

Chapter 8 Quiz

1. The six stages of filmmaking are: Development, financing, before the production, production. Post-production, marketing and distributing. Developing a film involves deciding the idea and writing the script and then polishing it off. This phase can easily become chaotic if you trapped in one idea and can't move on. Financing a film allows the filmmaker to choose from two options financing the film through a studio or independently. The studio method involves the studio to provide all the financial needs and in return the receive a large portion of the profit, whereas the independent method allows for the filmmaker to go out and raise his own money for the film from a distributor.
2. Development can be broken down into 3 stages; the idea phase, the writing phase, and the rewriting phase. The idea phase is exactly how it sounds. It requires that the filmmaker come up with and idea and then develop a solid base storyline with characters and a plot. Secondly, the writing phase. This phase just means you come up with your first draft. Lastly, the rewriting process. Rewriting usually takes the most time of the three stages. This stage takes the longest because their are many people working together on this process and getting them all to combine and compromise their ideas can become a challenge.
3. The causes of "development hell" consist of filmmakers getting trapped in trying to lock down a script while the writer is being stubborn and arrogant. Thus, creates a snowball effect of financial setbacks. To overcome this challenge the filmmaker must just to drop the idea all together and push forward.
4. The difference between a producer and an executive producer is that the producer either finds a script to purchase or a writer. The executive producer is the one who searches for people with the money to fund the film.
5. The positions that make up a producer's original staff involve the executive producer, a production manager, associate producers, co-producers, co-executive producers, and a production accountant.
6. Linear editing is basically tape-to-tape editing. Non-linear editing is where the editor to capture the audio and video data first and then save it to a hard drive. Then this footage has the ability to be accessed from any computer or system with andy range of software. The flexibility of non-linear editing is ideal because it allows for many source files to exist without the tension of them being lost and enables the editor to make easy cuts and to simply undo previous cuts