**Reverse Engineering Project**

Part one: production

It is often useful to take someone else's finished product and work backwards, taking it apart to figure out how it was made. This project asks students to select a one minute extract from a film of their choice, which they study thoroughly and then attempt to replicate as closely as they possibly can. In their replication, students are required to create **everything** themselves, including score and sound effects. Nothing may be recorded from the original, no music or effects may be merely downloaded. In preparation, they will write the script (not merely photocopy it) in standard format and then will create the storyboard as a checklist for shooting. They are expected to get as close as they possibly can to the original, with the exception of the actors resembling (in looks or voice, that is) the original actors. In the assessment rubric, the instructor assigns a difficulty multiplier in order to encourage students to not select the easiest possible scene they can find.

Part two: film history

Students are to research the name of the individual from that film who has the production role that the student has selected for his project. So, if the student has decided to be an editor, then he is to find the name of the editor of the original scene. The student will then research the filmography of this professional filmmaker and discover some of this person's signature techniques or strategies; in other words, his style. Hopefully, there will be some evidence of this style in the scene that is being reverse engineered. If this is not the case, then another scene from that film could be substituted that better illustrates the style. The student will then write a 2-3 page paper explaining their discoveries.