Essay Outline Template

Instructions: It is unnecessary to follow this outline literally. For example, you may only have one idea about how lighting or color is used. Thus, it is unnecessary to come up with another idea unless you need to. Use as many aesthetic criteria and examples as you need to make your point.

1. Introduction
   1.1. Introduce the program (film/TV/videogame) by providing background information: producer, director, cinematographer, actors, computer programmer, studio, year of production, technical specifications, etc..
   1.2. Provide a brief synopsis of the program that describes the story.
2. Body
   2.1. First aesthetic criterion used to analyze the program. See notes and textbook for choices, e.g. lighting, use of color, composition, etc.
      2.1.1. A statement of how lighting is used to achieve a specific effect within the program.
         2.1.1.1. Example 1 of how the effect is achieved.
         2.1.1.2. Example 2 of how the effect is achieved.
         2.1.1.3. Example 3 of how the effect is achieved.
         2.1.1.4. Etc.
      2.1.2. A statement of how lighting is used to achieve another specific effect within the film (OPTIONAL).
         2.1.2.1. Example 1 of how the effect is achieved.
         2.1.2.2. Example 2 of how the effect is achieved.
         2.1.2.3. Example 3 of how the effect is achieved.
         2.1.2.4. Etc.
   2.2. Second aesthetic criterion used to analyze the program. See notes and textbook for choices, e.g. lighting, use of color, composition, etc.
      2.2.1. A statement of how color is used to achieve a specific effect within the program.
         2.2.1.1. Example 1 of how the effect is achieved.
         2.2.1.2. Example 2 of how the effect is achieved.
         2.2.1.3. Example 3 of how the effect is achieved.
         2.2.1.4. Etc.