



## Movie Making Tips

### Tip 1 – Make a storyboard

Plan your movie by making quick “thumb nail” sketches of key parts of your story. This will help determine what sets you need to make, how many scenes you need to have and how the story will flow. Make 8 to 10 squares on a piece of paper and number them. Then start sketching your story. Good planning makes for a better result.

### Tip 2 – Find a good location

A great movie is going to take some time to create so make sure you find a location to work where you can keep all the elements of your movie safe and undisturbed until you finished.

### Tip 3 – Organize your Film

Plan your “Shoot”. Filmmakers usually don’t film a movie in the same sequence that an audience sees it. You can be more effective and efficient if you group similar shots together either by set or angle of the camera.

### Tip 4 – Check your work

It’s always good to check each part after filming. Make sure you have all the footage you need before you move to another shot. It will be difficult if you have to come back and re-shoot later. It may be hard to match the angle and lighting.

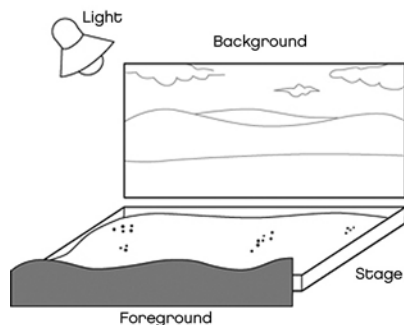
### Tip 5 – Film more than you need

All great filmmakers film a lot more than what makes it into the movie. That’s why sometimes you hear terms like “directors cut” or “deleted scenes”. Give yourself the ability to make decisions in the editing process.

### Tip 6 – Create a great sound track

Choosing the right music and sound effects is very important and will add a lot to your movie. Sound helps create the tone of the film and gives important clues to the viewer. For example you would never have soft happy music if you were in a scary part of a movie. Many Star Wars sound effects are provided on this site and the Internet is full of free music and sound effects. Be sure the sound that you use isn’t copyrighted before you put it in your movie.

## Constructing a set



### Background

Make sure your background is big enough for all the camera angles you need. If the background is supposed to be far away, making it blurry will enhance that effect.

### Stage

This is where most of your action takes place and where your “actors” and props will enter and exit. Make sure you design this area to be as flexible as possible.

### Foreground

Like the background, this area helps create the illusion of space. Constructing a foreground can also help hide any wires, stands or other elements that you don’t want your audience to see.