



Top Ten Film Making Tips



Review some good examples of films and advertisements. Look at the winners in the Hall of Fame Assembly Films on the filmstarz.org.uk site Think about them and talk with others about what makes a good film?



Choose a genre. Consider what type of film you want to make:

- An adventure or a mystery
- A science fiction film or a real-life drama
- A documentary or instructional film...



Write a treatment: This should be a short summary (just one page) about your film. The treatment is a good way to:

- Communicate your ideas
- To test them out with others
- To pitch or sell the film to 'studio executives'



Decide: What style of film you will shoot? Is it to be or to include:

- Live action
- Animation... hand drawn, models, silhouette, puppets



Plan the work: Consider what you'll need and plan ahead with:

- A storyboard and script
- Locations, scenes, props
- Actors or character models
- Appropriate permissions



Assign roles: Define specific roles, particularly when team-working. Who will:

- Direct,
- Operate the camera, capture sound,
- Be in charge of costumes, moving models, lighting and continuity?



Camera shots: Consider how these can add atmosphere and mood...

- **Establishing shots** to open a scene.
- **Medium shots** for general/dialogue sequences.
- **Close up shots** to add drama and to focus in on the action.



Film: Be aware of what is in frame at all times, shooting and saving sequences one at a time as you go. Capturing in this way will make it easier to edit and the editing team can get to work straight away!



Editing: Refer back to the original storyboard and script.

- Keep your editing organised with an eye on the length of the finished piece.
- Add a catchy title at the start and credits to the end.
- Your soundtrack can make or break your film.
 - Is it your own work/do you have permission to use it?
 - Does it match the mood and action of your film?



Watch it back: Really watch it and ask someone who hasn't been involved to be a critical friend and tell you 3 things they would do to improve it Make some adjustments until you are satisfied that the finished product matches or excels your initial vision.