**Storyboard Requirements**

* 10 frames of one section of a story (colored?)
  + The Cask of Amontillado, Stolen Party, Marigolds
* A description of shot, dialogue, action, FX [lighting, sound, editing, camera angle] for each frame
* At least 1 camera movement
* Attached written explanation of the effect you were trying to create with each choice

**Reflection Requirements**

* Demonstrates understanding of how cinematic choices effect viewer
* Connects evidence from the story with cinematic choices
* Discusses shot choices and FX choices

*ADVANCED REFLECTION (Uses textual evidence): In this shot, I chose to use bottom lighting on the close up of Montresor, because I wanted to make him seem evil and insane, shown by the “loud and shrill” screams that were “reechoed…aided…surpassed” by Montresor as he chains Fortunado to the wall (103).*

PROFICENT REFLECTION *(Accurate interpretation of the text, but without evidence): In this shot, I chose to use bottom lighting on the close up of Montresor, because I wanted to make him seem evil and insane.*

BASIC REFLECTION: *(No interpretation of the text, just a re-telling of shot): In this shot, I chose to use bottom lighting on the close up of Montresor.*

**DUE WEDNESDAY AFTER WINTER BREAK (You will have no more class time for this project)**