## FORM AND AESTHETICS QUESTIONNAIRE

## **Production**

Working Title	
Producer	
Director	
1. <b>Basic Information</b> . Film's intended length minutes, to be shot on _ shooting days, and cost \$	(format), should take
So far I have (check what applies):  Screenplay	
Conceptual	
2. <b>Philosophy</b> What aspect of this film resonates with my own personal beliefs and identity?	?
3. <b>Experiences</b> What personal experiences will help me develop the themes and characters in	this film?
4. <b>Premise</b> This film explores my convictions by showing (your film's premise):	
5. <b>Structure</b> The film's overall time frame isbut	the story will be structured by
and the following elements in the handling of time or space depart from ordin	nary realism
6. <b>Tone and Aesthetic Approach</b> Along the sliding scale between strict naturalism and surreal stylization, the fapproach is	ilm's overall aesthetic

7. Genre (see genre questionnaire) The genre of this film is and my film only departs from this genre in t	
8. <b>Setting</b> The major settings or location	ons contribute
9. <b>Characters</b> Main characters' (in order o	f importance) and their wants, dominant traits, major conflicts:
	mainly wants
Dominant trait	
Major conflict	
	mainly wants
Dominant trait	
	mainly wants
Dominant trait	
Major conflict	
Character D	mainly wants
D i 4 i4	
Character E	mainly wants
Dominant trait	
Major conflict	
Character F	mainly wants
Dominant trait	
10 6'44'	
10. Situations The main character(s) major	situation(s) or predicament(s) are
	( ) F(-)

11. Point of View  (a) The point-of-view character(s) is/are seeing means that	and his/her biased way of
(b) Subsidiary characters are seeing, by contrast means that	and their way of
(c) The Storyteller's characteristics are	and this makes
him/her want to make the audience see in this particular way	
12. <b>The film's main conflict</b> The major forces at conflict in this film are betweenand	
13. Forces in confrontation The story's main conflict is finally played out between and	
14. <b>Resolution</b> The main character's struggle resolves as or into	
15. <b>Performance</b> The performance approach or style will be	
and this contributes	
	_to the story, tone, and meaning of the film.
Design	
16. Mood and Tone Progression  Moods in the film start with  and progress through	
to	

17. <b>Stylization</b> Heightened elements in my film are
Their justification lies in
And the stylization will be accomplished by
18. Symbols, Metaphors Metaphors by which I type the characters or situations are
Metaphors or symbols on the screen will be
19. Visual design The dramatic elements that determine the visual design are
Color palette and its development are
The dominant impression the cinematography gives is
The dominant impression the Art Direction gives is
Visual motifs or recurring images are
20. Sound design  Most important design elements are
Use and source of music will primarily be
Aural motifs or recurring musical themes are

## Outcome

After they have seen my film I want my audience to:  Feel			
eei			
hink			
ecommend that pe	cople see the film because		
Further Notes on Aesthetics and Form			