Chapter 1 Project: 2D/3D Movie Analysis

Due: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Students and those who are studious, the following is your homework assignment: due before reading chapter 2.

With this chapter’s ideas fresh in your head now it is time to research 2D/3D films.

Review a 2D/3D film of your choosing. Refer to list at the bottom of this project sheet for possible selections. Feel free to add your own film to the list. There are certainly more.

For students: present to the class a PowerPoint, keynote, html page, or otherwise visual presentation of your findings. Utilize DVD players on the PC that do image grabs, or use a Mac.

Questions to answer in your presentation:

* Art direction of the film
* Artistic influences (i.e., artistic styles)
* Was the combination of mediums a success or failure? Why?
* What is your favorite scene? Why?
* What tech info did you glean from the special features and/or commentary of the film? Cite your sources.

Skills you are assessed on:

* Problem solving (getting images, putting the presentation together, testing that the presentation works properly)
* Analytical abilities (depth of analysis, proper application of topics learned)
* Aesthetic appreciation (ability to visualize art assets)
* Technical appreciation (ability to present technical concepts learned)