Chapter 8 Quiz

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

Development, financing, pre-production, post-production, and marketing are the six stages of filmmaking. Development is when you come up with your idea and make it tangible in the form of a script. Financing is the process of breaking your script down, making a production plan, and raising money. Pre-Production is a when you create a thorough breakdown of your script to figure out exactly what you will need to make it and how much it will cost. Production is when you actually shoot your project. Post-Production is when you edit the footage you shot, add music, special effects, and anything else you need to finalize it. Marketing is when you go out and promote your project to try to get people to actually watch it.

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

Development can be broken into three phases. The idea phase, where you come up with an idea for a story, the writing phase, where you write the story, and the re-write phase, where you re-write the story again and again until you are satisfied.

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

A script gets caught in "development hell" when the process of getting an idea off the ground takes too long and costs too much.

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

A producer finds a story to make, and the executive producer finds the money to make it.

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

A producer's original staff consists of a unit production manager (line producer), associate producers, co-producers, co-executive producers, and a production accountant.

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

Linear editing is when you have to cut the film in the order that it was shot, whereas non-linear editing allows you to jump around from frame to frame. Non-Linear editing is now standard in the industry.