Candidate 1 evidence

Higher Media Assignment

Creative Intentions

Genre:

I have decided that my trailer is going to be a horror genre while also leaning into the paranormal side as the woman gets attacked by her own reflection. The horror comes from the woman being on edge late at night and then getting a text saying that she's not alone before being attacked in her dimly lit bathroom. The paranormal side comes from her own reflection attacking her. It will be eerily quiet apart from the water running in the sink to create a tense atmosphere. I will use a sequence of editing tools to make the trailer flow together in a nice order. Another example of a horror convention that I will use within my film would be lowkey lighting. By using this within my film it will make the audience feel a deeper sense of fear while watching.

Stimulus:

I have chosen to make a trailer using the stimulus "smile". I chose this stimulus because I liked the way that the movie was shot and the way that the character feels isolated and alone through a lot of the movie. The movie also has a very eerie feel to it which makes it more interesting to watch and keeps the person watching intrigued. I am planning on making my trailer late at night to make the setting more unsettling for the person watching and because paranormal things tend to happen as well. I believe that this meets the stimulus of "smile" because it's about a woman being tormented alone.

Audience

The target audience for this trailer will be teens and adults, and those with interests in horror and thriller movies. I have chosen to target this specific audience because as people with similar interests they will find the context of the trailer more and find it more intriguing to watch it. I will target this audience as they will understand the dark themes such as possession of the human body and ghostly entities while also focusing on the eerie vibes of the trailer and the trailer will also include a range of high school age actors, so the film will also appeal to an audience of the same age group as they will be able to relate to the actors in the film. I will dress the actors in dark colours with cold tones to create a depressing and creepy tone that will blend in with the theme and genre of the trailer and overall will add to the setting and atmosphere of the trailer.

Purpose

The purpose of my text is to create an interesting storyline for my trailer that would make people want to watch the movie if it was "actually made". I will achieve this by adding jumpscares and interesting plots for the viewer to be interested in. My main goal is for the audience that views my trailer to be entertained by it but I also want them to be scared by it too. I also want them to stay interested and engaged so that they watch the full trailer. For example, I will try to make my trailer appeal to my audience by doing research on popular

Higher Media Assignment

themes that are included in horror films and by keeping the trailer true to my original idea as I think that it creates a very eerie and scary vibe.

Locations-

A location that I will use within my trailer is the bathroom. I will turn off the lights and will have dim lighting so that it creates a scary atmosphere. I will also film at nighttime so that there is no natural light that makes the tone of the trailer more scary and eerie for the audience that is watching. This will further enhance the haunting tone of my trailer and overall will give a more mysterious vibe such as not knowing what exactly is targeting the character and the build up to finding out what is harming her and this will positively add to the storyline as well. However, my trailer will begin in the bedroom of the main character which will also have limited light to also have the same eerie tone carried throughout the whole movie. This will all be filmed in my house or someone else's that has consented so that i don't have to worry about having people in the trailer that don't want to be.

Content Research

In the trailer that I watched which was "smile" and the feature that I watched which I thought that was most interesting was the amount of close up shots of the characters' faces. This was successful because it was able to show the expressions that the character possessed and in the moment that they got possessed by the monster that made them uncontrollably smile. This will be effective because it will allow the audience to grasp the plot of the film and it also allows the audience to see what the characters are feeling at any certain time.

Furthermore in the "smile" trailer another feature that I found while watching it was the diegetic sound that was used throughout. For example you hear an ambulance siren or emergency vehicle siren playing in the background as part of a hospital setup. This was effective because it allowed the audience that was watching the trailer to feel immersed within the film as it adds further depth to the experience as a whole. I will use this feature to create a sense of realism within my film such as the sounds that are received from the girls phone and furthermore it also builds the environment and setting as it allows the audience to recognise where the characters are just by using diegetic sound.

Thirdly, another feature that I found interesting in the "smile" trailer is the use of non diegetic sound such as when there is a sound that resembles a heartbeat which is used to create tension that also enhances fear throughout the entirety of the trailer whenever we can hear it. This is effective as it creates an eerie setting. I will be using this within my short film to create anticipation and it also enhances the fear that is received from jumpscares within the film. The use of non-diegetic sound in my film will also create a creepy and unsettling atmosphere for the trailer of my film which will help get the main parts of the trailer across to the audience such as the racing heartbeat of the main character or doors eerily creaking shut when the are closed right before the character enters a moment when their life is in danger.

Higher Media Assignment

A feature that I found interesting in the trailer of "It Follows" was the lighting. Within the trailer we see a lot of dark and dim lighting which creates an unsettling tone which sets the mood for the rest of the trailer and film. For example we see the main character Maika Monroe tied up on a chair in what seems to be an abandoned parking lot and there is only natural lighting from outside that allows us to see her situation and the shadows around her and throughout the scene alert us to some sort of mysterious danger and that it will be a recurring theme throughout the movie. I will be using dark lighting in my film trailer to create an ominous tone for the mysterious entity that keeps bothering the main character such as when she is in the bathroom and is being watched there will be lots of dim lighting and many shadows around her.

Another feature that I noticed was the clever use of camera angles within the "It Follows" trailer. For example we see close up shots of the main character's face when she is tied up to a chair and this allows us to see the worried and terrified look that she has due to the situation that she is facing. In my film I will be using a variety of different camera angles including close up shots that will show the unsettling look on the character's face that is in my film trailer such as when she is looking at her own reflection in the mirror and it is not reflecting her movements back. This will further enhance the emotional depth of my trailer as it will be able to connect with more people who may be watching the trailer.

Production Roles

Within my trailer I am going to be taking on the role of a camera operator. Camera operators are responsible for capturing action within the film as https://www.screenskills.com states. Camera operators also use a range of different equipment to shoot such as different lenses or cameras etc. In my film I will be using an iphone 14 as the main camera and the camera on my phone has one front-facing camera (12MP f/1.9), and two back-facing cameras: a wide (12MP f/1.5) and ultra-wide (12MP f/2.4) camera. The ultra wide camera will be useful for taking a variety of wide angle shots for my film that allow me to shoot the entire setting of the scene such as when the girl in my short film is sleeping in her room alone.The lenses in the camera also allow for zooming into scenes which will be helpful for close up shots of my character's face when she is scared or expressing a prominent emotion or important facial expressions. For example this can be used when the girl receives an anonymous text and you can see the immediate panic on her face.

Another role that will be included within my trailer is a sound supervisor. Sound supervisors are in charge of mixing all the sound mixing in a recorded studio or outside broadcast such as https://www.screenskills.com states. They also use a variety of editing software. In my trailer I will be using an app called Capcut to edit all of my clips together and add sound and other different sound effects to my different clips. The app will be very helpful as it will allow me to effortlessly add sound to any of my clips after editing them all together which will further enhance the quality of my trailer all together. The app also comes with preset sounds which I will be able to use to add in small details to my trailer to make it sound more authentic to whoever

Higher Media Assignment

is watching it. For example this can be used when the girl receives a text message on her phone and it makes a subtle noise in her pocket.

A third role that will be needed within the making of my trailer is a lighting director. The role of a lighting director is to create the colour, texture and the mood of a tv show and they also use a variety of lighting and effects to focus attention on the action as https://www.screenskills.com states. In my trailer I will be using the flash on my phone to attract attention to different aspects of the trailer and I will also be using subtle lights throughout my trailer to create a dim and mysterious atmosphere throughout the entirety of my trailer. For example when the girl wakes up from her sleep to go to the bathroom to go and wash her face she will turn on a dim lamp that will only produce a small amount of light so that it creates an eerie and suspenseful tone.

A final role that I will take on within my film trailer is costume designer. The role of costume designer is very important within my film because it involves making sure that the clothes that I choose to include within my film relate to what's going on in the story line. I will make sure i dress my character in red clothing to symbolise the possession that is taking place within the trailer and also to symbolise the imminent danger that she was in such as when she is getting ominous text messages in her bedroom or when she is possessed in the bathroom scene while she's looking into the mirror. This will add to the depth of my film as anyone watching the trailer will get the impression that something bad is going to happen to the main character throughout the trailer.

Institutional Content

There is no budget for my film except for whatever I can provide out of my own pocket to spend on my trailer and this also ensures that my costs for the production stay low. Additionally, for the location I am filming in, it will be my house or someone I know, which means that I will not have to spend any money on my filming location. However I will be investing in a ring light for my film as I think it will be very useful for my trailer as I will need to use it for both the bathroom and bedroom scene as the lighting will be very dim so it will come in useful. I am also planning on blood and other prosthetics for the character but the cost of it worked out to be too high for the budget I am planning on including. To combat this obstacle within my film i will make up for the lack of budget with editing tools that i have access to which do not cost any money but will still make sure my film is engaging to watch to my target audience.

Higher Media Assignment

Audience Research

The first question of my survey asked "what do you prefer in a horror trailer" and the options for answers were a clear idea of the story line, a clear idea of the setting, and a clear idea of the characters involved. After my survey had been completed by everyone that answered, the most popular reply was "a clear idea of the storyline" with 75% of respondents voting this answer. This was helpful to me as it gave me an idea of what to include within my trailer and what would be popular within the audience that would watch it. I will do this by including key points of the story within my trailer which will give the audience a clear idea of what the storyline is actually about. This will help to engage the audience and will make my trailer more enjoyable to the viewers of my trailer.

The second question that I asked in my survey was "what type of characters do you prefer to see within a horror trailer" and the answers that were included below were a heroic character, a villain, a victim and the main character. The most popular answer under this question was "a villain" with 80% of people voting this answer. This made me make sure that I added a villain into my final trailer as the main antagonist. This will make my horror trailer more interesting as a large majority of people enjoy having a main villain included within a trailer because it creates curiosity and this can be done by showing reflections or mysterious shadows watching from a distance.

Furthermore another question that I included within my survey for my horror trailer was "what kind of music do you prefer to hear within a horror trailer" and the answers to this question were Suspenseful, Loud,Quiet and Classical/eerie. The answer with the most responses was "classical/eerie". I made sure to add eerily creepy music in the background of all the clips in my trailer. This will add a sense of mystery to my trailer and leave the people watching feeling suspense as it will build lots of tension through the audience anticipating that something bad is going to happen based on the music that is surrounding the character within the trailer.

A fourth question that I asked in my survey was "who do you prefer to be characters in a horror film" and respondents could choose from Young, Teenager, Adult and Elderly for their answer. The majority of respondents picked teenager with 75% of respondents voting this. In my horror film trailer i will add a teenage character to play the main character which will target a large part of my target audience and it also adds a sense of vulnerability as that is often how teens are perceived within horror movies and by doing this it will enable the audience to feel more connected to the character that they are watching, it also adds a sense of familiarity as audiences are used to commonly seeing teenagers play characters in horror movies.

A final question that I asked within my online survey was "what do you prefer to see in a horror film" and respondents could pick from Dialogue, Visuals of characters and

Higher Media Assignment

Symbolism. 60% of respondents picked visuals of characters so i will make sure that the majority of my trailer focuses on visuals of the main character and i will do this by using different angles to film from different perspectives of the character and i will also use close up shots of the character to show different emotions that they may be feeling at certain moments in time. This will allow me to build a sense of mystery throughout the trailer as it will show the different emotions shown by the character and it also establishes the tone of the film as different shots of the character can show points of vulnerability or fear.

Evaluation of Production Roles

Within the production of my film I took on the role of a camera operator. I faced some issues such as operating the camera. This became an issue as I wanted to use different lenses that would give my film a dark and cold tone. For example I wasn't able to due to the main camera being my phone which made it difficult to try and put different colour lenses in front of my iphone camera due to it looking unsteady and not good quality. Additionally my phone camera was very unsteady so whenever I was filming a scene I had to do multiple takes due to the camera moving up and down which I never thought of before making my trailer. In the future I could buy a tripod to place my camera on so that the quality was much higher and the phone wasn't shaking so much and this would also save me time as I wouldn't have to film as many takes for the same scenes. I would say that overall having an unsteady camera definitely decreased the quality of my film as a whole including not being able to use different camera lenses also had a negative impact on my project. However, I feel as though I tried my best to make up for the lack of professional equipment included in the making of my film with the effort I put into making sure the portrayal of my character was clear through the use of expert acting skills.

Furthermore another problem that I faced when filming my horror trailer was when I also took on the role of lighting director. A problem which I faced at the start of the creation of my film was having to make sure that there was no light getting let in from the outside if i was filming indoor scenes so that it would add to the eerie atmosphere of the trailer which is what I was going for however I found it hard to do this due to some of the blinds in the characters room not being able to fully shut. Another problem that I faced was the ring light kept dying in multiple of my scenes which was very inconvenient and wasted time as I had to keep recharging it and in some scenes where it is not used the lighting is very poor which downgraded the quality of my trailer. I think that throughout my film there was good lighting, however in the scenes that were not there it messed up the eerie atmosphere that I was going for as not everything is visible within the scene. If i were to make another film i would

Higher Media Assignment

be sure to make sure that i covered all windows with some sort of material that keeps out light and i would also make sure that i had a higher quality ring light to film scenes with to make sure that the battery would not run out as often.

While taking on the role of sound supervisor I found it to be very fun and enjoyable by learning all the different ways that I could edit my film together with different sounds and music. I was able to find an eerie soundtrack on the internet that would be able to fit into the background of my film. I was also able to base the editing of my film trailer around the music which was in the background of each scene by listening for the eerie beat of the track that I used. I also was able to add in sound effects such as crickets when my character is walking into her house. This was able to create an off putting atmosphere which sets the tone for the rest of the trailer. However, I believe that I could have upgraded the production of my trailer if I had higher quality sound effect software which would make it more enjoyable for the audience to watch.

Finally I took on the role of costume designer in the creating of my trailer. I ran into a couple problems as I wanted the main character to be wearing red clothing but we sadly didn't have any which meant that we had to purchase clothing and this put me over budget as I didn't plan to spend very much money. I think that the red clothing is very crucial to the storyline of my trailer as the clothing i seen to be foreshadowing the events that are yet to come within the trailer as the colour red which the character is wearing is meant to symbolise the danger that she is about to enter when something takes possession of her through the bathroom mirror. In my opinion I could've made sure that i had red clothing in my possession before i made that choice for it to be a crucial part of my story which would mean that i would not have had to spend money on purchasing those items of clothing myself.

Evaluation of Media Codes and Techniques

The opening shot (00:02-00:08) used an establishing shot that set the tone for the rest of the film as it shows a dark setting with minimal light around the main character as she is walking down the street to her home. This shows the current location of the protagonist and also allows us to see that she is alone with nobody else around to help her. As is typical in the normality stage of a film, you want to show the audience who the protagonist is when the trailer starts. Furthermore the lack of outside noise in this clip lets the audience fully focus all of their attention on the introduction of the main character.The effective use of the establishing shot shows that it is late at night due to the pitch black sky with very little stars which makes the audience feel frightened because they don't know what could possibly be lurking in the dark waiting to come after the protagonist. This also allowed me to add music at (00:03-00:06) we hear crickets in the background while the main character is walking to her house which really highlights the isolation due to the emphasization of the silence and when the crickets stop as the girl enters the house it symbolises

Higher Media Assignment

that the danger has started and there is no other noise polluting the air around her, emphasizing further that nobody is around to help her. This contributes to the dark atmosphere as it is a common sound that is used in horror films to leave the audience on the edge of their seat and feeling unsettled and really helps develop the first impression of the trailer on the target audience.

Another interesting scene of the trailer is at (01:11-01:13) as there is a close up shot of the protagonist's face which shows the moment that she is possessed and the evil that has taken over her body. The use of the character's expression shows that she is no longer conscious in whatever decisions that she is going to make after she is possessed. This appeals to a large audience who like the horror genre especially when it includes a character that is possessed by a malevolent force and it also shows the dramatic change in the characters emotions as she goes from scared and worried to completely emotionless with a sinister look within her eyes. I successfully created an eerie atmosphere for the full length of my trailer as I was in full control of the way that I wanted my character to portray her emotions or in the final scenes the lack of emotions that she felt. The isolation that the character felt was also very important as it is a very common convention that is often associated with horror films and trailers. However, I feel that I could have added depth to the emotion that my character felt by using more close up shots of her face at the start of my trailer as I think that this would emphasise the emotions that she was feeling to the wider audience better. The text that follows at the end of the trailer has text included with red colour to the letters representing blood and the text reading "The mirror hold more than just your reflection" which adds to the eerie atmosphere of every scene that came before and it also leave the audience on a cliff hanger as they want to know what the text means and will come after that in the film so it really images the audience and leaves them waning more which encourages the viewers of the trailer to keep engaged and continue watching the trailer.

In this scene we see the main character reading an unsettling message that she has received on her phone (00:19-00:24). This is shot using a wide angle camera shot so that we get to see her body language within this scene which tells us that she is concerned and confused on who this could be sending the messages making the audience aware that someone is out to possibly harm or target the main character for their own deranged intentions.The room is brightly lit but also contrasted with the ominous and distressing message that the character has received which completely changes the tone of this scene into a distressing one. The brightly lit room leads whoever is watching into a false sense of security due to high key lighting often being associated with safety which is conveyed effectively due to the wide shot used. The haunting music in the background also adds to the fear that the character must be feeling in the moment that she receives the text message while also leaving the audience in suspense for what is going to happen after the message is received. With all these language codes I have successfully created a dark and ominous atmosphere for this scene due to the mix of different music, lighting and camera

Higher Media Assignment

angles. It also makes us feel concerned and worried for the character that is being portrayed in the trailer as we know that she is in some sort of imminent danger. On the other hand I feel like I could have added more sound effects to this scene to further enhance how unsafe the character is feeling and to further portray her emotions more clearly to the audience.

In this scene (00:39-00:50) we see the character talking to her friend expressing her concern for the message that she has just received and if she has received anything similar. We can sense the fear that the character is feeling due to the tone of her voice while talking on the phone. We can also hear the panic in her friend's voice when she is getting informed on the unsettling message which also shows that this is not a normal occurrence for either of them to receive strange messages on their phone as they have never encountered a situation similar to this previously further adding to the tense and unsettling atmosphere of this scene. The main character is feeling alone in this situation as she has nobody around her to help and her best friend is not able to relate to her situation which further adds to the isolation felt by the girl. However I feel like I could've added further tension to this scene by including more unsettling dialogue between the two characters that would further add to the unsettling atmosphere that I was trying to build through this scene. We then see the main character enter the bathroom with a sudden black screen appearing with disturbing music which leaves the audience feeling unsettled while watching this scene as they do not know what is about to happen next or the fate that the character is about to meet or if she will make it out the bathroom unharmed or a completely changed person that is able to harm and changes the lives of others in a very negative and sinister way.

In this scene (00:56-01:06) we see the main character brushing her teeth then suddenly get possessed by a mysterious and sinister force unknown to the audience. The use of the mirror in this scene is to show that what she sees when she looks at herself is no longer who we have seen throughout the trailer as she is no longer in control of her body which creates a suspenseful atmosphere as we don't know what the force that possessed her body is going to do with her body or who she is going to harm while this entity is in control of her body. The use of editing in the scene is effective because it shows a darker lens which flickers when her body is actively being taken over by the unknown force. This makes the audience feel less sympathetic for the character as she has now transformed into something evil and erratic rather than a helpless and scared girl that is being tormented. I feel like this scene was successful due to the clever use of editing and being shot through the mirrors reflection leaving the audience thinking of what awful things this entity is capable of with the use of the main characters body and mind but i think that i could have also improved this scene by showing a glimpse of what the force is capable of as it would leave the audience feeling scared and also wanting to see more scenes of the character is capable of from the possession that has just taken place and I could've further added more props to this scene such as red contact lenses to show

Higher Media Assignment

that the character is no longer her old self and has now gained further cruel intentions on harming others and seeking to inflict pain on those who are around her.

Candidate 2 evidence

Evaluation

Evaluation of Process

When evaluating your own role(s), you should provide at least four points of evaluation about planning/production tasks undertaken. You should consider making references to: performance; plans; research; working with others; using technology; finished content.

For our trailer, I wanted to include close ups of fake blood splatters to put emphasis on the horror aspect of our trailer as part of my role as cameraman. However, since we filmed inside our school, we approached the headteacher about our project and we were not allowed to splatter fake blood around the school as it would create a mess which would then be left to the cleaners to clean which would add to their workload unnecessarily. To work around this, we included close ups of implied death scenes that didn't require blood but still emphasises the horror marker of death. This still achieved a horror atmosphere; however, it did not match our bloody vision.

For our trailer, I wanted to include more sci-fi related costumes to fit our genre of a sci fi horror combination. As cameraman, I would show this to the audience through a wide shot to include all of the costumes of screen. However, it is forbidden in my school to wear non uniform. Since the school was our filming location, we had to ask my teacher if they could make an exception for my project. We were not allowed as non uniform is for safety in the school to ensure nobody who isn't permitted isn't there and makes pupils easily identified. Instead of sci fi themed costumes, we had to continue with our school uniform. We were disappointed due to this being an institutional factor we had no control over. This took away a genre marker and made the trailer less like my vision and less clearly a sci fi which could take away from an audience who wishes to see a sci fi.

In my trailer, I wanted to use an alien-like shadow to avoid showing it in full. We made a cutout that resembled an alien we would've put in front of a projector to show a scary shadow. Since I was the camera man, I wanted to use a mid shot of a projector as to only show the aliens shadow and obscure any other potential sight of the cutout to ruin the illusion, however, as it was being brought to our filming location, the rain started and destroyed it, making it impossible to use as a shadow in a soggy state. To work around this, we threw a jacket in front of the projector to create a similar, mysterious shadow. This was frustrating for us as we lost time making a prop that was ultimately lost and never used and the trailer suffers from a stranger looking shot that might appear more comedic than horror, turning our movie into a genre we did not intend on as well as risking our deadline not being met.

I wished to include lowkey lighting in our trailer. This was intended to make the trailer darker and scarier to fall in line with typical horror trailers being dark to create tension and fear due to fear of what lurks in the dark. As camera man, I wanted to have a long shot of a dark environment to emphasize this, However, since we filmed in school, the lights could not be turned off. According to my teacher, the lights had to stay on to avoid distracting other students from their learning. If they can't see, they can't tell what they're writing. If it were too well lit, it wouldn't have been as scary and would not have met my audience's expectations of what a horror movie should look like. To work around this, I took my camera into darker corners under stairs or behind walls to try and make the scenes as dark as possible. This ultimately looked too bright which did not match the scary vision of my trailer by not fitting in with the expectation of how a horror trailer would have been lit.

Our trailer includes a leading female character. This was to show the convention of horror movies being a final girl who is the lead of the movie. We got in contact with one of our friends to play this main character and include close ups of her to emphasise her importance. However, due to her busy schedule and not being allowed out of her classes, we had to keep delaying her scenes for filming. If we had stuck with this original actress, we would have missed our deadline and therefore my trailer would not be submitted on time, losing out on

most of our final grade. To fix this issue, we contacted another one of our friends to lead our movie. While this partially succeeded and we did get a female lead in our movie, we had significantly less filming time with her than we expected which made some of the shots in our trailer lower quality as we did not have enough time to perfect or tweak certain shots.

Evaluation of Content

At 0:17-0:19, we included a mysterious, shadowy figure running through the fog. This allowed me to include a wide shot that showed just an outline of a scary or mysterious creature, successfully achieving my intention of only showing the monster through shadows or outlines. This also works as an enigma code which are normally shown in horror. This was created as we checked the next foggy day on the weather app to make the scene more frightening and stranger. This then makes a scary, horror atmosphere and tells our audience that our movie will be scary and a creature feature with a monster/alien hunting from the background which builds tension as well. It also conforms to typical genre markers of shadowy creatures hunting people and meets the expectations of a horror being horrific, mysterious, or tense.

As camera man, I wanted to use shots to show both a clear narrative hero as well as conforming to genre markers. At 1:24 to 1:25, I included a close up of a book titled "the soul survivor" followed by a jump-cut to a close up of our female main character. This achieved our intention of showing we have a final girl trope in our movie, meeting the genre maker of a final girl in a horror movie by including these close ups in a jump cut to suggest their

correlation. It suggests to our audience that the girl will be the "soul survivor" of our trailer. It paints a clear narrative protagonist with a potential hero who could face the antagonist. Heroine vs the horror monster is also a common narrative within horror movies, implying to our audience that this will be a traditional horror movie. It could have further been anchored better with better lighting, however, as the lighting in the location was too bright to have shown a true dark and scary tone within these horror scenes.

My job was camera man, so my intention was to show genre through camera. At 00:20 to 00:26, I included a zoom in of a character researching aliens on a computer. This shows more alien-like genre markers without having to create real alien technology which allows my audience to understand that there is a sci-fi aspect to our movie and therefore achieves this intention for us. However, we included Christmas music in the background which takes away from the sci-fi marker instead. This could deter some audiences who want to see a sci-fi movie but instead get greeted with festive joy. Our intention was to include two genres; however, this instead makes a contrast in tones that might make the movie more of a mess. If we were to reshoot, I would contact the editor and ask for the music or sound to fit the sci-fi genre and fit the shots that I included.

At 1:32 to 1:37, I included shaky cam to give the effect that the character was being chased by something wild or chaotic. This creates a tense tone by including an uneasy camera that takes away the audiences sense of security which perfectly captures the tone of the movie I was looking for. This meets the audiences need to be scared or uneasy when watching a horror while making them uncomfortable like many horrors do before. This is further anchored by the uneasy and grainy old music in the background which makes the trailer slow and feels as though it's building to a looming sense of dread while they wait for the song to pick up. This makes the audience expect the movie to be scary and will bring in horror fans who was also my target audience.

Candidate 3 evidence

Name:

H Media Assignment – Section 2

2a)

Director

The film required a director which was a role I undertook. As the director it was my job to make sure the actors knew what they were doing and I had the final creative decision of the entire film. As the director, I had planned an entire sequence at the beginning of the film where we see the main character gathering his equipment in a safe house / surveillance building and then leaving for the undercover drug deal. However, due to filming times and the story (it did not really add anything to the story and was a mostly unnecessary sequence), I decided to cut the sequence since it would make the film unnecessarily longer and it would require extra days of shooting since it would have to be filmed at my house which would have to be mentioned in advance to my parents in order to be given permission to start filming. This meant that we did not have to spend as much time filming since it was all relatively in the same area and we could just film it all then and there without having to travel far to other locations to film. This also meant that the film did not have too slow of a start and got to the action fairly quicker than originally planned. Removing this section of the film was a good idea since it would have made the film way too long and it makes it get to the action much quicker than I had originally intended to making the film more enjoyable as there isn't a super boring and disconnected opening sequence that just introduces a character that isn't even named. An example of a shot that I directed that was actually filmed was the shot where we first see the main protagonist. For this shot, as the director, I told the cinematographer that it would be a cool idea to film the shot from across the street since it showed the protagonist full outfit as well as showing where he is walking to, in order to establish the character and the setting straight away. My direction of this shot was effective because it meant that got a good shot that shows all of what I was aiming for thanks to my direction and decision to shoot the shot from the other side of the road. Overall, I am pleased with the final result after excluding the beginning as it would have been unnecessary for the film and would have most likely been left on the cutting room floor anyway as well as the fact that I am pleased with the establishing shot that introduces the main protagonist.

Cinematographer

The film required a cinematographer which was another role I undertook. As the cinematographer it was my job to work the camera and decide what shots would look the best for each scene and what the best way to film each shot would be. As the cinematographer, I had planned on doing some closeups of the characters faces during the chase sequence to show their expressions and emotions during the chase. However, I decided not to in the end instead opting to do more tracking shots of the characters running because it was easier to film compared to closeups which are difficult to shoot especially when both actor and crew are running because it was slightly more difficult to film than I had anticipated and after careful consideration and consultation with the director we came to the conclusion that the film would look better without them because it would be a bit silly to have an intense chase sequence that features shots of the character's faces as they are running because it would be a bit jarring to see some fast-paced running intercut with the character's faces of fear or intensity. This meant that there were more shots of the characters clearly running rather than having closeups which most likely would have made

Name:

the chase sequence not as good because it would cut to closeups of the characters where it does not look like they are running as much since it removes the intensity of the sequence and, anyway, it was easier to film a long shot that shows the characters faces while also showing them running. This also meant that the chase sequence looked more intense because it actually showed the character running close to each other with any second looking like the drug dealer may either get away or get caught. An example of a shot that showed this was 01:40 in the film, where we see both the antagonist and the protagonist running, past a wooden owl statue, close by each other. The way I filmed this specific shot to make the characters seem as though they are running at the same speed was by having them run past the camera and then quickly panning to them from behind and I told the actors to just run really fast past the camera. Doing this shot was effective at what I was aiming to show because it increases the way the pace at which the chase is happening at, and the intensity of it since it looks as though they are much closer to each other. Opting to do more tracking shots rather than closeups made the film look much better and more interesting because it adds to the sequence's overall look and makes it seem more intense because we actually see how close the chase is rather than a character looking scared or determined with no way of seeing how intense it actually is. Overall, I am pleased with the final result after deciding not to use closeups since it would have been slightly more difficult to film anyway, and because it meant the film looked better without them.

Editor

The film required an editor which was another role I undertook. As the editor, it was my job to edit the footage that the cinematographer and the director made and then craft them into the final product that would then be released in cinema. As the editor, I worked with the director and we both planned to add a song that would play over the chase sequence in order to make it more intense and enjoyable for the audience. This meant I spent time looking for song that fit the style of the sequence, that would be long enough for the sequence, as the director wanted the chase sequence to only have instrumental music playing over it, and a song that the director actually liked. I found all of these qualities in the song that I ended up choosing it the song being 'Guerrilla Radio' by Rage Against the Machine from their album 'The Battle of Los Angeles' released in 1999. After choosing this song for the sequence, I then spliced a recording of the song to be the correct length to fit the sequence, and I then added it so that it starts at the correct moment in the film (when the antagonist starts to run away with the money) and also ends at the correct moment (the instrumental ends when the credits start but the vocals start to play when the credits start with the song itself ending when the credits end). This meant that the chase sequence sounded better because a well liked and popular rap metal song was playing which added to the audience's enjoyment because a highly received song is playing over the sequence. This also meant that the sequence sounded better because the song was playing in time with the sequence rather than out of time which meant it sounded better because it did not sound off and badly edited. The way I edited the song into the sequence was effective because it flows very nicely with the sequence and increases the sequences impact by making it so unexpected and without warning which makes me feel as though I did an excellent job at the role of editor. Overall, choosing 'Guerrilla Radio' by Rage Against the Machine was a good choice for the sequence and for the film itself because it increases the amount of fan bases that would want to watch the film due to Rage Against the Machines huge worldwide popularity which could mean that fans of the band would want to watch the film. Another

Name:

way choosing the song was a good idea is that it dramatically increases the films vehemence as it makes the sequence more heart thumping as the song is fast-paced and your heart rate synchronises with fast music which means that the inclusion of this song would put the audience on the edge of their seats while watching the sequence. I also think it was overall a good decision that I undertook the role editor because it meant that the final film would have the look I had envisioned and hoped to create.

Weather & Environment

Weather & environment are meteorological conditions like rain or snow that can affect landscapes and change the temperature drastically. The cast and I had agreed to film on a certain day before the final deadline day but the weather heavily impacted that as it rained all day on the day we were supposed to film which meant that we had to postpone the shoot to another day meaning that the schedule had to pushed back and we went overdue on the final film. This meant that, while the film could have been filmed whilst it was raining, we decided not to because of the main chase sequence which required a lot of running on wet grass, stones, and dirt (which would have become mud) which would have been too dangerous to film in. This meant the shoot was postponed in order to not risk injuring any of the cast or crew further postponing the shoot. The decision to temporarily suspend the shoot was a good idea because the film looks really good with the sun being out for it and it meant that the film did not look as dreary as there was no rain to ruin it and the atmosphere within it, and deciding to not risk any injuries like broken bones or bruises in the rain meant that we could properly film the sequence as well as we did when we actually got to filming without the increased worry that an injury might occur. Overall, the only thing that postponing the shoot did was temporarily delay filming as we most likely would have done the same thing we ended up doing anyway. However, the aesthetic of the film might have been ruined a bit by the rain anyway so there were at least some good points to having delayed the filming.

Health and Safety

Health and safety are the precautions needed to be taken in order to prevent on-set accidents/injuries and to ensure that no equipment is damaged during the shoot. My film features a stunt where the antagonist jumps over a fence while trying to run away from the protagonist. This meant that we had to make sure the area where the stunt takes place was safe to attempt the stunt. As part of the stunt safety measures, we rehearsed the stunt a couple times to make sure it was a stunt that could executed safely, and I discussed with my actor what would be the safest angles to attempt the stunt and where we be the safest place for him to land after attempting the stunt. Making sure the location was safe to film in was also necessary step to ensure the safety of everyone on set. The stunt involved the antagonist of the film jumping over a fence while running away. That resulted in us checking for any oncoming vehicles or people that could injure the cast or crew or be injured themselves before filming. We checked for vehicles by looking both ways of the road every time before we attempted the stunt to ensure maximum safety. We had to check for these factors because the fence that the stunt required to be jumped over was right beside a road which means that when the actor sticks the landing from the stunt he is on the road which could be dangerous because an oncoming vehicle or a person walking by would not be able

Name:

to predict what is about to happen because the start of the jump is blocked by a wall meaning that a driver would not see the actor about to attempt the stunt. However, a setback to this stunt was that the man who lived in the house next to where we were filming came out of his house and accused us of graffitiing his wall (which we did not do) that was located right beside where we were filming. This meant that we had to leave the area, thankfully after already filming the shots, to do the rest of the film. The decision to take extra care when filming this stunt was a good decision because lack of care could have and most likely would have resulted in an accident. The decision to also leave the area after being accused of something we did not do also saved us more time wasted having to tell the guy that we were not doing anything illegal. Overall, the take of precautions meant that the shots looked nice and make the film more intense because it features a 'death-defying' stunt that makes the sequence more exciting. It also made the set much safer and a better environment to work in.

Section 2b)

Throughout the first minute of the film, I used many different codes. At the beginning of the film at 00:06, it starts of with a long shot of the antagonist walking around a corner into frame with the title of the film appearing as well in text that I added during post-production. I used this long shot because it meant that there was lots of negative space that I could use to then include the title of the film but also because it it is a cool opening shot as it shows the antagonist's emanating presence and sets the tone by displaying that he can keep a cool head which is shown by his seemingly uninterested emotion on his face when he first appears showing that he has done this many times before and is not an amateur. I think this shot was effective at doing what it was I was aiming to do as it was long enough and featured enough negative space to provide the title of the film which meant that the audience know what they are watching but also because it establishes the antagonist straight away and gets into the story fairly quickly without having any unnecessary extra shots. Immediately after the first opening shot at 00:14 into the film, there is an establishing wide shot of the antagonist walking into frame, up to a bench, and then sitting down on it with text appearing at the bottom of the screen saying, "Starring ". I used this shot to further establish the setting and to introduce the location of the bench by showing the antagonist sitting down on it which explains the reasoning for why it appears later in the film as it is the location for the drug deal. I also used it because, much like the opening shot, it had enough negative space to feature the first cast credit which shows the audience who is starring in the film and who plays the antagonist. I think this shot was effective at doing what it was I was aiming for because it properly establishes the setting, and gives the audience an idea of where the film is taking place but also because it meant there was enough room in the shot to be able to credit and his really good acting. Throughout the first minute of the film, there is only ambient noise and no music playing or any dialogue spoken, with the only noise heard is the cars driving past and any wildlife heard in the background. I kept the ambient noise in and did not add any music because it makes the scene where the song 'Guerrilla Radio' by Rage Against the Machine does start to play more impactful because it is less expected and increases the intense tone that that scene sets because it goes from quiet to loud. This was effective at doing what I was I was aiming it to do because it starts the film off calm and then once the ambient noise ends and the music starts it is explosive and thus shows that the ambient noise increases the intensity. In the first two shots, the antagonist is wearing a costume consisting of a white t-

Name:

shirt, a grey pair of shorts, a black jacket, and a gold chain. I have used this to show to the audience that this character is the antagonist and is a criminal because his costume is not anything fancy or expensive that you stereotypically see high society wearing but instead a cheap tracksuit that you more stereotypically see working class people in areas with higher crime rates wearing. I think this was effective at doing what it was I was aiming for it to do because you see the costume straight away which hints at what the type of person this character is and that he is the drug dealer that is the antagonist of the film.

At 01:05 into the film we see the main protagonist sit down on a bench beside the antagonist. An over the shoulder shot is used to show both characters and the bag which is placed in between the characters on the bench by the main protagonist. I used an over the shoulder shot because it was a slightly more creative way than using a medium shot to show both the characters and the bag and because it makes it easier to hear what the antagonist says to the main protagonist when he asked if he has brought the money (which is what is in the bag). Using this shot was effective because it allows the audience to see everything in the scene from an angle that makes it seem as though we are looming over what is happening and makes it seem as though we are there but also because it shows the nature of the character's relationship as it shows the main protagonist is awkward when he sits down and interacts with the antagonist which shows that the characters have never met before and that the protagonist does not really understand the protocol of a drug deal which straight away slightly implies that he might be a detective which is what I was aiming for to have the audience understand fairly quickly who is the protagonist and who is the antagonist. Afterwards, at around the 01:14 mark in the film, there is a worm's eye view angle, which is where the camera looks directly up from the floor, that is also a slight low angle, which is when the camera is at the bottom looking up at someone or something to make it seem bigger and more scary, of the two main characters as they unzip the duffel bag, that was brought by the undercover detective and that is filled with money, and look inside to show the drug dealer that the money is inside. One reason that I chose to use this specific type of shot technique because I wanted to homage Quentin Tarantino, who is one of my favourite directors, as many of his films have shots where the characters open something like a car trunk and the camera is looking out at them from inside which is what I did with my shot as they open the bag and the camera looks out at them looking in. Another reason I also chose this type of shot technique for this particular scene was because it was more unique and makes the shot more interesting because it is a lesser used shot compared to an over-the-shoulder or a commonly used medium or long shot that I could have done instead. Using the shot technique, I was trying to create a sense of comedy in the film because it is funny seeing the characters poke their heads into frame and to also create a tone of professionalism within the film since the drug dealer is making sure that they are not being scammed are is checking the money. The use of the worm's eye view/low angle combination shot was a good choice for the film since it meant it was not just the same type of shot over and over again and instead had some variety that made the film's cinematographer look nicer since it featured distinctive and memorable shots. In evaluation, the use of this specific camera technique was effective at doing what I was hoping because it makes the shot more engaging as it increases the film's lasting impact as it is a shot that stands out among generic medium shots and closeups. This was the outcome I was hoping for by including this type of shot and I think it achieved the result I was aiming for.

Name:

From 01:21 into the film to the end of the credits, the chase sequence happens throughout which the song 'Guerrilla Radio' by Rage Against the Machine plays with it being alternative metal instrumental up until the very end of the film when the credits start to roll as Zack de la Rocha's rap vocals kick in. I chose this specific Rage Against the Machine song 'Guerrilla Radio' from their 1999 album 'The Battle of Los Angeles' because it featured long enough heavy instrumental for the chase sequence which is what I was looking for and because the time that the vocals by lead vocalist Zack de la Rocha started worked well with the length of my film and the timing of the credits. I also chose this song because I am a huge fan of Rage Against the Machine and because I thought it would be fun to include a song that I really like. Using this song, I was trying to create a sense of urgency for the characters and the audience surrounding the chase sequence because I wanted to emphasise the tenseness of the sequence and the fact that it is a close chase that has serious consequences if the antagonist escapes and even if they are caught. Rage Against the Machine's 'Guerrilla Radio' was a perfect choice for this because of the fact that its loud guitars and drums make the sequence more in your face and heart-racing since the song is fast-paced. The impact I was hoping using this song would have on the audience is that it would keep them on the edge of their seat and make them transfixed to the screen because of the popular and well-liked song but also because of the way it works with the sequence itself. In evaluation, the use of this specific Rage Against the Machine song is effective at doing what I was hoping for in that it makes the sequence more interesting and enjoyable by increasing the level of intensity that would not be present if I had just kept the original audio of the sequence since it would have been fairly quiet and the sequence would be more uneventful since the music changes the course of action and makes the consequences of the chase seem more dangerous. This was the outcome I was hoping for by including a song to play over the chase sequence and I think it achieved the result I was aiming for.

Throughout the entirety of the film's run time, the antagonist is wearing a specific costume consisting of a white t-shirt, a grey pair of shorts, a black jacket, and a gold chain. One reason I chose the exact use of this costume for the film was that it was to show that this character is the antagonist of the film and is a wannabe gangster as it is a stereotypical outfit that is most commonly seen worn by road men or people similar to that type of person. Another reason I chose this specific costume for the film's antagonist was because it made it obvious for the audience to distinguish the protagonist and the antagonist apart since the antagonist's costume makes him look more like a bad guy than the protagonist helping the audience know which is the villain of the film. Using this costume for the character in the film, I was trying to create a lesser sense of complexity in the film by making it clear from the beginning who the villain of the story meaning the audience does not have to struggle to figure out the bad guy is. The use of this costume was a good choice for the film since it meant that the actor could provide their own costume and choose something that was most comfortable for them but also because it fit with the role of the character as a drug dealer since it is a stereotypical drug dealer outfit due to its high availability and cheapness that many criminals go for. In evaluation, the use of this particular costume for the antagonist of the film was effective at doing what I was hoping because it makes the character more easily indistinguishable in the film from the protagonist and because it makes it easier to understand that they are the villain. This was the outcome I was hoping

Name:

for by including this type of costume and I think it achieved the result I was aiming for. Throughout the entirety of the film's run time, the protagonist is wearing a specific costume composed of a big blue hoodie with the hood down and black trousers. One reason I chose this exact costume for the character for the film is because I wanted to show to the audience that this character is the protagonist of the film and is the undercover detective who is the main focal character of the story by having the character wear an outfit that stands out more compared to the darker colours of the antagonist's clothing and by having him wear more regular civilian clothes unlike the antagonist's tracksuit style outfit that is less seen on many people. Using this costume for the protagonist of the film, I was trying to build an easier understanding for the audience to see that this character is the film's 'good guy' since he is wearing clothes more commonly associated with nicer people which is directly opposite to the antagonist's clothing which is more stereotypical of a road man who are typically seen as being not as nice and more violent. This use of costume in the film was a good choice for the film because, much like the antagonist's get-up, it could be provided by the actor themselves and because it fit with the role of the character as he is trying to blend in but has decided to wear a bright blue jumper that makes him stick out more than he has intending. In evaluation, the use of this particular mise-en-scene for the protagonist of the film was effective at doing what I was hoping as it shows that they are wearing a poor mix of colours for an undercover meet-up and has thrown on what they believe is the fashion of the time even though it's not that good looking. This was the outcome I was hoping for by including this type of costume and I think it achieved the result I was aiming for.

At 01:46 into the film, there is a medium shot of the main protagonist because he has run out of steam and has tired himself out because of the chase, he then uses his wire to communicate with his partner, the secondary protagonist, to tell him to get into position to corner the antagonist. This was used to show that the main protagonist is not the best detective because he cannot even keep up with a criminal for too long before getting tired, and I also used this shot to introduce the secondary protagonist to the story in a way that made sense. I think using this shot was effective at doing what I was aiming for because it gives a good reason as to why the criminal escapes from the main protagonist but still ends up getting caught because it establishes a good reason as to why there is another character that appears. Another way I thought it was effective at doing was the fact that it adds more character development to the main protagonist and further shows that they are not the best detective because not only is he shown earlier as being awkward and that the gives away the fact that he is undercover but is also unfit and cannot run for too long. After this shot there is then another medium shot but this time of the secondary protagonist receiving the communication from the main protagonist and then getting into position to block the antagonist's potential escape. This was used to show the secondary protagonist getting into position and to further establish the reason why he is there in the first place. This was also used to introduce the secondary protagonist to the audience so that they can properly understand who the character is and why he is there. I think using this shot was effective at what I was aiming to achieve because it does exactly what I was planning it do by showing the audience the character and then the camera follows him in a pan to the spot that he then stands in for the final shot at the end of the film to create reasoning as to how the antagonist gets caught. Then in the final scene of the film, just before the credits, there is an

Name:

over the shoulder shot of the antagonist rounding a corner while running away from the protagonist only to find that the protagonist's detective partner is waiting for him. We then see the antagonist realise he is screwed. One reason I chose this specific shot for this scene because in order to make the film slightly shorter I wanted to use one shot that showed both the antagonist's reaction and what caused it which is why I used an over the shoulder as it showed the antagonist's entire reaction in a framing where he is just over the secondary protagonist's shoulder. I also used this shot because it incorporated the third character more and because it makes one of the earlier shots of the detective partner make sense since the third character becomes more important to the story. Using this shot type for this shot, I was trying to give the third character, and myself, more screen time and have a fairly decent conclusion for the film as the chase sequence had to end somehow and by having a shot that does both of these things was what I was trying to do. This use of the over the shoulder shot was a good choice of the film as I wanted to use as many differing shot types for my film and over the shoulder was one I had not used as much and it fit everything I was hoping to end the film with in one shot. In evaluation, the use of this exact camera shot for the ending of the film was effective because it shows all that was needed for an successful resolution that does not leave the film on a cliffhanger and resolves the problem of the film as the antagonist is then caught. This was the outcome I was hoping for by including this type of shot and I think it achieved the result I was aiming for. The editing throughout the final scenes from 01:46 to the end is done in such a way that shows the main protagonist giving up and then having to call for backup, then we see the backup get into position, we then see the antagonist leave the forest, and then the final shot of the over the shoulder where we see the antagonist realise he has been caught. I edited the shots in this order so that the final sequence would make sense and would not be difficult to understand and to make the entire sequence flow more nicely but also to increase the scene's tenseness by having the audience wonder if the secondary protagonist, the backup, will be there in time or even in the right place in order to catch the antagonist. I think this use of editing was effective because it meant that the sequence was not jarring but instead enjoyable and easy to understand due to its smoothness of flow. I also think it was effective because it does up the intensity by keeping the audience in the edge of their seats as they wonder if the antagonist will escape or be caught.