


Candidate 3 evidence

Development part A

One institutional factor I faced was the restrictions due to covid, these conditions made it difficult for filming scenes where physical contact would be happening, there are many covid guidelines to follow if I wanted to try to film the scenes needed. My pilot episode was originally going to be filmed in multiple locations such as my families holiday home however it turned out to be too much hassle due to people having to self-isolate, constantly test and wear masks. Because of this I decided that hand drawing my pilot would be the best option as I am able to still achieve the scenes, I wanted to film but without the stress of the covid regulations. This meant I had freedom while creating my scenes. I was successfully able to make the characters have physical interactions with each other (0.55-0.58) without worrying for their health as they are drawings. While allowing me to have no covid restrictions while creating my episode it also gave me the freedom to draw the characters how I want them to appear instead of going and looking for people that are willing to do acting and people that fit the criteria for the roles, instead I can draw them how I want them to appear for example the dad is shown to be older than Alya. I've successfully created a height difference that emphasises the power dynamic between them, this is something I could not have achieved if I filmed it live action as the actors would all be the same age and similar heights.

Another factor that I faced was making sure that it was suitable to air before the watershed, I had to make sure that the content I was showing was appropriate to show to the target audience, I decided to rate my pilot a 12A meaning that anyone over the age of 12 and accompanied by an adult can watch this content. I've put this as my rating after reading the bbfc guidelines, there are many things to consider like for example when it comes to language, the BBFC (British Board of Film Classification) states "There may be moderate bad language. Strong language may be permitted, depending on the manner in which it is used, who is using the language, its frequency within the work as a whole and any special contextual justification." so in my piece of media I have not included any strong language, so I do not risk the possibility of having to put a higher rating on it, the bbfc also states when it comes to drug use. "Misuse of drugs must be infrequent and should not be glamorised or give detailed instruction." in the scenes where Alya is with her dad he is often shown smoking (0.46-0.53) having



the antagonist shown smoking shows younger audiences watching that he is a bad influence and is shown doing inappropriate activities this makes sure that younger audiences will not copy it. I have successfully followed the guidelines to make sure that the age rating I put on my media is correct for the appropriate target audience and to make sure it is appropriate to air before the watershed. By following these guidelines I've successfully have created a 12A piece of media.

Another factor I faced was the lack of funding, as I did not have any funds for this project this means that I had limitations on what I could and could not use, for example the music used throughout the video is all royalty free as I do not have the rights to use other music like for example a popular song you would hear on the radio as I would get a copyright strike if I tried to publish that without paying for the rights. Another thing I struggled with due to budget was finding the right equipment for creating my media, at first I was going to film everything live action but then besides covid restrictions I wouldn't have been able to do a lot of the stuff I wanted as there are scenes like (1:16-1:17) where glass bottles are smashed and due to the health and safety of the actors I would have to purchase fake glass which is out of my budget, so I successfully overcame these problems as I decided to hand draw everything which worked out better as I have the correct equipment for that at home. So, I was able to still create the media and achieve the scenes I wanted to originally film live action but instead they are hand drawn.

Another factor I had to face was making sure my content was suitable to air before the water shed, I researched Ofcom guidelines and Ofcom states that channels must 'prohibit the broadcast of material likely to encourage or to incite the commission of crime or lead to disorder.' In my piece of media there are scenes of physical abuse so as the producer and animator I had to make sure these scenes are not too graphic for younger viewers watching, I do this by having a close up shot on Alyas face ((0:58-:100) rather than her wounds. this show that she is in pain without showing the damage that has been caused by her dad, this still creates the suspenseful atmosphere without risking it being too violent to show before the watershed. Another concern however is that the actions could be repeated by younger naïve audiences this is why the use of props was affective as the use of a cigarette makes people aware that it is an adult that is being violent and a cigarette isn't something a child could easily get there hands on so this will unlikely encourage younger audiences to be violent, if anything it's achieving the opposite by showing that it's dangerous to mess around with cigarettes and could cause pain and damage to another person.while following the

ofcom guidelines I'm still able to achieve the dramatic atmosphere in the fight scene, successfully using the fight scene as a genre convention if dramas.

Development B

The opening shot (0.00-0.04) uses a wide shot to see the protagonist next to a gravestone at the top of a hill. This shows the location of the protagonist at this current moment and makes the audience aware that she is not at home. As is typical of the normality stage in a film, you want to establish the show's protagonist, show the character's normal world and current circumstances. The use of a wide shot effectively shows the audience that the isolated character is important and establishes the main character for the show straight away. It also shows the location that the protagonist (Alya) is at, the location happens to be her mother's grave this is made clear by the close up shot of the gravestone (0.07-0.09) with the background ambience of light rain, to create pathetic fallacy, as the weather is mirroring Alya's feelings at this present time this sets a sad tone to encourage the audience to feel sympathy towards the character. I have decided to make this episode/pilot in black and white as I feel like it makes the overall thing seem more dramatic and as we see the story through Alya's perspective the black and white shows that she does not have any colour in her life, and she lives unhappily where everything seems dull and grey to her. The light, but sad orchestral/string music successfully sets the overall tone for the scene as it is a minor key, which is normally associated with sad feelings, and they are played arco (playing with the bow) creating a mournful atmosphere. This also meets audience expectations for the type of music they would expect to hear in a drama. I feel like the opening shot achieves what it attended to. The camera shots mixed with the sounds of rain and melancholy music score achieves the mournful and sad tone I was going for. However, I feel like I could have improved this scene by making the lighting/scenery look darker to add to the tone that I was intending, as the addition of dark lighting would make the scene seem more sad or dramatic and would have intentionally affected the audience more than it does without the dark lighting.

Another part of this scene includes a close up shot of the protagonist (0.11-0.13) I successfully used a close up shot of her face shows her with tears streaming down her cheeks this shows the character's emotions at this point in the scene. The use of character expression shows that she is not afraid to show how she



feels. this can appeal to any audience and can show them its ok to express emotions when faced with upset or difficult situations, having the characters first appearance be this strong and showing that she is in a vulnerable state this is further established successfully with the use of dialogue when Alya says the line "I wish you were here mum, I miss you so much" you can hear from the sadness in her voice that she is at one of the lowest points in her life and this also confirms that it is her mums grave that she's visiting. I have successfully created a sad mournful atmosphere as everything was hand drawn, I had full control of the emotions I wanted to portray, and I feel like I have achieved the emotion that I intended successfully by the characters expression and her emotion, the rainy weather in the background adds to this upsetting atmosphere as it is a convention in many genres to have a dramatic or sad moment associated with rainy or cold weather so I've successfully created a sad affective atmosphere. however, I feel like I could have improved by adding more detail and frames into the animation of it so the tears would move down her face rather than a still image. This would enhance her emotions being shown I think.

In this scene we see the first appearance of Alyas dad (0:39-0:42) the camera dramatically zooms up on his cold angry facial expressions making the audience aware that this is a bad character and the antagonist to the story. I have achieved a dramatic atmosphere by using a zoom. The room is filled with smoke showing that he is smoking this is also confirmed as we see him holding a cigarette the use of prop confirms that he is smoking and is dealing with that addiction. This shows that his character is having problems with looking after himself never mind his child. The smoke also sets the tone as it makes the room look dark and uninviting for anyone who enters it, the zoom used also complements the dramatic atmosphere as the closer it gets to her dad there is flashes, this also mimics lightning making the dad associated with lightning and lightnings usually a frightening thing this makes the audience aware that he is supposed to be a scary/unlikable character. The change in music also changes the atmosphere from sad to suspenseful so that audience feel a different emotion watching the two scenes. With all these language codes I have successfully created a dark atmosphere the mix between the music, lighting, props, and character expression all tie in to make a strong first impression of the antagonist so I have successfully created an unlikable character, this also means that this is a strong antagonist, and that people will be against his actions. However, I feel like I could have improved by making his appearance look rougher by making him wear scruffy clothes to emphasise the point that he is does not care about himself or the



people around him and would rather smoke and drink then pay attention to his mourning daughter.

In this scene (1:09-1:19) we see Alyas dad pick up a glass bottle and smash it. We see that Alya is in danger due to the shocked expression shown on her face and the way she flings her arm up to protect herself, this suggests that this is not the first time she is experienced this as her muscle memory protects herself as she is aware that he will hurt her. We can see him get more aggressive as the scene goes on as he smashes the bottle, the use of sound affects successfully confirms that it is a glass bottle he is using showing how careless he is towards Alyas health and safety. The use of an empty glass bottle as a prop shows that whatever alcohol that was originally in it has been consumed. As the scene goes on, he becomes more aggressive and throws the sharp broken object at Alya. This gives the audience an idea on how much of a horrible person he is. This intense high scale fight scene is what audiences stated they would expect to see in a drama, so I have successfully created a scene with the right genre conventions. however I think I could have improved this scene by adding more tension or argument before his violence to give more depth or reason for his violence. I feel like this could have made the atmosphere more tense and affected the audience more than it does already

In this scene we see Alya run away from her home and finds her mother, alive (1:32-1:46) the use of the thunder and lightning affects the audience by bringing back horror conventions to set the suspenseful atmosphere that is intended, the dark lighting outside shows that it is later than it was before, this shows the audience that Alya might run into danger as it is stormy outside and also night time this just shows how brave Alya is, she is forced to make difficult decisions to save herself from danger even though they could put her in danger. The close up shot of the woman that turns out to be Alyas mother at her own gravestone includes flashing. this creates dramatic affect and shows that this character is important, this is supported with the dialogue when Alya shouts scared "mum, is that you?" I feel like this end scene worked out successfully as everything worked well together from the lighting to the sound affects to camera shots, ending it on a cliff hanger also creates enigma codes and leaves audiences to wonder "is her mom still alive?," "was Alya hallucinating?," "why did Alyas mom fake her own death?" This makes my scene successful as it makes audience want to watch more and find out what happens next, however I feel like I could have improved by adding different camera angles like a long shot, I feel like this would



have been affective as it would show how small Alya is compared to the rest of the scenery and this would complement how she is feeling in that moment as she would be feeling upset and small. Instead of showing her face all the time I feel like a full body long shot would be more affective and improve the scene.