Movie Making - Unit 3 - FX World

Unit Focus

Students will produce a short film where the story is explicitly contingent on visual effects (VFX) applied in post-production. After exploring the capabilities of Adobe Premiere Pro, students will develop a narrative that hinges on specific technological interventions, ensuring that chosen effects function not as gimmicks, but as a primary engine for the story's meaning. This work focuses on Product Creation and Self-Awareness. Students must effectively use digital media to communicate complex information. As technical challenges arise, students will engage in reflective practice, identifying where the process succeeded or faltered and making adjustments accordingly to ensure the final product meets industry standards of clarity and impact.

Stage 1: Desired Results - Key Understandings

Standard(s)

National Core Arts Standards
Visual Arts: HS Proficient

- Document the process of developing ideas from early stages to fully elaborated ideas. (VA:Cn10.1.HSI.a)
- Shape an artistic investigation of an aspect of present-day life using a contemporary practice of art or design. (VA:Cr1.2.HSI.a)
- Engage in making a work of art or design without having a preconceived plan. (VA:Cr2.1.HSI.a)
- Collaboratively develop a proposal for an installation, artwork, or space design that transforms the perception and experience of a particular place. (VA:Cr2.3.HSI.a)

Madison Public Schools Profile of a Graduate

- Product Creation: Effectively use a medium to communicate important information. (POG.3.2)
- Self-Awareness: Examining current performance critically to identify steps/ strategies to persist. (POG.4.1)

Transfer

Students will be able to independently use their learning to...
T1 Create works of art to personally engage in the artistic process and/or communicate meaning
T2 Make appropriate choices as a responsible, respectful participant within a communal artistic experience
T3 Develop and refine techniques and skills through purposeful practice and application to become more fluent

Meaning

Understanding(s)

Students will understand that...
U1 Artists improve the quality of a performance/piece of art through a cycle of deliberate practice and examination of results.
U2 Artists make thoughtful choices about their use of skills, technique, and style to in hopes of creating a specific response for an audience.

Essential Question(s)

Students will keep considering...
Q1 How did it go / how did it turn out so far? How does it measure up to the established criteria? What is important to focus on next?
Q2 How do I use what I visualize/ imagine and make it come to life?
Q3 How do I show mood or feeling in this work of art? How did the audience/viewers respond? Did what I was trying to express work?

Acquisition of Knowledge and Skill

Knowledge

Students will know...
K1 Artists actively monitor their in-process work for quality.
K2 Develop a plan or process while allowing for sudden sparks of inspiration and improvisation.
K3 Editors use techniques like keyframing to tailor their effects for a desired outcome
K4 Post-production processes can vastly impact the visuals of a film

Skill(s)

Students will be skilled at...
S1 Reviewing, identifying, and making changes to unsuccessful attempts.
S2 Utilize available effects tools for creation of a specific product
S3 Keyframe effects for a desired outcome