MAD Film Project

2.5-Minute Haunted House Film

September 2, 2022

Name:
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.
Step 1: Story concept: (written below on this page)
Step 2: Scene-by-scene plan
I would like to see something more developed, 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.
Step 3: Make a film:
Stick to the plan, and get a shot each time. Importantly, these elements MUST be in your film:
The film is 2.5 minutes, exactly. All Stress as in the description.
All films are in black and white All films are in black and white All films are in black and white
 Ugh, no sudden 'my friend went weird with no good lead-up, or 'there's a monster suddenly' Be intentional with camera movement (we'll talk about this)
 You are the writer and the director, but you do not need to act in your own film- but you must be in at least three other films by fellow students, but no more than three
 Don't make a script, but do create a scene-by-scene plan for what will happen and what people should be generally by saying in those scenes
 Don't rip off other TV, Movie, or Game ideas
 You need the rights to the music, so use free-to-use music (and sound effects). Don't make them sing-along, unless it's for the effect of setting them up for the scare, when they're all relaxed.
 A character must discover something- this is a mandatory piece of the film.
 Another <u>mandatory</u> aspect is the inclusion of a 'worm's-eye view', as well as there must be a
reflective surface that is important to the film
 No guns, no suicide, no murder of young children (those do <u>not</u> go over well with school audiences)
Name of your film:
Briefly describe the film you're making:

The film is 2.5-minutes long and incorporates <u>your</u> vision! The film is marked out of 15 possible points.

	1	2	3	
Length of 2.5 minutes	Well short of, or well over the 2.5-minute mark	Over, or under the 2.5 minute length, but the change in length works for the film, as a story	You have managed to hit 2.5 minutes, exactly	
Variety of filmmaking techniques	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	
Storytelling	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	
Storyboard	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	
Team building	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 frields	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	

Teacher Comments:			

Storyboard

Plan out your scenes, shot by shot by drawing it in the squares below

Scene 1	Scene 2	Scene 3	Scene 4
Scene 5	Scene 6	Scene 7	Scene 8
Scene 9	Scene 10	Scene 11	Scene 12
Scene 13	Scene 14	Scene 15	Scene 16