

Candidate 5 evidence

Please note: The short film produced as part of this assignment with filename *AssignmentSilentWoodsvideo.mp4* is on SQA's secure website and can be accessed through your SQA Coordinator.

For Candidate Use

Give details of your brief in the boxes below or attach your brief as a separate sheet.

Your instruction/stimulus

Create a film trailer in a genre of your own choosing for a target audience of your own choosing

Your target audience

Young Adults

The level of finish expected

Completed film trailer

Higher Media Section 2b –

[0:00-0:09] In the opening of my trailer, I used a low angle wide shot. I believe this shot to be successful as it acts as an establishing shot in my trailer. I desaturated the colour by adding a black and white colour correction to create a dark, threatening tone which is appropriate for the genre I chose which was horror. Additionally, the use of the boggy and shallow water location further creates cold chilling tones, which aims to make the audience feel uneasy and sets the mood for the rest of my trailer. Furthermore, the lack of any civilization in the shot gives off a feeling of isolation and loneliness, which is concurrent with the other themes brought up in the trailer. However, if I was to film this shot again, I would film the shot later on, so the sky would be darker, as I struggled to lower the colour of the sky, and the bright blue removes the strength of the themes created in this shot. The following shot in the trailer is a close-up shot of a no access sign. I feel this shot is effective as the sign is covered in moss which plays into the theme of isolation and loneliness. The enigma of the restriction makes the audience become more engrossed into the trailer as they want to see what is on the other side of the gate and resolve the enigma. If I was to film this shot again I would focus on centering the sign more in the frame as the off-centered angle creates an off balance in the frame.

[0:12-0:20] In this wide shot, I used the lack of movement of the camera in the shot to create the feeling of the audience being rooted to the ground in fear as this shady character walks through the forest. The shot also creates an enigma as to who this character and what his intentions are as there is no previous reference to this character as it is his first appearance. Although this shot is basic, my goal of it was to keep the audience enthralled and effectively create a new enigma that would keep the audience watching the trailer. The next shot is a low shot which makes use of depth to start to unfold the enigma of who the character is. In the distance, the viewer can make out the silhouette of a civilian walking making the audience more intrigued. Furthermore, I made sure when I was transitioning from one scene to the other to implement a suspenseful sound effect that added to the tone of the trailer and to fit into the genre of my trailer. This also helped slowly unravel the enigma of the character that had just been introduced as the sound effect used is very chilling and unsettling. However, if I was to re-film this shot I would use a tracking shot that would follow the character to make the audience feel tenser.

[0:20-0:31] I then move onto a medium shot of a pair of swings moving by themselves in a playpark. I feel like this shot is effective as it plays into the stereotype of horror films by making use of the eerie backing track of a children's lullaby. This shot isn't one of the best out of the rest of my trailer as I could have used a better angle to create a more chilling effect. If I was to redo this shot I would either take it from a low angle or an over the shoulder angle from the shoulder of the character that I recently introduced into the trailer which would play into the enigma of who they are. In the next shot I make use of a close-up angle. I feel that this shot was effective as the shot creates the sense of a never-ending loop as the roundabout spins round and round.

[0:35-0:46] Towards the end of my trailer the overall pace picks up in my final shots. I made use of high angle looking downwards onto a puddle with rain drops splashing off it. I feel this shot is an effective as

it makes the audience feel as if there is someone watching them, or a greater force is present due to the use of sound effects in the shot. While in the editing phase of this shot I added in faint voices to the shot to make the audience feel as if there was a looming presence in the frame above the puddle. I was to redo this shot I would take it from a low angle to really emphasize the raindrops bouncing off the puddles and grasp the audience's attention towards it. Additionally, the following shot is a repeat shot of the low shot I used earlier in the trailer of the main characters legs with a silhouette in the background. I feel the reuse of the shot is effective as I added in a synced heartbeat with the cutting of the shot to make the audience feel captivated in the climax of the trailer making them want to go and watch the film.

In my trailer the backing track I used fits effectively because of the song used which makes the audience feel a lingering tension throughout the trailer. I also made the backing track fade in and out throughout the trailer as I wanted other sounds in scenes to be emphasized without the backing track overpowering them. Additionally, I made use of a lot of sound effects to keep the audience engrossed in the trailer. In one scene [0:03-0:06] I made use of a scuttling sound effect which effectively creates a very chilling tone as it makes the reader feel uncomfortable and uneasy. Another example is, in one of my shots where there are a pair of swings swinging by themselves [0:20-0:26] I made use of climactic rise sound effect in the shot to create the feeling of suspense as the shot then cuts to black. I also made use of removing the backing track when I cut it from the last shot [0:40 – 0:45] to help emphasize the heartbeat sound effect that I had brought in. I feel that this was effective as it kept the audience enthralled into the trailer and set up a climactic effect for the cutoff at the end of the trailer.