1. In your own words, what are the six stages of filmmaking, and what is each stage's role in the process?

    The six stages of film making are: Development, Financing, Pre production, Production, Post-production and finally Marketing and Distribution:

    1- Development: is the process of coming up with the idea for writing a script, it can be the longest and the toughest phase of making the project, it is even called "Development Hell"
    Filmmakers can get stuck in this phase (which is my personal situation right now) trying to get the right unique idea to get the script locked down (which might take forever in your own text words ☺.

    2- Financing: is a straight forward process which is coming up with the funds/money to finance the movie/project, it happens by taking the script and do a basic break down on it, come up with a business plan/proposal then and only then we can seek to raise the required funds/money which can be done through one of the following both ways:
    A- Studio: The studio provides financing for your project/movie in exchange of distribution rights (which is a big chunk of the profit), the studio will also own your soul (which I probably don't need again according your textbook words ☺ which I do agree as long as the studio pays
    B- Independent: You can finance your movie independently but bear the consequences of endless migraines and problems all the time in controlling everything, this method works as the method of a start up co.

    3- Pre-production: once the money is raised then the pre-production phase starts, pre-production starts with a very detailed shooting schedule and budget, the process begins with doing an extremely detailed script breakdown to identify every single element needed to pull off the shoot (everything from actors to props). After setting the budget and the schedule then you have the green light to buy or rent whatever needed to start the shoot.

    4- Production: the phase when you are actually onset making the movie.

5- Post-production: is the phase of taking the raw footage shot in the production phase and put the pieces together to set the desired sequence/image.
Post production includes a lot of important steps: you start with Edit then sound edit then special effects which is almost done at the same time of adding the musical score, a final mix down then we got our picture lock down.

6- Marketing and Distribution: one of the most important phases of film making, you have to sell the movie to a distributor (the reason we cant self distribute is that it often cost million and million of dollars which makes it out of range to independent film makers.

2. How many phases can development be broken into? What are those phases and what is their significance?

Development can be broken down into 3 phases:
1- The idea phase: coming up with the idea, build the story in addition to coming up with the characters and plots
2- The Writing phase: Writing the first draft of your movie/idea.
3- The Re-Writing phase: Rewriting and polishing the script (this phase can be the longest lengthy process in this step) it requires a lot of detailed work and concentration.

3. What causes a script to get caught in "development hell?"

As we have mentioned before the development phase might be the toughest and the longest in the filmmaking process that's why it has been called the "development hell"
There are few reasons that causes the script to get caught in the "development hell" process:
- The writer might be arrogant and keep holding to his/her ideas without listening to others.
- Spending too much money trying to get the idea out which can take a lot of time, effort and money.
- Not focusing/dedication more time to your project.

It is advised for the writer to drop the project and move to the next one (not to loose time trying to do things the writers way or being emotionally attached to the project, which might be one of the obstacles in the development hell as well)

4. What is the difference between a "producer" and an "executive producer"?

The producer is on the top of the project and the production team, he has the final say on production no matter what (which is a huge responsibility)

The "executive producer" main job is to find the people with the money, some times the investors insist in getting the title of "executive producer", why not having as much executive producers as long as the money is there, executive producer sometimes act in the interest of the investor they tend to have a small portion of the money raised.

5. What positions make up a producer's original staff? What does each position do?

A producer's first job is to find a screenplay, which requires the first member of his team staff "The Writer" who should create and deliver the product then move on to the next project that is usually the end of the writer's involvement (sometimes the producer will include the writer in the creative process).

Once the producer got his script he will start looking for his 2nd team member the "Executive Producer" which I explained in the previous answer, his main job is raising the money/funds needed for the movie project.

Then comes the "Unit production manager" or "Line producer" and there is also the producer's accountant,

Then comes the hiring of the heart and soul of the project "The Director" who is responsible for the creative process and the end result vision of the project.

There are often other producers as "associate producer", "co-producer" , "co-executive producer" these titles are usually given out as favors.

6. Explain the difference between "linear" editing and "non-linear" editing.

    The Linear process was a destructive process as the actual film negative must be cut and worked on manually

    The Non-linear system is the editing technique used today it involves being able to access any frame in a video clip with the same ease as any other shot/video, it's done, video and audio data are first captures to a digital storage device then the data can be imported from the same storage device and be worked on (edited thro non Linear systems

    its similar to the concept of "cut and paste" techniques used in film editing from the beginning,
    Non linear systems such as Avid or Final Cut Pro