Chapter 8 – Stages of a Production Quiz

Kari Kennon.

1. In your own words, what are the six stages of filmmaking, and what I each stage’s role in the process?
2. Development – This first phase can be broken down into the brainstorming phase, the writing phase and the re-writing phase. This is the time for storyboarding and sharing and researching your subject matter and any relevant information.
3. Financing – Independent filmmakers go out and raise money from independent entities whereas filmmakers within a studio are allowed a budget from the studio in exchange for distribution rights. Independent filmmakers end up using a lot of their own money.
4. Pre-Production – This is all the planning as far as the casting of the film and the procuring of locations as well as every detail from costumes to props. Above the Line and Below the Line people are hired.
5. Production – This is the actual making of the film which should not be a nightmare assuming the pre-production was thorough.
6. Post production – This involves editing and visual effects as well as Foley and any additional sound editing. Sometimes the director is more involved with the editing process and sometimes the editor has less influence in the editing phase. Sometimes more than one editor is needed and hired for the job.
7. Marketing and Distribution – Finding a niche for your film is important and sometimes there’s really not much to be done with it other than submit it to multiple festivals. Sometimes short films are picked up from festivals and made into features but I don’t get the impression that that happens for most short films. Most people don’t have the money to market their own film so a distributor usually has to buy it first.
8. How many phases can development be broken into? What are those phases and what is their significance?
9. Idea Phase – This is just brainstorming which can be facilitated by conversations and research. If it’s a period piece there will be lots of research. Most any idea could involve some research given that there is time for it.
10. Writing phase – The plot points are pinned down. The journey of the protagonist is somewhat certain.
11. Re-writing – Script is continually edited. Multiple sets of eyes should see it. I would go so far as to have actors read it out loud and “workshop it”.
12. What causes a script to get caught in “development hell”?

The script isn’t getting finished and no one can agree on anything so it gets caught in “development hell”. Maybe too much money is being spent trying to promote something that is really an irrelevant premise. Maybe the writer is being too abstract and unable to come up with a concrete journey with physical/tangible obstacles for the protagonist.

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

The producer is more closely involved with the actual production phases from beginning inception to marketing and distribution. The executive producer is someone that the producer tracks down who has the ability to pull some strings and raise money however the executive producer isn’t necessarily as involved with the day-to-day details.

1. What positions make up a producer’s original staff? What does each position do?

The primary players are known as “above the line” roles. The screenwriter is one of the first and foremost priorities in the center of the producer’s mind. The director is also a primary player and the producer finds the director. The producer will also find associate producers who may specialize in one area. The executive producer is a key member within the concentric circles of people however he/she is not as closely connected to the day to day process. The UPM or the Line Producer is really important but is classified as a “below the line” entity.

6. Explain the difference between “linear” editing and “non-linear” editing.

Linear editing is a term which describes the editing process before the use of computer software when the film actually had to be destroyed to an extent in order to splice and literally cut and pastes different shots together. Non-linear editing refers to the use of computer software like Final Cut Pro.