

Vis 177 Notes 5

JP'S WORDS OF WISEDOM

- Don't create to express yourself. By creating it expresses you.
- It's about pleasure, creating certain maneuvers and using them.
- Get pleasure in telling the tale, not in the tale itself.
- Pleasure is linked to feasibility.

DIRECTORS

- Hijack others energies and talents. Puts them in relationship to each other so that something comes out.
- Director is essentially a producer. Puts together all the elements in an efficient manner.
- Don't need to know all the stuff, need to know how to talk to people you work with.
- Work at level of craft which employs dialogue. Have to know all the levels but not necessarily in a certain fashion.
- Work all your life to develop the short hand.
- Look at the stages of filmmaking and see which one interests you.

UNDERSTAND CERTAIN ELEMENTS:

- Need to establish a short-hand with people.
- Film is a system, it is an object.
 - consider how system works.
 - Have to know how those objects in system work. Function like cogs and pegs.
- Proper of a narrative is to have 3 stages, a three act structure.
 - 3 moments different in nature.
 - at max they are equal to each other.
 - 1st= by force the most important because info is presented as such. Series of elements are presented.
 - want to be as reduced and compacted as possible.
 - moments film is played exists in the third and second, not the first.
 - A self-sufficient system of finite elements.
 - 1.present elements.
 - 2.play w/elements.
 - 3.resolve elements.
 - two consequences. 1. End of second part is the beginning on the end and works until end is the end.
 - Film is really in the second part. the change in terms of pacing and evolution. Different from first and third parts.
 - Construction in a spiral. Exists in concept of repetition.
 - Understand difference and repetition.

TRAILER

- A reading of a film. tells you what are essential elements and how they are playing.
- Doesn't address totailty but certainly the first and second pts. of film.
- Provides questions, not answers.
- Spectator is engaging in pleasure w/ trailer. Can't obtain pleasure if no expectation. All linked to knowledge to the game.
- takes into account the failure of casuality style of narrative.
- A System put in all honesty in front of the viewer.

HOW TO BECOME A BETTER FILMMAKER:

- Take a film that is a recognized good film. get a clock and pen.
- Break film down shot by shot, what the shot is and how long it takes.
- Do that and you'll learn how to make a film
- Look at the system and see how it was organized. Answer all the questions in the first third of the story. Why is the only question that reappears.

MacGuffin:

- Element in a film that is made to seem the most important, when it is not as important as another.

PRESENTATION OF ELEMENTS:

- indirect presentation...
- Elements always refer to something else. LA Cinega had elements of boredom and laziness that poitn to how class is represented.

Question: How do you best judge which elements and systems to take into account when composing a compelling trailer?