

Student 4: High Achieved

NZQA Intended for teacher use only

GENRE: Adventure

CONCEPT:

1 Our film will follow the adventures of a young coin with a consciousness; trying to get back to a teenage boy it is attached to. The coin will be a NZ two dollar coin from 2004, hence the film will start in 2004 and end in 2014. The coin is attached to its first owner, Sam, but when Sam makes a wish and throws the coin into a fountain, the coin must embark on a wild journey to find its way back. The coin will travel through from place to place and hand to hand in a quirky style which will maintain an upbeat tone throughout the action. Our concept relates to the adventure genre as it includes several key aspects of adventure films; a protagonist (the coin) overcoming obstacles to reach its goal by travelling and experiencing a variety of locations. There will be other key conventions and features included in our film also, which are common in this genre; such as escape scenes, victory at the end and humour. For a lot of the film, actors will not play a very large roll; mostly the body will be seen and not the face. (When they are shown, it will usually be from the coin's point of view). We can therefore source actors from the school drama department or other peers, and make their hands look older if necessary.

7 Parents and pets will also have small rolls in the film. We will need a video camera for most of the film, and a waterproof camera for our underwater and air-borne shots. We have a video camera, and can source a waterproof camera from the Media Department. Because coins travel to many different areas, we will be shooting at a variety of locations, including very common places and more distant/unusual places. To accommodate this we will use town, gardens, each other's houses, the beach, a restaurant and more. Our goal overall is to create an entertaining film, which provokes the audience to think about the fact that everyday coins have travelled all around and to bizarre places. 2

CONVENTIONS/FEATURES

3 Variety of (Usually Exotic) Locations: The very word adventure implies a journey to different places. Characters often travel to a wide range of locations throughout adventure films, and these places are often strange and new. A good example of this is the film Journey to the Centre of the Earth. The Coin will incorporate a similar thing. Though the coin will not be in extreme places such as volcanoes and rainforests, it will be encountering a large number of places which are new to it, emphasising the fact it is on an exciting journey. The coin will be a new coin, and on its journey will find itself in a fountain, a park, a shop, a forest, a beach, Stuck in a couch, in a rubbish bin, on a dog and on a street. For the coin, these are adventures; and the purpose of this film is to portray these places as exotic ones for the coin. (see location planner).

2 Escape Scenes: Escape scenes are a common occurrence in adventure films, whether they be the protagonists escaping from the imprisonment of strange people or creatures, a car/vehicle chase, or running from the 'bad guys' who are on their tails. Escape scenes allow the tension which has been accumulating to be released, hence allowing for the dramatic and intense part of adventure films. In Shrek for example, Shrek and Donkey Set out on a quest to rescue Fiona, and we sit through a variety of minor obstacles, humour, and light-heartedness before they reach the castle. Tension continues to build as they sneak in to find her, and finally there is dramatic, slow-motion, highly-music-oriented, action sequence occurs as they all escape from the castle with the Dragon on their heels. Another example of an epic escape scene is Jack Sparrow's escape from Cannibal Island, which is very fast paced and intense. The coin will escape from numerous situations, the biggest chase occurring at the end when the dog's mother is chasing Billy down the Road.

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Quest with increasingly difficult and tense challenges: Adventure films usually have a protagonist overcoming a series of challenges as they head towards the final big challenge. Their journey therefore gets increasingly difficult, In 127 Hours, a man has to deal with the challenges of starvation, dehydration and general survival, until he realised he must complete the biggest challenge of all: cutting off his arm and finding rescue. The coin is a good object to use in an adventure film as it can find itself in a wide variety of locations and therefore have many challenges to overcome to reach its ultimate goal. The coin will have to "escape" from a variety of people, this becoming more and more difficult, until finally it gets back to the human it belongs with. Having the victory at the end of this quest is also a key feature of adventure films,

Humour: In adventure films, humour is often used – especially in dialogue – to diffuse the intense scenes. When considering adventure movies, a large number of humorous ones come to mind: Shrek, Prince of Persia, Indiana Jones to name a few. Pirates of the Caribbean's Captain Jack Sparrow has become a comedic icon as a troublesome, adventure-prone pirate. The constant humorous moments and interactions between characters in the film contrasts with the dangerous sword fights and other action scenes. This balances the film and maintains the light-hearted mood of adventure films. Other good examples are the many animated adventure movies such as Tangled. They maintain a positive mood by incorporating humour amongst the action. By using humour in our film, we aim to stay within the atmosphere of an adventure film and create a bright, action-packed film. We can do this by having humorous dialogue between the characters the coin encounters, and using witty situations ...

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**Time:**  
We have 6 weeks of class time to produce this film, plus the holidays. We will need to start filming immediately, and get the project underway to allow for errors. Because we have so many locations and characters, we need to create a schedule. If we do this, it will be easier to manage, and though the numbers may be a disadvantage us, each scene will be relatively short which is an advantage.

**Props/Costume:**  
Our props are not particularly difficult to source, but we will need to get a hold of the following items. Below is a list of the props and special costume required, and how we will source them:

- coin - we will look through our change
- tattered beanie - Rachel can find old beanie at home
- handbag - ask Beth to bring hers along
- half-length gloves - Rachel can bring from home
- plastic bag - Lots available at any times, I will bring one
- running shoes and cap - Felicity owns these items
- backpack - Rachel can bring from home
- notepad and pen - I will bring from home
- waitress outfit - Claudia brings any black pants and white shirt, I will bring apron from home
- couch - my house
- popcorn - in cupboard at home
- rubbish bin - Rachel has one at home
- rubbish - we will make this from random objects; bits of paper etc
- piece of food eg. beef jerky - buy from supermarket
- tracks/sports gear - Claudia's own sports clothes
- fake blood - source from Charwell

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Title Logo PAGE 2

Scene 2	Scene 2	Scene 2
Panel 4/11	Panel 5/11	Panel 6/11
Timing 8 s	Timing 2 s	Timing 5 s
100	100	100
Action: <i>Hand holding coin, falling through the coin into plate. Later 3.30.14 etc.</i>	Action: <i>Close up. Action coin falling into plate (underwater)</i>	Action: <i>Long shot of man walking away from camera</i>
Dialog: <i>"Sam NO!!"</i>	Dialog: <i>(Sound effect music)</i>	Dialog: <i>(Music continues)</i>
Trans: /	Trans: /	Trans: <i>(Cut to Panel 5)</i> <i>"I'll get back to you..."</i> <i>(2)</i>

Title Logo PAGE 2

Scene 2 (revised)	Scene 2	Scene 3
Panel 4/11	Panel 1/5	Panel 2/5
Timing 8 s	Timing 5 s	Timing 5 s
100	100	100
Action: <i>Hand holding coin over plate. Handlet over hand enclosed. Dramatic</i>	Action: <i>Hand holding coin over plate. Handlet over hand enclosed. Dramatic</i>	Action: <i>Hand holding coin over plate. Handlet over hand enclosed. Dramatic</i>
Dialog: <i>"NO!" music of impending doom</i>	Dialog: <i>"Little gurgles"</i>	Dialog: <i>"S.O...!!"</i>
Trans: <i>Foot black out hand enclosed.</i>	Trans: <i>(Cut to over the shoulder shot)</i>	Trans: <i>Hand back to panel 1, hand closes, screen goes black.</i>

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**CASTING/TALENT:**

**The Coin (voice):** [redacted] has a very good speaking voice, and will be able to express the emotions of the coin and portray its personality, with humour, expression and feeling.

**Young Sam:** Young (12-year-old) Sam is a character who is bullied. He is pushed around by other peers and wishes he could be accepted. For this reason, his character suits being small. [redacted] is small and could pass as being young, and also holds an endearing quality which will encourage the audience to sympathise with him.

**Old Sam:** The (18-year-old) version of Sam must resemble the younger one as much as possible. [redacted] has dark, short hair and brown eyes like Sam, and quite similar. [redacted] will be able to pull off the unexpectedly-dangerous character.

**Homeless man:** A lot of the actors involved do not need to look a particular way, as the film will focus mainly on their hands. [redacted] has hands which can pass off as older man's hand if made up correctly.

**Young Bully:** [redacted] is enthusiastic and for this reason I have chosen him as the bully. He can make the taunting lines realistic and add dynamism to the film. He is also taller than [redacted] and it is therefore more realistic that he could bully Sam.

**Old Bully:** [redacted] looks similar to [redacted], they both have short darkish hair and blue eyes. [redacted] is a tall and will portray an 18 year old well. His height also reinforces the fact he is the bully.

**Shop Tender:** [redacted] will act as the shop keeper, who serves the homeless man and the rich woman. She will say a line, but will not need to appear in the film for a large amount. She has a pleasant voice which will go with her brief character.

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**LOCATION:**  
(Time of Day and Photographs needed)

- **Rose Gardens**  
This fountain will be the one Sam throws the coin into. We will shoot this scene an afternoon where there is good lighting.
- **Tuck Shop**  
This will act as the shop which the homeless person goes to. We will film after school at around 3.45pm, when people are not around.
- **Road,**  
This is an easy to access road, as I go to [redacted] a lot when I am home in the holidays. This means, I will be able to shoot the scene where [redacted] (my sister) gets the coin lodged in her shoe on the side of the road, in town. We will do this during a day these holidays. (We will merge this with the scene of [redacted] dropping the coin, to make it seem as if it is the same location).

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