

***Creating Dance On-Screen***  
***Zohar Ziff, Miller Arts Scholar in Dance***

The worldwide pandemic has changed the artistic landscape for performing arts and has created opportunities for dancers to explore movement away from the proscenium stage. One of these methods is through screendance – also known as dance film or dance cinema – which exhibits dance through a camera lens, offers many options for setting, framing, and editing a piece, and uses film techniques that cannot be replicated for a live onstage performance. As a dance scholar, I had to begin working with this medium during the pandemic. Last semester, I submitted a few dance projects over video for my virtual classes. Dance film is currently the primary way I participate in dance, as it can be rehearsed, created, performed, and shared while remaining socially distant. To improve my screendance skills, I am currently taking the course Dance for the Camera.

I am applying to obtain funding for materials that would allow me to pursue screendance further and enhance my creations within this medium. With these tools, I would be better equipped to create screendance for my current and future academic courses and add films of professional caliber to my portfolio as a dance artist.

Screendance is becoming increasingly prevalent in my dance practice. This semester, I am taking the courses Dance and the Camera and Jazz I as part of the dance minor curriculum, both of which require dance film projects. Dance and the Camera is my formal introduction to creating screendance. Throughout the course I am learning about this medium by reading about film techniques, watching screendance, hearing guest artists talk about their experiences, and creating and editing dance film projects. My previous dance training focused on live onstage performance, but I am quickly learning that film offers unique ways to showcase dance and express ideas through movement. This expression is even more effective when filmmakers have access to advanced equipment. The concepts I learn in that course, along with the materials I am requesting with this grant, would improve my dance film creations that are required for my current and future dance courses, as well as screendance I create independently.

I am requesting funds to purchase Final Cut Pro X, FiLMiC Pro, a smartphone gimbal, and an external hard drive. Final Cut Pro X is an advanced video editing software that allows for extensive and professional-level editing of sound, image, and effects, and supports high-quality video editing. I am currently learning to use this software in the Dance for Camera course under a temporary subscription, which ends in December. Full access to this software would give me more options for editing and formatting post-production beyond the fall semester. I currently use my smartphone camera to film, and so I am also requesting a gimbal for the smartphone, which would stabilize its camera and allow me to control functions – like zoom, start/stop recording, and focus – more easily than with the touchscreen. This would improve the video-taking process. FiLMiC Pro is a video camera app that works in conjunction with the gimbal and allows for a large variety of resolutions, speed frame rates, audio frame rates, shooting modes, and options to store and save video. A hard drive would be necessary to store raw footage and completed films

as high-quality video files. With these portable tools, I can create and edit dance films in a variety of locations at a professional level.

I wish to extend a thank you to the Miller Arts Scholars Program for the opportunity to receive funding for my artistic endeavours and for consideration of this proposal.

*List of expenses*

<b>Item</b>	<b>Cost</b>
<a href="#">FiLMiC Pro App</a>	\$14.99
<a href="#">Final Cut Pro X</a>	\$299.99
<a href="#">2 TB External Hard Drive</a>	\$57.99
<a href="#">Handheld Smartphone Gimbal and Tripod</a>	\$89.00
<b>Total</b>	<b>\$461.97</b>

*Timeline (subject to change)*

Fall 2020 Semester	Purchase materials; utilize tools to complete films for Dance for Camera, Jazz I courses; complete Mini-Grant Outcome Report.
Spring 2021 Semester	Use tools to create films for dance coursework and independent artistic projects.