

## Humans of Mira Costa Interview Project

Inspired by the blog, Humans of New York, you will create a brief video portrait of one of the many people who make up the fabric of our school community. You should challenge yourself to interview people that we don't know, are not necessarily popular, and might be from underrepresented groups. The result should be a portrait of the fabric of our entire community.

### REQUIREMENTS

Each video entry should:

- be approximately 60 seconds in length
- include a "Humans of Mira Costa" opening title for 3 seconds
- Include b-roll in addition to the interview
- Use perfect BFLATS, follow the Rule of Thirds, etc.
- Fade in/out

### Interview Questions

Questions should be appropriate for the person you're interviewing and the particular topic you interview them about. Remember, you want to follow the guidelines of good soundbites:

- colorful
- concise
- opinions (only this person could say this)

### GRADING

Your grade will be based on:

- technical proficiency (BFLATS, using rule of thirds, etc.)
- selection of an interesting, unusual and unique subject for your project
- the quality of your soundbites elicited by your questions and interview techniques
- inclusion of a variety of appropriate and creative b-roll that follows the "10 fingers" technique

### TIPS

- Conduct a pre-interview, where you talk with your source in advance, before you write your questions and determine your focus statement
- Have a focus statement for your interview—be narrow and specific
- Write questions to develop your focus statement, and elicit good soundbites
- LISTEN to their answers as you conduct the interview, and improvise questions to follow up on interesting statements, reactions and ideas.
- Brainstorm ideas for b-roll footage in advance. Consider metaphor and symbolism as part of what/how you shoot.
- When recording interviews, avoid "firing squad" shots where the subject against a wall.
- SHOOT FOR SOUND. Since this is an interview piece, get close to your source when conducting the interview. Avoid noisy locations. Be sure to record NATS.
- SHOW a process, and the subject's face reacting as they do their thing
- Edit using L-cuts, where audio from the interview continues into the next shot of b-roll, or begins before the b-roll is finished.
- Before you export, check SPELLING, PROJECT DURATION, AUDIO LEVELS