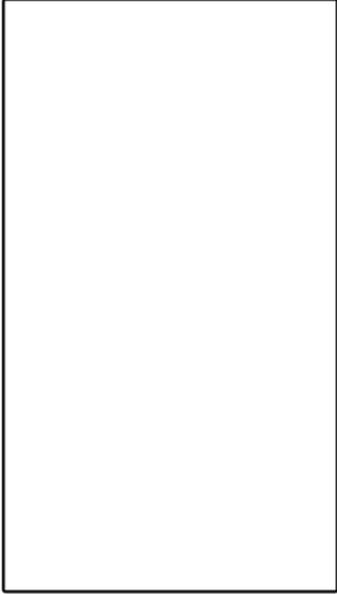
**Scene:**



**Scene:**



**Scene:**



**Scene:**



**Scene:**



**Scene:**



Create your own at Storyboard That