

Introduction to Film Genres
Audio Workshop
Names:

Today, you'll be thinking through how sound shapes our experience of genre. I've posted several stock footage clips in the Box folder titled "Sound Workshop." With your partner, pick one (or several) and compose an audio track that makes your clip belong in a film of a certain genre. This could mean, for example, adding tense music and a scream to horrific effect. You're welcome to use the sound files your classmates posted on Box, or to search for additional music or effects. Below you'll find links to libraries of online sound files. Once you've got a soundtrack that you like, consider how you can use video effects to make your clip visually resemble the genre you're working towards.

As you work, answer the questions on the back of this page. When you've finished, export your video file – choose File Format "H.264" on Premiere's export menu, and name your project under "Output Name." Post your finished, renamed clip on Box in the "Sound Workshop" folder.

SOURCING SOUND EFFECTS & MUSIC

The Free Sound Project
<http://www.freesound.org>

Sound Bible
<http://www.soundbible.com/free-sound-effects-1.html>

Public Domain Sounds
<http://www.pdsounds.org/>

Free Music Archive
<http://freemusicarchive.org>

Creative Commons Audio
<http://creativecommons.org/audio>

What's your initial impression of your clip? What feelings do you associate with it? Are there genres that it definitely would or wouldn't appear in?

What's your goal with your soundtrack? What audio files are you including, and how do they shape the experience of watching your clip?

If your finished clip were to appear in a film, what would happen in the scene before it? The scene after it? How does it fit into your genre's typical plotlines?

Introduction to Film Genres Annotated Bibliography

The annotated bibliography is an opportunity to start gathering materials related to your genre and imagining the shape of your final project. The fact that you cite a scholarly article or media object here doesn't mean you have to use it later: this is a first stage in your research, not a final accounting. Accordingly, I expect you to continue looking for sources and refining your list of references as we move through the semester. As you get a clearer idea of what you want to do, you'll have a better sense of what's useful.

For this assignment, I'm asking you to find and annotate 3 scholarly works and 3 media objects related to your genre. Some guidelines:

- Have a title, an overview (200-250 words), and a discussion of each source (250-300 words).
- In the overview, give me a sense of what unites your sources. What question are you planning to explore through them? Why consider these things together?
- In the source discussions, don't give me a general plot or argument summary. Tell me why each source is useful to you and how you see it fitting into your project.
- You can use one source from the class readings/screenings, but you're not required to.
- Use MLA citation style. A formatting and style guide is available here: <https://owl.english.purdue.edu/owl/resource/747/01/>

If you have questions about what this assignment is asking you to do or about how MLA style works, please ask.

Due Monday 5/30 by 11:59PM. Email your bibliography to me (KLC122@pitt.edu) as a Word document with this naming convention: `genres_lastname_bibliography.doc` (or `.docx`).

Introduction to Film Genres Final Paper/Project

You've done some thinking and research about your genre, so now it's time to start planning for a final paper or project. If the annotated bibliography was about mapping out the conversations surrounding your genre, the final is an intervention into them: you want to be writing (or making) something that hasn't already been done, that comes from your particular expertise as a film viewer and theorist.

Guidelines:

- If you write a paper, it should be 3000-3600 words. If you make a video or audio piece, it should be 5-10 minutes long and accompanied by a 500-750 word "artist statement" that contextualizes your project and makes clear its relation to genre.
- Papers and projects should engage with theories of genre and with media from your chosen genre. Cite at least one scholarly article, and reference at least one film, TV show, or video game.
- Papers must have an argument – that is, you must make a claim about your genre that someone could disagree with. "Action movies involve special effects" is not an argument, whereas something like this is: "The rise of CGI-dominated action movies suggests we value technology-based spectacle over human interaction."
- You should have a "Works Cited" page where you list the articles and media you reference. Use MLA formatting. A guide is available here: <https://owl.english.purdue.edu/owl/resource/747/01/>
- You're welcome to use writing from your weekly responses or annotated bibliography. Be sure that you reread anything you bring in and edit for flow: if you don't, your paper won't feel like a cohesive whole.

You don't need encyclopedic knowledge of your genre to write this paper. You might focus on a single film that speaks interestingly to your genre, on a director associated with it or a promotional practice characteristic of it. You might also think about how your genre manifests in a particular time, place, or medium, or how a trope (like the woman in red) moves through it.

You'll need, in other words, a particular approach. This week's response asks you to begin formulating one: in your abstract, you should outline the question(s) you want to explore in your paper, your tentative thesis, and how you'll go about proving it. If you're doing a media-based project, mention the medium you're using, what you plan to do, and how it relates to genre.

Final papers/projects are due Saturday 6/25 by 11:59 PM. Email papers and artist statements to me (KLC122@pitt.edu) and post media projects to Box.