

Telephone- a two way conversation

Objective- Students will set up and film a telephone conversation, and then edit to create a dialog scene.

(ONE STUDENT CAN PLAY 2 CHARACTERS or STUDENTS CAN FILM EACH PART REMOTELY AND COLLABORATE)

Shot List- use with storyboard.

1. CU Shot of phone on table, desk.
2. Wide shot of actor walking into frame towards phone.
3. ECU of phone being picked up by actor
4. CU (rule of 1/3's) of call receiver answering phone. *dialog*
5. OTS ECU of phone. *dialog*
6. CU (rule of 1/3's) of actor talking on phone- dialog-slow pan
7. CU (centered) of caller. *dialog*
8. CU (rule of 1/3's) of actor talking on phone-
9. CU (centered) of caller.
10. CU (rule of 1/3's) of actor talking on phone This is the part you create.
11. CU (centered) of caller.
12. CU (rule of 1/3's) of actor talking on phone
13. ECU of hanging up phone angrily.

I: Storyboard final 5 shots and create dialog. Create a story.

II: Determine roles- camera, director, actors. Where will you shoot video?

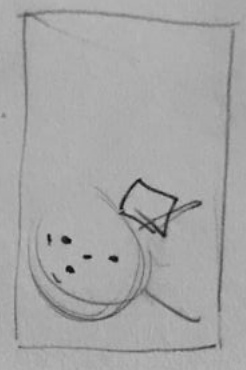
III: Shoot scenes. Use one phone to capture audio.

- At the beginning of each take, press record on phone & camera
- Clap and say the name of the shot and the take.
- Stop recording. Make sure you record video and sound.

SLIGHT PAN →



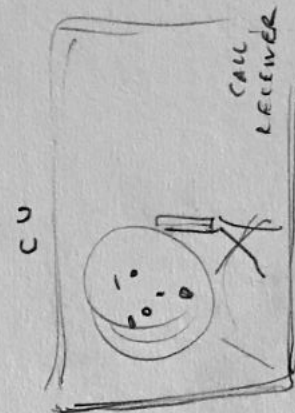
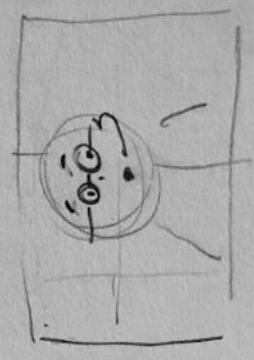
This is <sup>m/are</sup> <sup>have</sup>                       
Show emotion //                       
are they scared/surprised/sad?



[PUSH IN]?



"May I speak to m/are name?"  
(phone audio) →

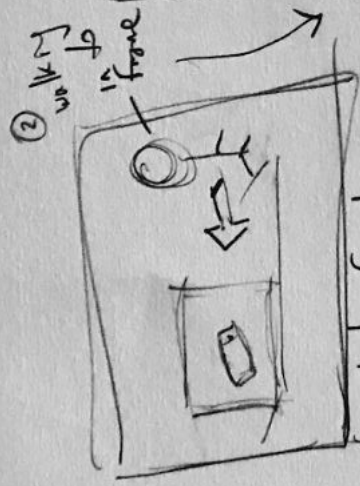


CALL RECEIVER  
person picking up phone



ive won?  
ive never won  
anything before!

(phone audio filter)



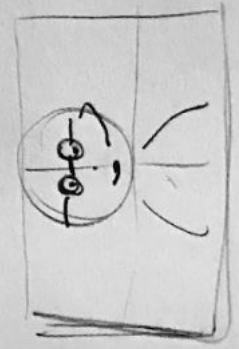
① shot of phone ringing/cut to ECU

CENTER



Hello, I'm calling from                       
to talk to                       
(company) you about                     

← want to tell you that you have won                     .



TO ECU OF HANGING UP