



# TECHNICAL UNIVERSITY OF MOMBASA

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SCHOOL OF HUMANITIES AND SOCIAL SCIENCES

DEPARTMENT OF COMMUNICATION STUDIES

**UNIVERSITY EXAMINATION FOR:**

**BACHELOR OF JOURNALISM & MASS COMMUNICATION**

**BMC 4411: TV AND FILM DIRECTING & LIGHTING**

**END OF SEMESTER EXAMINATION**

**SERIES: APRIL 2016**

**TIME: 2 HOURS**

**DATE: Pick Date Apr 2016**

## Instructions to Candidates

You should have the following for this examination

-Answer Booklet, examination pass and student ID

This paper consists of **FIVE** questions. Attempt question ONE (Compulsory) and any other TWO questions.

**Do not write on the question paper.**

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## **PROJECT**

### **Dramatising Location**

This is a 10 minute screen time assignment. It will be shot silent but uses music and optional nonsync sound effects. Using a silent camera focuses makes you focus on narrative, symbolic, or metaphoric possibilities of action and imagery.

*Goals:*

- Conduct in-depth research and make extensive notes
- Define necessary exposition
- “script” the film from research notes
- Practice unintrusive coverage of uncontrolled events
- Shoot to enable condensing a lengthy set of events
- Capture the unexpected and spontaneous
- Edit down to a brief version
- Use music
- Make a statement about human life through your film

### *Suggested Subjects*

Any well-populated locale with a cyclical life (train or bus station, restaurant kitchen, street market, construction site, market, café, shopping mall, hairdresser's shop.

### *Action:*

Using tripod camerawork, and only the lighting and sound indigenous to your location, shoot materials for a 5-minute film that compresses into shorthand form the feel and mood of the location over a time span of at least 4 hours.

### *Steps:*

- 1) Pick a visually interesting public location with a strong cyclical life
- 2) Spend at least a day just observing and listening. You might want to zero in on a single character associated with the place, or depict several. Make notes of everything that strikes you, paying special attention to expository detail (that is, what you must show to establish essentials of the location for your audience). You probably will be amazed by the number of evocative sounds you can use in a sound "score."
- 3) Work on your notes and select the best images and actions to show the life, people, and spirit of your location. From these, write a shot list "script" that implies a structure and dramatic curve. Pay special attention to depicting the beginning, middle, and end of each cycle in the location's life.
- 4) Share with me or peers the script and discuss the music you have chosen as well as any intended sound effects. Do not use a song because its words will become a narration and short-circuit the test of your pictorial narrative skills. Aim to make the cyclical vents of a period (probably a day) into a narrative that economically and wittily depicts character, time, and place.
- 5) Shoot your scripted shots plus any "gifts" that came your way.

### *Editing:*

Edit according to the script and opportunities or limitations of your rushes. You will show the rough cuts to a trial audience for feedback, and make your fine cut exactly 5-minutes long

Tips: In a complex scene I expect to see:

- Action match cutting
- Montage principles to render a mood, compress action, or create a sense of lyricism
- Cuts making use of movement by either the subject or camera
- Intercutting between complementary shots
- Overlap cutting where picture precedes its accompanying sound
- Exploitation of inherent verbal, and musical rhythms
- Development of subtextual hints and information
- Reaction shots used to indicate inner lives of participants
- Meaningful tension and counterpoint between words and images
- Figurative sound or visual devices used to create foreshadowing, analogy, irony, metaphor, repetition
- Music used intelligently

## Project Assessment Criteria

Film Title \_\_\_\_\_ Name \_\_\_\_\_

Date \_\_\_\_\_

CRITERIA	SCORE					
DIRECTING: Location's geography is well shown	0	1	2	3	4	5
Engaging characters with dimensions emerge	0	1	2	3	4	5
Shows typical life cycles of the place	0	1	2	3	4	5
Shows unexpected detail	0	1	2	3	4	5
Piece has humour and wit	0	1	2	3	4	5
Piece has impact and makes a statement	0	1	2	3	4	5
CAMERA: Work is nicely controlled and secure	0	1	2	3	4	5
Visually imaginative shooting throughout	0	1	2	3	4	5
Sets a strong mood	0	1	2	3	4	5
SOUND: sound effects and atmospheres stimulate imagination	0	1	2	3	4	5
EDITING: passage of time is shown well	0	1	2	3	4	5
Music enhances mood	0	1	2	3	4	5
Choice of music is fresh and interesting	0	1	2	3	4	5
Form in the music echoed in the form of the film	0	1	2	3	4	5
Music drives use of transitions and accents in the visuals	0	1	2	3	4	5
Piece is exactly 5 minutes in duration	0	1	2	3	4	5
Film transcends limitations of project to say something original	0	1	2	3	4	5
<b>TOTAL</b>						

