

18. Other film production roles

PDF HANDOUT

For the film portfolio, a student may select one of their **film production roles** to be outside of the traditional five roles. This is intended to allow students to showcase additional conventional, as well as emerging, skills within the film course and to invite the use of innovative technology. What follows are some examples of other **film production roles** that a student may select. This list is not exhaustive and, if the student and teacher can make a solid case for another role (not on this list), they may proceed providing there is appropriate planning, documentation and skill development.

Please note: The “one other clearly defined **film production role**” may only count as one of the three **film production roles** selected for this assessment. The other two roles must come from the prescribed list.

The role of animator

The animator role involves the creation of single frames edited together to create a moving image. This could involve a variety of media including hand drawn, claymation, stop motion and digital 2D or 3D animation. The animator is key member in all three phases of production and must be able to communicate well with all members of the team. It is possible for a student to work independently and thus assume some of the other tasks typically associated with other roles. The animator is responsible for the design, creation and editing of all the animation for the film in their chosen medium.

Possible tasks for animator

Tasks for the role of animator in this assessment task might involve, but are not limited to, the following.

Pre-production

- Brainstorm regarding ideas, concepts and intentions.
- Collaborate with the team regarding story and storyboard.
- Design the overall look of the animation and decide on the medium.
- Create a setting or background for each location and design lighting for this setting.
- Create basic models of characters—this may be in digital or physical space.
- Research the selected medium and techniques/skills required to complete the animations.
- Complete a test of any new technique, also practising pacing, timing and length of frame.
- Collaborate with the team to create a vision for the colour, texture and look of each scene.

Production

- Set up lighting, camera and sound-capturing devices.
- Prepare to control the animation (stop motion or puppets will require a more complex set-up).
- Review and adjust lighting as necessary.
- Communicate with the team regarding choices made and help solve any problems encountered during filming.
- Make daily production notes with a description of choices made, changes to the original plan and any issues that came up during the film shoot.

Post-production

- Work on pacing, compositing and turning still images into moving images.
- Edit the various moving images to create scenes, sequences and the overall storyline.
- Make decisions, or collaborate with the director and the editor, regarding choices in image or colour alteration in post-production.
- Attend a test screening to a new audience and make a note of reactions and/or suggestions.

The role of costume designer

The costume designer role involves the design and creation of the costumes for the film, with attention to texture, colour and look of the image. The costume designer's primary role is during the pre-production phase but they will play an important role in the production and post-production phases. The costume designer will work closely with the director and cinematographer throughout, and is responsible for the design, creation or acquisition of all the costumes for the film.

The filmmaking tasks associated with the role of costume designer are outlined below.

Possible tasks for costume designer

Tasks for the role of costume designer in this assessment task might involve, but are not limited to, the following.

Pre-production

- Brainstorm with the team regarding ideas, genre, concepts and group intentions.
- Research the chosen era, culture, social status, genre and any other characteristics of the actors or setting that are important to the costume design.
- Go over the script and storyboard and make notes of all characters, and costumes needed (including costume changes for different scenes or days).
- Collaborate with the writer and director to create in depth character profiles.
- Collaborate with the director and cinematographer to create a vision for the colour, texture and look of each scene.
- Create a list of costumes needed for each scene/character.
- Research techniques for the creation or alteration of each costume.
- Create sketches for each piece of clothing, including design, colour, texture.
- Design costume items for each scene and make note of any changes or alterations, and when they occur.

Production

- Make any adjustments to the costumes prior to filming.
- Organize and monitor the use of all costumes.
- Communicate with the director regarding choices made and help solve any problems encountered during filming.
- Make sure that if there is a costume item that is "damaged" during a shoot, for example, blood-stained, ripped or muddied, there are multiples of that item for resets or retakes.
- Help to maintain continuity.
- Make daily production notes with a description of choices made, changes to the original plan and any issues that came up during the film shoot.

Post-production

- Collaborate with the director and prepare for any scheduled reshoots as a result of the editing process.
- Collaborate with the editor regarding choices in image or colour alterations in post-production.
- Screen the first draft of the film and provide comments/feedback to the director.
- Attend a test screening to a new audience and make a note of reactions and/or suggestions.

The role of art director

The art director's role involves the visual style and overall design of the artistic image, including set, location costume, make-up and props. The art director's primary role is during the pre-production phase but they play an important role in the production and post-production phases. The art director will work closely with the director and writer throughout, and is responsible for the design, creation or acquisition of everything needed to make the setting fit the artistic look of the scene.

The filmmaking tasks associated with the role of art director are outlined below.

Possible tasks for art director

Tasks for the role of art director in this assessment task might involve, but are not limited to, the following.

Pre-production

- Brainstorm with the team regarding ideas, genre, concepts and group intentions.
- Research the chosen era, culture, social status, genre and any other characteristics of the actors (in relation to props, not costume or make-up) or setting that are important to the artistic direction.
- Go over the script and storyboard and make notes of how these might be presented visually.
- Collaborate with the director to create a vision for the set and costumes.
- Create a list of props for each scene.
- Collaborate with the costume designer for each scene and make notes of any changes or alterations and when they occur.
- Buy, create and/or collect any required props or items for set decoration.

Production

- Make any adjustments to the set or location prior to filming.
- Organize and monitor the use of all props.
- Ensure continuity while on shoot, especially in terms of furniture and props that move during the shoot. The art director is in charge of resetting the scene.
- Collaborate with the director regarding choices made and help solve any problems encountered during filming.
- Make daily production notes with a description of choices made, changes to the original plan and any issues that came up during the film shoot.

Post-production

- Collaborate with the director and prepare for any scheduled reshoots as a result of the editing process.
- Collaborate with the editor regarding choices in image alterations in post-production.
- Screen the first draft of the film and provide comments/feedback to the director.
- Attend a test screening to a new audience and make a note of reactions and/or suggestions.

The role of music composer

The music composer role is responsible for creating or composing the music (vocal or instrumental) for the film. Although the student may receive assistance in the creation of the sound, it is the responsibility of the music composer to create, direct, collect and assemble the soundtrack for the film. The music composer's primary role is during the post-production phase; however, they will play an important role in the pre-production and production phase as they help plan the film.

The filmmaking tasks associated with the role of music composer are outlined below.

Possible tasks for music composer

Tasks for the role of composer in this assessment task might involve, but are not limited to, the following.

Pre-production

- Brainstorm with the team regarding ideas, genre, concepts and group intentions.
- Research the chosen genre and any influences for the production of the film, identifying conventions and developing style for the film.
- Research influences from films that have been seen—name the composer.
- Researching any sound equipment or software necessary for the specific production.
- Go over the script and make note of where music will be needed.
- Collaborate with the director and the writer on the mood and tone for each scene and where music will play.
- Create lyrics, sheet music or any other composition components for the soundtrack.
- Make notes and/or schedule for the band, sound composer or musicians regarding pace, genre, mood, and so on.
- Collaborate with the editor to discuss pace, mood and timing of each sequence to help in planning the soundtrack.

Production

- Record the musical score or soundtrack required for the film.
- Create the audio mix of instruments and vocals.
- Make notes on any problems during recording and how they were solved.
- Collect, store and organize all sound material to be accessible to the editor and director, as needed.
- Keep a daily log of work accomplished and questions for other members of the team.
- Communicate with the cinematographer about quality of sound pick-up during the shoot, especially if the soundtrack and dialogue are going to overlap.

Post-production

- Keep a daily log of work accomplished during post-production and any questions for other members of the team.
- Collaborate with the editor to determine the assembly of the soundtrack.
- Provide an opportunity for the team to view the film and offer feedback/suggestions—make note of these.
- Attend a test screening and make a note of reactions and/or suggestions to the final cut.
- Consider how the film could have been improved (but avoid blaming equipment or other people involved).