

## SPACE CHASE FILM

### The Requirements

#### THREE DOORS

You must show the protagonist going in and out of at least three doors.

Here's the catch - the door they go into must not be the same door they come out of, in the real world, but it must seem to be the same door in the film world.

This means your sequence will need six doors in total, three in and three out.

#### ONE ECCENTRIC PORTAL

Just for fun, include an additional 'door' that is unconventional.

Go crazy with this one, just to see how far you can strain plausibility.

Could you show, for instance, someone crawling under a bed in a bedroom, and crawling out of a doghouse outside?

If you pay attention to continuity, you certainly could.

#### TIME LIMIT

There is a 1 - 1.5 minute time limit. This one explains itself. Stick to the limit.

#### AT LEAST 6 LOCATIONS

The chase must comprise at least three geographically separate locations.

If the whole shoot happens in your backyard, you are not fully taking advantage of what this exercise is meant to teach.

Go all over town. Go to other towns.

Cross borders into other countries.

At least three locations, but sold as if they were one location, in the film world.

#### AT LEAST 3 CAMERA MOVES

Include some of the skills you have learned in the previous weeks about camera movement.

One should be a tracking shot, either hand-held or on a dolly.

One should be a stabilised camera move like a pan, tilt, or crane shot.

The last should be a dolly shot (in, out, or dolly counter-zoom).

#### EXCITING PACE

This is a chase sequence after all. Keep the editing brisk and fast-paced.

#### SCORE

Since this is a chase sequence, you should add some exciting music or SFX to enhance the pacing of the chase. This is a good opportunity for you to experiment with foley recordings (to create sound effects--**no pre-recorded sound effects are to be used**) and music composition (only student created music is allowed).

For foley work, use Digital Audio Recorders (like a Zoom H1n or even your phone) to record sound effects and then import them into your audio tracks.

For music composition, use musical instruments, including synthesizer or moog applications, or have a friend play something that you record.

You must AVOID USING COPYRIGHT OR COPYRIGHT FREE SOUND/MUSIC. Using copyrighted or copyright free sound/music violates the IB policy requiring all work to be student created. This includes the use of loops.

## SPACE CHASE FILM

Try [Chrome's Song Maker](#), it's incredibly user friendly and great (and original!) sound can be created in minutes.

If you create your own loops and then orchestrate a sequence, that is something that is admissible. Be creative! Remember, IB examiners are always looking for you to be as original as possible and have heard these loops in their original form hundreds of times!

### CHASER OPTIONAL

Adding a chaser into this mix adds an additional layer of complication to the editing of this exercise.

You can simply show someone running from place to place if you wish.

However, if you want an extra level of challenge, add in the chasers.

Just do not cheat by covering up door cuts by cutting from chasee to chaser.

The intention of this exercise is to show you can sell a cut from one location to another while following one person.

### PREMISE OPTIONAL

You do not need to create a narrative (story) reason for the chase.

The protagonist is simply running, no reason necessary.

However, if you want to, you may provide a reason.

The time limit still applies.

## The Process

### PRE-PRODUCTION

*By now, the process should start to feel familiar.*

*Brainstorm ideas.*

- Write a brief script that has all the events of the chase in order.
- Scout all your locations, keeping in mind all the requirements.
- Pre-visualise with a storyboard or animatic
- Shoot all your scenes.

### PRODUCTION

*Capture all your footage and import it into your editing software.*

*Add the score (it helps to time some of the cuts to the beat of the music).*

*Edit the footage into the desired sequence.*

*Export your finished film using the standard encoding procedures for this course.*

*Your finished film will need to be uploaded in an upcoming lesson, which means you should get started on this task right away!.*

*Good luck and happy filming!*

## Further Viewing

Need more examples of film space and time and real space and time being different? Consider watching these films.

**Watch** - [The Matrix](#) (1999)

**Watch** - [Memento](#) (2000)

**Watch** - [Ocean's Twelve](#) (2004)