

EMF 222 – Towson University  
Guideline for Project 1: Gunsmoke

You DO NOT have to use all the footage, but you must tell the scene's story in a way that makes sense, builds to create a climax, and includes a denouement

Specifically I want you to have:

- Consistent and well-balanced audio levels. Please note: Gunsmoke audio is low. Primary levels should be set in relation to one another, BG and SFX and ambience set in relation to it.
- Audio in and outs are clean/Lapping: and you have at least evidence of two places you used audio lapping. No evidence of crew chatter.
- Sound effects/design helps create the world of the story and are well-mixed with dialogue:
  - This means including all necessary sound effects (if they are missing, the audience will know (ie slaps, punches etc.)
  - and a background sound design that helps support the world of film but does not overwhelm it.
- No Music can be used in any part of the project
- Make sure there are no sound holes
- Pay attention to continuity and match action, eye-line vectors and screen direction.
  - Remember, continuity is an illusion: you don't have to match every shot but you must trick the audience into not realizing it's not continuous.
- No Jump cuts—this means that if the production crew didn't get proper coverage, you need to find a way around the problem: ie if a character is in motion in a wide, he'll still need to be in motion in the tight.
- Pay attention to Scene structure:
  - Scene open is clean and integrated with the rest of piece,
  - The fight confrontation is edited for sense of emotion, rhythm,, and continuity.
- Final Scene builds to a Climax before the denouement.
- Scene end must be informed by the climax and point of scene, and is nicely integrated with the rhythm of the scene and emotional subtext of characters.

- Motivated edit points: Edit points should be well chosen to create emotion, advance story and provide rhythms appropriate to where you are in the scene story.
- Edit Points, transitions and effects are well-chosen and placed for the story and style of the scene. No dissolves.
- Scene fades in and fades out.
- Scene is delivered on-time as QT movie and named:  
EMF-222-Student Last Name - Semester – Gunsmoke – PROFFirst initialLastName  
Example: EMF-222-“NAME”-SP17-Gunsmoke-BLeonard

Happy Editing!