

Candidate 1 evidence

Higher Media 2023

THE ASSIGNMENT BRIEF

- Create a short moving-image media text that will entertain and/or inform and/or educate a target audience of your choice
- Level of finish expected:
- A complete short film or trailer or PSA
- Minimum of 45 seconds long / Maximum of 3 minutes long

All candidate films have been uploaded to the digital portal, and all films were individual productions.

Section 1: planning stage creative intentions to the brief

I have chosen to make a reflective documentary with the title "nostalgia". The documentary will be about growing up and reflecting on time when you were younger, this will back up the idea behind the title. I plan to have the title shown on a black screen before the movie to create an atmosphere before the movie starts and to give the audience an idea of the movie before it begins. The reason I chose this title is because it perfectly describes the feeling of looking back on your time when you were younger. It is also quite melancholy and wistful which is the theme I would like to create my movie with.

For my film I would like to have the opening scene of the film show home clips of me when I was younger. I plan to put a grainy home video edit over the clips to also capture the essence that these are authentic and old videos. The reason I would like to do this is it will introduce the theme of the film which is growing up and reflecting on time. By starting the film on my younger self it introduces the audience to the main character and gives the audience the feel that this movie will progress in time and age rather than be filmed in the current time period.

My target audience is older teenagers around the age of sixteen to nineteen. In order to appeal to this audience I could use references to the early 2000s, the time period we all grew up in. For example, I could include in some of the scenes toys that have since gone but are still kept for keepsake in the background of scenes such as an old nintendo DS or the original nintendo wii (both that I still have accessible in my house) to bring back fond memories or tug on heartstrings and helps them relive their childhood. The reason I have chosen to target people of this age is because it's very similar to my age, meaning I feel I can relate to these sudden feelings of sadness growing up. At this age we are all just entering the world of work and saying goodbye to what we have known our whole childhood.

For the film I would like to capture the shots by using my best friend's camera, the canon G7X mark 11. I will use the camera for all my shots in the film. This film doesn't have a budget but I won't have to pay for the camera as I have agreed to borrow it. The reason I have chosen to use this camera is because I did some research on the quality of the camera compared to an iPhone 11 (the phone I currently have) the camera has a sensor four times larger than a sensor for an iPhone camera which allows the canon camera to use much larger area to capture the light and produces an overall clearer image for my film. I thought it would be good to use something with a higher quality for this film as I want to make it as detailed as possible and better quality will allow this to be shown more.

In this film I would like one of the settings to be my weekend job. I plan to do this by filming at the end of my shift after the cafe is closed to ensure I'm working throughout my shift and also not disturbing any customers in the process. The reason I would like to film at work is it shows the difference between being younger and having hopes and dreams ahead of you and then being in a job and suddenly being in a routine of working and those dreams becoming less clear in your everyday life. To show this negative effect that work has on aspirations and childhood happiness I could include a close up of myself in the cafe emphasising a discouraged, downcast facial expression. This helps to create the feeling of

sadness that growing up and work brings and the feeling of mourning the dreams you once had.

Content research

Reflective documentary/short film

Growing up - short film (ILAN LAMPL)

The editing used between the two camera shots is a fade. This is really effective because it creates a smooth transition between the two shots but it is also noticeable enough for the audience to recognize the change in time period. Before the film is already properly developed we are already getting that sense of changed time and your life from childhood not being the same anymore. I am also going to try and also use a fade when editing. To adapt this I am going to use the fade everytime i change from childhood to now. Because this editing will be used throughout the whole film it will show the audience that it's a symbolism for change and make them aware every time the film moves on . This should be an effective technique to use because it will show the overall transition of growing up and the old memories fading into the distance and losing that memory.

Growing up - short film (kate hefner)

In this short film they have made one of their shots in black and white. This is really effective because it shows the world as an adult/teen is not as exciting and new as when you are a child always looking for your next adventure. I am also going to try and make some of my shots black and white by putting a filter over my shots when I get to the editing process. I will however adapt from my film by having black and white over all the shots that I use to create the boring adult way of life to contrast the saturated brightness of childhood. This will be effective because the change between bright colours to no colour at all will create my message of loss of childhood imagination and fun when entering the adult world.

A film about growing up (Milo Woodward)

In this film they used slow piano music during the clips of childhood. This was really effective because the sound influenced my mood and feelings depending on the tune that was used allowing me to respond to the film and come away from the film with it still in my mind. I would also like to use piano music in my film. To adapt this I will use a different piece of music that creates a different mood for the audience I'm targeting and the melancholy theme I'm trying to create. The kind of music im using as an example because would like to create something like it is the Up theme tune, i would like to do something like this because i think it manages to create that beautiful flow and contrast between the world being happy and the world being sad that works really well with its visuals. This will be effective because it will immerse the audience more as the music will allow them to feel emotions that the camera shots may not be able to portray, getting them more involved in the film.

in this film they use a grainy filter effect. This filter is successful because it gives the impression of a camcorder creating that cosy, love filled home video. I would also like to incorporate old home videos in my film, my old home videos are filmed on more modern cameras so won't have an instant camcorder effect as the one on the film does, however in the editing process I would like to attempt to create a camcorder like impression with a

filter. A particular scene I would like to do this is my first scene in the film, a home video of me and my siblings taking the camera on a holiday house tour in Spain. I think this clip with a grainy filter would be effective opening to the film because the video is almost welcoming people to the film (as we are welcoming people to the house tour) and the filter will be really effective as it highlights to the viewer that this is a memory and not just filmed a couple of weeks ago allowing the audience to come to terms with how the film is going to deal with time. The filter will also be effective as it helps to the point that childhood feels like so long ago and having a video that looks even older would just accentuate that time period.

At the very beginning of the short film they layered sound so that whilst hearing the piano music you also hear muffled voices in the background. I think this is effective because the voices are in the distance creating the impression that the voices are in your memory. I would like to emulate this for my film by layering voices over the top of the music. To change the idea up from this film I think the voices I will use will be more prominently heard when they are used rather than the other music in the background. This should hopefully create a texture to the sound and capture the audience and immerse them in the film and make them feel like they are also experiencing a lost memory from their own childhood.

Institutional factors/roles

I have appointed myself as location director as I feel I have a clear idea in my head of where I want to film and why I think that location will be effective. It would be time consuming to explain this to someone else and get them to manage it and as it is difficult trying to find lots of people to take part in this process as everyone else has work to do. According to screen skills a location director starts a discussion with the owner and sees if they are able to use the location. Once a location is booked they make sure everyone is safe, negotiate power, catering and also parking. I know that I want to film in my Saturday work to show the difference between being a child with dreams to working and feeling demotivated. Because of the finding on screen skills I will discuss with my manager if she would allow filming on the premises after hours to ensure customers are not interrupted. I have a health and safety certificate for my work already so I'm able to ensure me and anyone helping to film is covered by the law. My other location consists of my house and my local community meaning I do not have to negotiate a fee for power or parking.

I have also appointed myself as a music director. I have done this because I feel I have a clear idea of what I want the music to sound like. It's easier to do it myself because explaining to anyone else what is going on in my head and what I want to hear is too difficult a task. On screen skills they have said that a music director should find a style to suit the story and mark at what points in the movie they want sound. They are also to work closely with a composer to make sure they achieve what they want. I have appointed my dad as the composer as he is a musician so he has a much better understanding of how to compose a completely original piece but because of what I have found on screen skills I'm going to ensure that I approve all the details and instruments he would like to add before

and listen to all the different copies before deciding on the final piece to really ensure that the clear visions of the story does not get lost. I have also decided that the music will carry through the whole piece so that the composer does not need to worry about starting and stopping the music so instead it will endlessly flow with the story.

I have also appointed myself as the hair and makeup designer of the film. I have done this because I know what makeup matches my tone and what makeup I can use on my skin. Screen skills say that hair and makeup designers have to manage their budget closely with what products they are using and make sure the products are suitable for the actor to wear to create their character. And they have to work closely with the camera department to test how hair and makeup looks in different lighting conditions. I have appointed my best friend to be the camera department as it's her camera I am using so she knows what lighting and shots will get the best quality images. My film has zero budget so I am going to be using my own makeup which will eliminate the problem of managing a budget for the products, another advantage to using my own makeup is that I know it is all suitable towards my skin meaning there should not be any unexpected allergic reactions disrupting the process. I will also make sure that I take test shots with different looks and pick the look that will work best for the character I'm trying to create but also the lighting/atmosphere I want. I'm hoping to put a black and white filter over my shots meaning the makeup and hair has to be able to work alongside that.

I have also appointed myself as the editor of the film. I have done this because I know the order of my film and what extra clips are needed to be edited in so it's best I do it to avoid confusion with anyone else. On Screen skills it says that once filming wraps editors spend time moulding scenes and cutting them together to make the film. Editors will also add transitions if any and they will oversee sound being added to the final cut. In my movie I am inserting home videos from my laptop into the film. As the editor I will have to make sure that all the clips I have chosen to be added are cut down (because they are long and the film stays within the time limit) and I need to make sure they are added in the appropriate place according to the film. Because of my findings, as the editor I'm going to spend time testing different transitions to use until I find one that works best for the film and has the smoothest cut because my shots consist of both scenes in the present and old home videos and I want to make it easy for the audience to watch without noticeable clunky pauses between the two shots.

One institutional factor is the access to location. I want to film in my work which could cause some problems as I would have to ask permission of my boss and any other staff I would be working with at that point. However my work place states on their website that we are a cooperative work environment meaning that the cafe is self managed by its staff. This means that during the time I work I have control over my job and make the decisions. This eliminates the problem of having to go through the time consuming process of gathering permission. I will however let the other staff know because even though they are not working at the time as me it's the decent thing to do. I will also be filming after customer hours avoiding the separate issue of filming permission.

Audience Research

I asked my survey "would you like a voiceover/subtitles to narrate the film" 66.7% of people responded that yes they would like subtitles or a voiceover during the film. I asked this because it can be hard for people to grasp the theme of the film so a voiceover or subtitles helps give people the opportunity to understand the film fully. Based on this feedback in my film I think I'm going to put subtitles over the film. I could periodically write something on the screen such as "we will never see the word through the eyes of a child again". I don't want the subtitles to be over the whole film so that people get a chance to properly immerse themselves in the film without having to read as well. However, the type of language I want to use could really tug on the audience's heartstrings and get them to reflect on their own childhood. Which is exactly what I want people to take away from this film.

I asked my survey "do you think using home/childhood videos would help to create a reflective tone". 94% of people responded that yes they think that it would be effective. From this feedback I'm going to find old home videos that were taken of me and my siblings when we were younger. Such as a video of me and my siblings running down a field chasing our family dog. Because we are together taking part in something it nicely captures a sibling bond and the fact we are all laughing and calling on our dog helps capture the pure peace of being children as it shows we have no other cares in the world. I will insert them into different parts of the film creating the effect that they are memories. I think that using home videos could be really emotional especially if it features people from my childhood. It could get the audience thinking about their childhood and people they love that they experienced this time with.

I also asked my survey "what sounds/music would be best to create a reflective tone". The response I got was 66.7% of people clearly answered that they would like classical piano to play alongside the video. Based on this feedback I'm going to ask my dad who is a musician if he could compose a piece for this film. Composing a piece is easiest as I would like to give it a disney style sound without using disney's own film music. A particular scene I'm going to use this music is the final scene of my movie where there is a final shot/home video of me and my siblings playing on a beach happily together before we fade into the darkness. At this point I would like the music to be slowly playing a few keys almost coming to a standstill but not quite before the last key is finally played when the screen hits black. I think that using this slow emotive classical music in this scene will be effective because it draws the film to its end whilst expressing the whole theme of the film in one sequence which is the mourning of childhood being over. This reflects what the character has felt the whole movie and hopefully the audience will be too. Particularly that last note will be effective because it suggests that the characters is holding onto that one part she still has of her childhood before the music stops all together which then suggest that just like the music, childhood is completely over. I'm also hoping that this should work better than a pop song from this time period as they tend to talk about love and relationships which is different from the plot of my film.

I asked the audience "what pace should the film be". I gave them the options of "slow paced to lead to a sad end" or "fast paced to lead to a dramatic end". 55.6% of people responded

that it should be slow paced to lead to a sad end. Because of this feedback I'm not going to lead to a climax by using fast, clipped camera cuts or have a cliffhanger end. Instead I will leave the story on a melancholy sad note by having my last home clip and then a slow fade into darkness. This symbolises the passage of time (the time were we grow up) and the darkness is closing that chapter of our life. It creates the effect as if we are about to close our eyes and we are getting a final glimpse of what was before we open them and it's all gone. Childhood also does not end abruptly and climatically for most people so the pace of the film will mimic the cycle of growing up.

I also asked my survey "should i use bright colours to represent the happiness of childhood instead of keeping the whole film black and white?" 72% of responses said that yes it would be effective to have a little bit of colour. Based on this feedback I will make sure that in all the home videos that I use they will all be in bright colour instead of black and white. However these will be the only shots in the film that include colour. For example, for my last home video I'm going to use a clip of me and my siblings on a beach. The beach has vibrant blue water, my siblings are all dressed in bright pinks and red and I'm dressed in a yellow dress. All of these bright colours and especially yellow represent happiness and optimism. This deeply contrasts black and white which creates a dark atmosphere and also a tone of grief. Having only the childhood videos in colour helps to create the idea for my film and shows to the viewer that the characters' childhood is looked back upon with a warm fuzzy tone and growing up has changed the way she sees the world; the "black and white" is colder and she mourns that once bright world.

Section 2 Part A

One of my roles was the Music Director. I had a really clear vision in my head of what I wanted the music to sound like but I struggled communicating this because I am not a musician myself and don't know correct terminology or if the sounds would work together. Because of this it was difficult for me and my dad to agree on instrumentation. I had originally just wanted piano to make it melancholy and nostalgic but once we had just piano the music sounded unfinished and bare. My dad has a lot more knowledge of the sorts of sounds that work well together and I slipped from my role. However when I listened to what had been created by my dad, as beautiful as it was, I knew it was too dark and not as soft as I had envisioned and stepped back into my role to make sure I carried out what this film needed. One problem that was making the sound too dark was the glockenspiel so I listened to other instruments and changed it to celesta which can be heard at 0:24. This has a similar sound but is gentler and softer which is more effective to create that reminiscing tone but still with a slightly sinister dark edge to emphasise the darkness of adulthood. The glockenspiel which would have messed with the genre and turned it more into a horror which is less effective for the film i'm trying to create. As well as reworking, adding and changing instruments I faced problems with the layering of sound from the vidoes over the music. Due to zero budget I was limited to the tech I could use to produce the audio. It was difficult to find the correct level of volume that allowed the music and the speaking both to

be heard. For example at 1:22 it's hard to hear the music at all but I could only mute the audio so far on the tech I was working with. I would have liked for this to be muted as it's so loud and so sudden dampening the vibe of the nostalgic music. However with constraints on the budget and technology I like what I was able to create with the sound and how it all pieced together. Having a piece with just orchestral music and no lyrics I think worked better for this film as it was able to collaborate with speaking audio and not clash but it also did not take away from the film people aren't focusing on the lyrics of the music but instead the musics working with the film to create the sentimental feeling.

One of the institutional factors was access to location. I encountered a problem as over the time I had planned to film the location had encountered frozen pipes so was shut down for a number of weeks. Because of this I planned to do this two weeks after but the pipes were still frozen and I encountered another problem as straight after that it was also the Christmas holidays putting off the filming even more as the cafe was closed for two weeks. Because of this I decided to film the first week back as I logistically couldn't access the cafe at any other time, although to speed up the process I decided to film all the scenes that I could from home first, meaning as soon as the cafe was opened I could film and put the clips together. Although I would have preferred the cafe was open and able to film in weeks prior as it would have given me more time to play around with editing and give me more room to change any scenes I think that the problem worked out well in the end as I was eventually able to film everything that was needed. I think that waiting on the cafe to be ready to use was the best idea rather than finding another location because as you can see at 20 seconds I'm opening the door to the cafe personally I think this has a big effect because although this shot quick it shows that huge change from being responsible for my toys and what I wear but now as I'm older I'm in charge of a whole building and keeping it running for the public to use. I think that this shows more than if I were to film the whole thing in my house because I live with my family and it's not just me doing jobs but the responsibility is shared. But also my house is somewhere I can tap into the more childish version of me whereas out in public like the cafe I have to be professional and act like an adult. Now I look back on the filming I think it could have been effective to show a memory of dollhouse to show the contrast between pretending to maintain a building to actually managing a building but even with the problems I faced I think it was a good idea to stick with the cafe.

In my production role as the editor of the film, I faced many different problems. One of the problems I faced was the layout and structure of the scenes. I had originally planned for home videos to be at the beginning introducing and then at the end closing the film. After I had put the clips together they didn't combine and convey what I had wanted. The videos in the order they had been placed didn't make sense or give the nostalgic childhood atmosphere because of this I decided to take all of the pre-filmed clips and completely rearrange from what had been planned. I think that this issue was dealt with smoothly as although when I first put the film together the clips seemed out of place I managed to come up with a solution meaning I didn't have to refilm anything or remove any useful filming, it did slow the editing process down but I think having specifically the childhood videos (that start at 55 seconds) all together in one chunk as if I'm looking back at them rather than having some at the beginning and some at the end makes more sense to the viewer storytelling wise. Because of this I do think that it could have been effective to have ended with me in the present again because that would have affirmed the fact that these videos

are memories and that even though we have these memories, they are only memories and we are still going to grow older whether we like it or not and it would have helped show that contrast between young me and me now even more. But I think the ending can still work because I didn't want this film to be really sad and dealing with the depressing fact that age and death is inevitable. Instead I wanted it to be a nostalgic reflection on what's already been and how we can find joy in what's past so leaving it on my childhood instead of me now gives it more of a light tone. In addition to this another problem I faced in the editing process was I wanted to put subtitles before the clips however I faced a problem as the quote that I wanted to use was too long and to keep the film under the time limit I had to make sure the words were as quick and easy to read as well as getting what I wanted to say across. Because of this I decided to use shorter, snappier words for example "responsibilities" and "work". I think these subtitles work well as they come across as commands. This helps to create the intense and burdening feel to the adult life. Because they help to create this extra dark feel it makes the shift between the burdens to the carefree more noticeable. Also after the word for example "responsibilities" appears you then see me carry out tasks I do at my work they help to guide the viewer through what they are seeing helping them understand the film.

In my role as the hair and makeup designer of the film one of the problems I came across was the only time I could film at my work was a Friday afternoon straight from school. Because of this I was unable to bring any makeup in my bag as it was too inconvenient to take it all to school along with my work. I also had to do a full shift before I filmed, meaning I didn't even have time to attempt hairstyles as I had to clean and get ready to lock up. I made the decision that it would be more time effective and easier to continue wearing my hair how it was and not putting any makeup on. This decision also meant that no makeup would contaminate any of the surfaces as I was in a cafe which follows strict rules about food safety. I would have liked to have worn makeup because this would have been a further feature to show the differences in childhood and growing up and how as a young child we are so unaware of our appearance but when you grow up you can become self-conscious of how you present yourself to the world. However I think that it still works because the editing being in black and white it would have been difficult to see any makeup on. The way that hair and makeup is not done could also contribute to the fact that our childhood is always still part of us and although we may feel more self-conscious now deep down our inner child is still within us. For example my hair mirrors itself 46 seconds in and 1:30, both long and messy both in such a rush to do whatever I'm doing rather than tending to my hair. This specifically shows that although my life's grown and has lost that childhood magic there is still a part of yourself that will never change. However, as much as I think the problem was dealt with in the only way I could under restraint I would have liked to have more of these similarities in my film as the hair is hard to notice and maybe not as obvious to the viewer.

Section 2 Part B

Between 0.00 and 0.10 - At the start of the movie the writing "nostalgia" appears in yellow. Yellow symbolises happiness and hope. This reflects the narrative of the movie and how it's looking back on the happiness and hope of childhood naivety and giving the audience the first taste of what's to come. The use of the words "nostalgia" fading into black shows this idea that this childhood happiness has faded from our lives and to reaffirm this the screen bluntly appearing with the white words "burdens" this change and contrast between the yellow and the white for me represent the loss of dreams and hope. The white is as if the yellow has been drained of its colour like humans when we move from children to teenagers to show the innocence and the hopefulness for the world slowly drained when we realise the realities. The first shot is a high angle this makes me look smaller and weaker, creating the impression that the mise en scene of the crowded books, workload and problems I'm surrounded by are tearing me down. The body language in this scene further creates this drained effect as my hand is resting on the side of my head to lift it up and keep me awake and studying. These can draw audience emotions as it makes them feel sorry for me and also reflect on their own life and how the work of the adult world has affected them. The second shot is a handheld version of a pedestal shot. This shot moving down increases the length of the books, it gives the impression that it is never going to end, adding to this increasing list of stress. The setting of the house to me was significant because the rest of the film was going to be set in my work so the house setting shows that as a child your home is your comfort zone but with the mise en scene of the laptop on the desk this shows that as an adult you nearly always have your work or some kinds of work from home and this safety net you feel as a child loosens itself. Also as you grow up you have to study at home and siblings end up leaving home this shows that your safe space can change and have unfamiliarity. Overall I liked this sequence. I specifically liked the no use of colour because I think it worked well to set up the defeated tone that the movie carries on throughout the film until the montage and it allows for when colour is introduced to be a dramatic entrance. I also like the variety of shots used. I think it's a lot more engaging for the audience to watch as it's not a repetitive cycle of the same scene in a slightly different way. I also liked in this sequence how the camera shots helped to develop the storyline in ways that mise en scene would have been impractical. For example it would have taken too much time in the process to get millions of books and put them all on top of each other and create a huge stack so using and finding a camera shot that would do the same thing and easier and safer was really helpful.

Between 0.10 to 0.19 seconds - There is a close up shot of the phone, the close up allows the audience to only focus on what is happening on the phone and eliminates other distractions. The mise en scene of the phone was really important to me because it reaches the target audience and is something they can maybe relate to which is constantly having your phone almost surgically attached to you and when you have free time you choose to spend it on your phone instead of with people or doing something productive. The scrolling on the app "pinterest" demonstrates the other hardship of being grown up that I wanted to make clear in this film. The hardship of being consumed by social media and tech. The app pinterest was an important choice because the photos i was scrolling through are other people living their best life this creates the idea of that constant comparison that we deal with in the adult world. The constant looking at what other people are achieving compared to what you are. I think the use of the phone and app works really well because 95% of

teens have access to a phone and many phones have social media on them. Social media is known to create problems surrounding teens so I think it was effective to acknowledge these facts and build that into the film because it's realistic. And for this film it was really important to be realistic because my target audience is going to engage and reflect on their own lives by feeling seen and being able to relate. However I would have liked to use another social media app as well for example instagram because this is a more obvious social media than pinterest and i think is more famously known for promoting these bad comparison ideas and would target the struggle of comparing body image to other peoples. Although I didn't want to use this app in case it would breach privacy rules. In this scene as well as the others before the montage I used a black and white filter. Colour is bright and usually represents excitement and is interesting and enjoyable to watch but black and white filters are stripped of all colour and are both more dull. This suggests the mundane, repetitive and hard struggles of the adult world. I personally think this worked well because it shows the loss of excitement as an adult things are less magical but more real for example like the fantasy stories we were told we learn are just fictional. The music in this sequence also works well to add to the tone overall as the piano is very low and dark creating an almost sinister feel leaving the audience with the idea that adulthood is like an evil sport of sort stripping us from our childhood and throwing us into this big world where we are out of our depth.

Between 0.34 and 0.46 - The camera first holds a close up medium shot of me whilst tidying the cafe, the shot allows you to clearly see the expression on my face and also see that I'm doing a job. These combined help to create the narrative that it's not always enjoyable doing work and it's tiring and can bring your motivation down which is what this shot is trying to represent. This is effective as part of this sequence and not any other sequence because this is the last sequence before the movie's tone changes to happy and reflective. If the shot of my face unhappy was at the very start of the movie it's easier to see that and then forget and move onto to focus on the other, more recent scenes so by having it so close to the huge change in the film helps to affirm the divide in the film. I also think the shot is effective because it is a big and bold shot so it doesn't send any mixed signals. And because it's the first time you see my face in the whole film it's good that it clearly tells the audience that the character is sad and unhappy, having a clear message is good for being able to build the narrative without confusion. The second shot used in this sequence is a medium shot. I wanted this shot as it allows you to see me moving towards the object on the table showing the audience that I haven't put it there and that it's been left on a table, this then helps it to build its narrative together. I wanted to target the target audience with the Mise en scene used with the old nintendo DS, it was something that was popular and played a lot in 2013 so the childhood of the target audience. The DS also symbolises a key line in the plot as that particular model is old now and worn out much like the character in the film, but because that model is old and nostalgic itself I wanted to add mystery to the narrative like why is this here? Who still has this model now? This mystery would get people to continue watching. Colour is used as the DS is in bright red whilst everything else in the "modern day sequence" is in black and white, the DS case is red symbolising love and warmth which is foreshadowing to the memories montage as those memories are full of love. Also because all of the home childhood videos are in colour and everything else is in black and white it creates that connection that the DS is linked with childhood and is going to be a portal between those colourful memories and the life that is being lived now. Next

to the Ds there is a mise en scene of a note that read "reminder not to forget" this was to further add to the mystery of why has the DS appeared here and who put it here? The final shot of this sequence is an extreme close up and the bridge to the montage. The close up allows you to see the very clear tap into the memories which is supposed to be the resolution to the previous mystery in the narrative as I wanted it to signal that because the memories of the character are being brought up so that means that this DS is a figment of her imagination and it is just her brain unlocking her old memories. I don't think that I exactly made that point clear because and I would have liked to do that differently for example not putting the "don't forget note" because it creates a lot of confusion as it seems like someone has physically written that and left it on the table which then goes against the idea of it being her brain unlocking the memories all along. However I do like that the narrative can be taken to interpretation and everyone can personally create their own meaning to it. I just wanted everyone to take away from the sequence that the good childhood times are not lost, just forgotten.

Between 0:23 to 0:32 - In this sequence I use two over the shoulder shots (0:26 and 0:30) . I used these shots because it gives the audience a shot so close to the reality of the scene. I wanted to do this because it reminds the audience of the harsh reality for this character which is working doing boring mundane jobs. Reminding them of this brings the tone down which I wanted because when the memories appear it will create a big tone uplift which I wanted to tug on heartstrings and then make them reflect on their own contrast of adulthood and childhood. I think that it could have been more effective for the viewer if the scenes were longer, looking at it from a different perspective I'm able to see that the shots are quick and maybe don't give the audience enough time to acknowledge the jarring reality of the work and feel the effect of the shots to their full potential before its onto the next scene. The second type of shot used in this sequence is a long shot, this shot shows the vast amount of room and space which makes me (the character) smaller in the corner in comparison to this room. I wanted this to create the look of the job being overwhelming, all this space to cover and clean but only one me to do it all. I think the shot was effective because it creates the look of isolation and loneliness which creates this sad tone of adult life. It could have been made even more effective if I had shot it from even farther away and made it as long as I could have because this would have just extended and emphasised the point of loneliness and the overwhelming more and maybe would have made that point clearer to the viewer. The cuts used in this scene are very fast; this builds the intense again overwhelming feel of carrying out these tasks and having to do one thing after the other. The costume in this scene is an apron, the uniform of a cafe. Uniforms restrict personality and self expression symbolising the rules and confinement of adult life and that the work needs a uniform. However I think the apron works well in this scene because the particular apron I chose that day was the cat apron, lots of different cute cats with their individual names I like this because it highlights that even with the uniform of a work our childish personalities still remain with us and present themselves in a different ways and this silly and fun apron does that. It highlights that not everything is boring and our inner child is still there which I think was very important to remember.

Between 0:47 and 2:01 - The first video and the second video in the home montage I chose because in both of them I'm dancing. Dancing freely shows self expression highlighting the freedom of childhood. I chose these particular videos because I think it was effective to show

in this sequence the complete opposite of being confined by rules and societal structure. For me the dance scenes were so important to include because it's a perfect representation of how time changes rules. I think that it's less socially acceptable for adults to dance and skip about in the world so being able to incorporate it in the childhood section was important to show the difference in what was once seen as funny and cute is now embarrassing and not acceptable. I think this can also be effective in reaching the audience's heartstrings as it creates that nostalgic feeling because you can look back on what childish quirk you had in your own life that has changed over time because you are now an adult. I also carefully picked the videos from the film due to the colour of what clothes I was wearing for example in 1:39 I'm wearing a yellow dress. Yellow symbolises happiness, hope and spontaneity all of what I wanted childhood to represent in this film as it deeply contrasts the dark tone so makes that pivotal shift in the film that turns it into that nostalgic feel. At 1:06 I'm wearing a striped dress full of different colours for example pink, yellow, blue. Having the dress showcase lots of different colours highlights the expressiveness of being a child, the feeling of being unafraid to be bold. This element of colour was really important to me because I had deliberately made the costume bland and dark previously so the bright colours work really well in making that shift as noticeable as possible. As well as the shift in colour there is also a shift in music, the music goes from a minor which is an unhappy sound and makes the sad dark almost claustrophobic tone of the film and changes to a major making it softer and lighter sound. This sound creates the feeling and image of a weight being taken off your shoulder and these memories are untainted and pure full of love. I also wanted the sound of the videos coming through as well as the music. I really liked the sound of the voices and the music overlapping because to me it was effective in bringing alive that nostalgic feeling that these are memories being replayed in your brain. I personally really liked it because it felt as if you weren't watching it on a screen anymore but you were watching it in a dream as if you were in your own memory cave. Also this is the first time that in the movie that any voices are heard I wanted it to hold great significance because the children's voices represent freedom and innocence the endless possibilities of having a voice and where that can take you whereas the silent adult clips are showing how it's harder to have your own voice and find your own way in the world with so many ways society demands that you live. The home video at 1:26 I chose because I wanted again to be deeply different from the beginning of the movie to show that shift into the memories more and really tug on the audience's heartstrings and make them feel nostalgic. Up until this point in the film I've been completely alone so I chose this video to show the childhood bonds and relationships, I wanted to target the audience because we all have experienced the challenge of being an adult and growing out of certain relationships or losing touch with meaningful people and I wanted to get people to look back on these people in their own lives. In this sequence at 1:35 I added the words "don't let the colours fade" I put this in orange as this colour has the connotations of being associated with warmth and energy which I wanted this sequence to bring as the last couple have had a darker tone and I wanted to contrast that. The words hold meaning as the colour difference through the film has been very significant and constantly held that deeper meaning that it's not just meaning the colour of our clothes it's the overall happiness of life and keeping that childhood eagerness. I do think that these words to create that dramatic nostalgic effect would have worked better at the end of the film with a sudden cut off to really get the audience reflecting on their own life but apart from that I think the sequence worked together really well to create the difference from the burdening adulthood to reflect the joy of childhood. For example the colours, the facial

expression and the sound all combine together to achieve the overall purpose of what I wanted for this sequence which was to ultimately remind people and get them to feel nostalgic over their own childhoods. So by enhancing each part for example making the colours as bold as i can and lifting the music to a major from minor it increases magical feeling and enhances the engagement from the audience making it more likely that they will then reach into a part of them and try and find magical parts of their own childhood.

Candidate 2 evidence

MEDIA ASSIGNMENT PART 2: DEVELOPMENT

A

The institutional factor my filming was most affected by was the logistics of transportation of actors to the location I wanted to film in. The abandoned building I used is only about five minutes from where I live, making it easier for me to get to but not easy for my actors as I live halfway from Dumfries to Annan but my school is in Dumfries. This made my plan to have a bigger group of friends at the building at the start of my film unable to happen as even if I was to drive my actors I would still only be able to have me and another three people in the scene, less than what I had originally planned. I went around this by deciding to change my film to a trailer because, due to only having myself and no other actor to have any dialogue with at the beginning I thought it meant a trailer would make it more effective with the music playing over the action and allowing the audience to remain entertained instead of listening to a film in silence. I also thought I could still effectively establish a normal scene at the beginning with just one actor happily walking a dog, rather than a group of teens hanging out. Therefore, it now began with it just being me alone acting as a dog walker who stumbled upon the building when walking one day as this way, I was still able to use the location I had always planned to meaning I did not have to scout for another location and I didn't have to work around all my friends' schedules and add hours onto filming when we all had other commitments. I made sure to bring a stand for my phone as I had to make sure my shots were still especially since I had no one else to film anything for me. This was actually very effective as I could get lots of lower angle shots that a human may have been unsteady getting, hopefully giving the impression she's already being watched by something inhuman.

The institutional factor that effectively benefited my trailer was the strike days. This allowed me to have extra time to fully focus on filming way sooner than expected as I would have otherwise been at school or work unable to film. Without these days I know myself I would have run out of time to fully create something I was happy with. It also meant I was able to film my beginning scenes in the middle of the day instead of later when the lighting would have been less appropriate for the feeling I wanted for the start of the trailer as I wanted the start to be filmed in daylight with no hint that things were going to go wrong. These strike days were also effective as all my outdoor scenes could be filmed in one go as my whole day was free, so I never had to stop and start my filming at any point, again being extremely more time efficient for me considering I usually work both days at the weekend and am at school for the rest of the week. Not having to stop and start filming meant my motivation also was kept up for the days of filming and the process seemed to be over very quickly as it never had to be drawn out which may have occurred if I had to find different days to film, reducing stress also. Stress relief continued as I never had to worry about the environmental aspects like if the weather would match the scene previous and make it believable that the scenes were all filmed together. Overall, I believed these days benefitted the continuity and immersion very well.

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Another institutional factor was the fact I was able to be the only actor in my trailer in the end up. This turned out to be very effective as I never needed to direct any actors or come up with dialogue for them to use and therefore could be time efficient and stick to my own creative intentions without explaining them to someone else or compromising. This made my whole filming situation go smoother as the only person I had to worry about was myself and make sure I was acting appropriately and how I wanted to for the scene. As I study Advanced Higher Drama I felt confident in my performance and that I could change my character's responses as the film changed. It also saved me time as I knew exactly what I wanted so I was able to film the scenes then leave. Same for the scenes nearer the end of my performance, as I was alone I could film them whenever. The scenes were actually filmed one morning at around 7AM which may have been an issue for my actors if they were still filming with me due to it being shot so early. This came about due to every one of my potential actors and my schedules clashing, even on the strike days due to work arrangements. I made sure to carefully rethink my idea of what my film could be about as I still wanted to make it something exciting even though the only actor was myself. This also took some time on the first strike day as the idea of my trailer now is hugely different to what was previously recorded of my first idea. Thankfully even though this occurred no time was wasted as the time I used for creating a new idea would've been used for creating the ideal dialogue for us all to use, so overall I'm happy with the final product as it has the same effect, but was created in a more time efficient way for me.

As only I acted in my trailer, I never got to use the skill of a makeup artist in my production, the original plan was for my monster to have fake blood and pale skin makeup with darker eye shadow in order to give off a ghostly effect, I had also looked into the use of liquid latex but ended up not requiring it. To overcome the fact I now had no visual monster I decided to use fake blood on myself and apply it coming down in strokes from my eyes and down from my nose giving the illusion I was severely bleeding on the face. This way I could still incorporate fake blood into my performance like planned with Jenny, and it will give audiences a clear understanding that something happened when the protagonist was at the abandoned building to make this happen to her later. I also used a darker eyeshadow on my arm and a small angled brush to make a pattern of three X's going up my arm, this giving the illusion the monster left its mark on the protagonist before she left the house. This was effective as it was another indication, I could use that the monster had left a mark on its victim without actually having an actor to play the monster in the trailer for audiences to see. Unfortunately, I don't think this came across very effectively in my finished product so I should have considered making it more obvious when being at the abandoned house that my arm was in pain or something like that to make the X's make more sense. I didn't think of including this symbol until it was too late to go back and add it in, so overall I'm a little disappointed that audiences may not understand the possession idea.

The technology that I had available to me allowed me to effectively produce and direct a trailer in which didn't involve me having to learn any new skills. As a beginner I found iMovie such an effective way to combine all my pre-recorded clips together and move them about until I was happy with the finished product. There were also videos I had filmed that had to be flipped to ensure that they were the same orientation to the rest of the clips, which iMovie allowed me to do very easily. The inclusion of music was also straight forward when using iMovie, all I had to do was purchase the song from iTunes and drop it in with the trailer. For a beginner I was happy with how the editing went as it was something I had previous worries about in case I wasn't able to edit it properly. For the actual filming I just used my iPhone and then a phone stand that helped me film due to it only being me, so I didn't have to rely setting my phone in positions where it might get damaged. Although this meant I

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had fewer close ups on facial expressions in the abandoned location, it suggested she was being watched so it worked out fairly effectively.

B

In my planning, I decided to make the second shot of my trailer a shot from what would be the monster's point of view (08-15 seconds in). It was a shot from above by placing my phone on a stand by an open window then myself going round to where I would be in shot to begin my acting to give the illusion someone was watching me from afar. I feel like this scene could have done with more indication as to why it was filmed like this. Although you can tell the camera is at a higher view there may be confusion as to why it is. Personally I feel like having the camera pan round to see me below would have given off the effect better, however this physically could not have been done due to me being alone to film this with only a phone stand. As planned, I got in the shot looking around curious as to what the building was. However, I think the scene would have been more effective if I had made direct eye contact with the camera and possibly ran out of shot, giving the illusion I had seen something in the window. This would have been a solution for the problem previously mentioned as to making it more obvious why the camera placement was where it was. I think the beginning of the song at the beginning and when this scene begins effectively shows what type of film this is, I think this was helped by having the song play over top of the video so you could only hear the music at level 100 rather than having any background noise to interfere.

After seeing me explore different rooms within the building, I decided to film one scene with a more vlog style way (0.53-1.00). In this scene you can see me holding the camera in front of me filming my surroundings then I suddenly look behind me after thinking I say/heard something. I wanted to include a shot like this to give the audience the feel I was a typical teenager out walking her dog who was intrigued by this building and wanted to go explore it more and wanted to report to her friends what she was doing. Then with the sudden look behind it also adds to the element of horror as you can see my expression suddenly change from happy, as I have found somewhere interesting on my walk to concerned that there was something behind me, this helps audiences realise that there actually is something lurking in the house that didn't want me there. When reflecting I would have now preferred if more of my shots were filmed from this perspective to show audiences the clear difference to a scene through the monster's eyes and a scene where I am the one in control of the camera. During this scene I split the clip in half to include a question for the audience asking if they would feel safe knowing someone is watching you. This way it split up the scene and kept audience involvement as they could think how they would feel in that situation. I enjoyed the use of this filming technique as it gave me the same vibe as the 'Blair Witch Project', almost like found footage making it feel realistic. I think my trailer also benefited from it as the audience got to see it from a new perspective showing that in the actual film you would see shots from both the villain's perspective and the protagonists.

I think the shot of me walking towards my car (1.01-1.15) was not really effective in giving the impression I was scared and wanted to leave the building, looking back I should have run towards the car to show audiences how scared I was and desperate to leave the premises. It never gave off the amount of suspense I had hoped for during my planning. This shot was however effective as it gave a wide look at the surroundings so it can be seen that the buildings around are also abandoned, helping add to the creepiness and fear gathered from the previous scenes. Again, this scene I split to put text in between, questioning if the protagonist had left the building too late. This is foreshadowing the later events of the scenes filmed in my house where audiences see that it looks as

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though the villain has a hold on me causing me to perform a dangerous action. During the scene when I am at the car, having the filter 'Camo' from the iMovie filters is able to add a washed out look to my scenes so it helps this scene have an element of horror in it with the muted tones which can be seen a lot in any horror film as bright colours and are not really associated with the genre, this was beneficial even though the scene itself is not the most horrific out of my film. The placement of this scene being where it was, was intentional due to it being where the first chorus of 'Get out of my House' comes in, I wanted to have this scene with the chorus as it is when I actually leave the premises. It became an effective placement as it almost gave the impression that was the monster saying that.

The scene filmed in my kitchen (1.25-1.37), I enjoyed due to it being the first scene included that was away from the building or its surroundings like the car. In this scene it is where audiences can get a real sense that something is wrong as they see the knife laid out on the countertop which the protagonist obviously hadn't placed there due to the confused look on my face. I then pick the knife up to notice the X markings on my arm (previously mentioned above). With the markings I had tried to give the illusion of the monster leaving its mark on me which, like mentioned I feel could have been done more effectively if when at the house I had made it look like my arm was in pain even for a second in one of the shots, my concern is the X markings making my audience confused as to why they are there. Again with this scene it is foreshadowing what's to come with the knife and the plot twist at the end. In my planning I had planned to film this scene like one previous with the vlog style, however after trying that it wasn't working the way I had hoped, it was very difficult to get the shot to look clean as my hands would move too much trying to control the camera and pick up the knife at the same time, which is why I opted again to use the phone stand to get a wide shot so you can see me picking up the knife and looking at my arm all in the one shot. Ending up being the most effective way to shoot the scene.

My last scene consists of four short clips put together with a white flash appearing between them, (1.38-1.43) this scene I like to use as my plot twist and to make audience wonder what has happened. I always wanted my last scene to end as a cliff hanger, I had planned for it to be a jump scare however I don't think that was communicated well again due to the fact it was just me. In my planning I had planned for the monster to be behind me in my bedroom mirror, but the scene ended up consisting of me in my bathroom mirror with a knife, I sat my phone on the stand in a way in which it was not visible in the mirror but I was still in full view. Being in my bathroom actually worked better for this scene as the lighting was a lot brighter so you could see the intensity of the blood even with the 'camo' filter on the shot, which may not have been as visible if I had used the original plan of shooting in my bedroom with torch light. I was concerned about seeing my phone in this scene but was able to get the positioning right so that it wasn't actually a problem. This is the part where audiences don't know if I have ended my life after being under a sort of trance from the monster or if I survive. I used this trick due to if this was a real trailer it is important audiences have something to go see the film for, in this case it would be to see how Jenny the protagonist ended up and if she did end her life or if she survived. The four scenes consist of me checking my hair, then it jumps to a scene of me with the fake blood running down my face, then to a scene of me doing my lipstick appearing normal again then lastly ending on me with a knife directing it towards my chest as if I was going to stab myself. I feel this would gravitate towards my target audience of horror fans and people over the age of 15, as it is not too frightening and still leaves such an element of suspense as to if I have survived in the end or not hopefully encouraging people to go see the full-length film.

Candidate 3 evidence

2A)

INSTITUTIONAL EVALUATION

I took the role of editor during the production of the movie, in which I was to crop and put together videos and add non-dietetic sound over the original audio. During the filming of scene 1, I made use of a green screen which my school provided. When filming, the stand I used was too big for my phone to fit in, so I used my iPad, however in using the iPad, there was an inconsistency in quality as my phone's camera is higher quality than the camera of the iPad. This caused the first scene to be somewhat lower quality than scene 2, which in turn could make the movie be perceived as less professional.

The actors that were hired were friends of mine and I, in which no one had no acting experience before the production of the film. This, however, was not a problem for scene 2, as with the comedic elements and the general tone of scene 2 allowed for a more relaxed and less quality acting as that could be perceived by the audience as funny. However, in scene 1, the tone in which the actors created was not blessed by a comedic undertone, which made the acting seem stale and unrealistic, which was the main fault of this scene, as the manner the actors spoke was blunt and without character. As a director, In hindsight, I should have been more critical and more forceful when it came to accepting the shots as finished, as the state when I thought that the shots were perfect were lacking in quality, due to the time constraints and the fact that filming was eating into the crews free time. If I were more strict about the quality of the dialogue scenes, this could have avoided the first scene feeling blunt.

In my role of editor, I attempted to move my footage from my phone to an iPad in which to put the footage in iMovie. This was a struggle as my phone is a Samsung, meaning it's operating system is Android, which means I could not use the iDrop feature with devices running on iOs. I had to transfer them via WeTransfer instead, which was time consuming as I had to wait for the files to upload and then download on the iPad. It was then I realised the sound editing provided by iMovie was rudimentary and clunky, so I put the shots together without the edited sound, transferred it to my PC, download the .MOV file and put in a free software I downloaded to edit, DaVinci Resolve. This editing software was much more advanced and complex, so I had to look up how to do certain tasks on YouTube. Once I figured out what I was doing, I moved on to sound.

I downloaded all of the sound effects from a free sound library I found online. This was unexpectedly time consuming as due to my film being comedically over the top, there was a large amount of audio files I had to download, sort into a file so I could easily find them briefly without having to play all the sounds. I then cropped the sounds and made them fade out if necessary on DaVinci Resolve, in which I dragged and dropped the sound files in the editing part of the software. With the sound effects done, it was time for the non-diegetic sounds, such as music. The music was easier to download than the sound effects as I knew what songs I would use in the film. I got the music from

the YouTube, then uploaded the URL to a free YouTube to .mp3 site. I then cropped and faded the music in DaVinci Resolve in the same manner as the SFX. Overall, I am happy with the result of scene 2, as I think the humour was improved by the use of sound effects, as well as the flow and tone.

The location in which scene 1 was filmed in was a media classroom in which I used a green screen that was provided by the school. When filming with the green-screen, there was an issue of the shadows the actors cast on the green-screen, which could be an issue with chromakeying the scene as pointed out by one of my cameramen, as the shadow could cause some of these green-screen to show up in the final cut. However, this was not a problem as the chromakey tool on iMovie was surprisingly robust, meaning that the green screen was not visible at all, and even if it was, it was barely noticeable.

The rating of the film will have to be a 15 due to the use of directed insults and two instances of cursing, and violence in the form of a fight scene. It was not my main priority to make this film have a younger demographic, and to bring the age rating down, as I think some of the humour and tone of the movie would have been lost if it weren't for those harshly spoken lines and the death of a character, making light of the subject matter of murder. I wanted this movie to be over the top and satire to the point of being utterly ridiculous and the inclusion of swearing only helps that point come across better, as well as cementing the fact that the antagonist is a bad person due to him blatantly cursing to someone who only meant well.

2B)

CREATIVE INTENTIONS EVALUATION

My creative vision for scene 1 was a lot better than the reality of it, which was the fault of numerous attributes. The script that was used for scene 1 lost the realistic aspect of the dialogue, and thus it made the characters sound almost robotic and rehearsed. The script also was not as comedic as I would have liked it to be, the line delivered by the actors were somewhat stale and lacking charisma, however, some of the lines could have been perceived as humorous, such as when the antagonist insults the shopkeeper, or when the protagonist reluctantly reaches for his card and curses under his breath. I attempted to make the scene better by adding some ambient music and crowd chatter in the background. In my opinion, this helped the scene a lot in terms of bringing it to life, as it made the whole scene seem more realistic with the diegetic sound of people walking around the market. The music helped by making the scene feel bubblier and more thematic, due to the music being from a game about fantasy and medieval-like circumstances.

In scene 1, I took some shots of a local market I work at using my phone, in which to have those as the background for the characters. However, when adding the chromakeyed green screen shots onto one of the backgrounds, which would be used for the protagonist and antagonist, the framing of the background made the characters look short, with them also being in front of a table under the stall, making them appear inside of it. I decided to scrap the background shot and use the establishing shot of the market as a background instead, which looked much better. I then took another establishing shot the next shift I worked during my lunch break, which looked good to have the title card over. I had the idea to make the mise-en-scene of the background inside the stall more thematic by adding a banner describing it was a sword stall. However, I had to remove each background from the iMovie file, edit in photoshop, and re-add all of the backgrounds to the green screened shots of the shopkeeper. In the end, I left the shot of the stall as it was due to it taking too much time for such a small change, though the mise-en-scene of scene 1 was worsened slightly because of it.

In the beginning of scene 2, there is a montage of presumably the same place the engagement between the protagonist and the antagonist. However, this sequence was shot 2 weeks later in a completely different place, being Dalkeith. I felt as though the second scene starts too abruptly, so I made the decision to scout out for a place that looks similar to Cammo in Dalkeith, as I was going there anyways. I did not have high hopes in finding a place, but miraculously, I managed to find a field full of broken tree trunks which was very similar looking to the place we filmed in Cammo. I took some shots of some trees and scenery that looked interesting, and then took a shot of the camera panning towards said field. This scene made a bridging shot from scene 1 to scene 2 which helps the story become more apparent as I wanted it to appear as the protagonist has followed the antagonist from the market to the field. Overall, this sequence made the whole movie flow better and it made the film make more sense rather than a jarring cut to the conflict.

The fight scene in scene 2 was choreographed before filming, meaning I had a vision of what this sequence would look like. I wanted each character to have a distinct fighting style as said in the content research. This was reflected in the movie, however it was not as prominent as I would have liked it to have been, as the fighting styles between the two characters were too similar to make any discernible difference. The fight sequence looked worse than I had envisioned, however it worked in the films favour, as the fighting quality, while not as good as it could have been, added to the humour element as the lacking depth to the fight with the stupidly overdramatic music that comes from no-where and the over-the-top sound effects makes the movie even funnier and satirical. However, during all of scene 2, the protagonist and the antagonist were holding the wrong swords in which they purchased in scene 1. While a small nit-pick, it detracts the consistency of scene 2, as the dialogue in scene 1 emphasised the fact that a certain sword was well balanced. Overall, this sequence was a success and I think the music and sound effect greatly benefited the fight.

In scene 2, there was a shot of the protagonist on the ground, dodging out of the way of an incoming sword that misses and hits the ground instead. When filming, this shot was accidentally shot in portrait mode and was unfortunately not noticed until we had left the location. Due to it being a lot of effort to be driven out to Cammo again, I decided to see if I could salvage the shot. I flipped the shot, so it was landscape and radial cropped it, so it was somewhat the same orientation. However, when cropping, I noticed the shot looked good when tilted slightly to create a Dutch tilt. This made the shot look more stylised and interesting than if it were level, so I decided to keep it. It also helped make the fight sequence feel more chaotic and disorganised as the camera being tilted gives the idea that not even the camera recording the fight was neat and straight, giving an added tone of grittiness and rawness. Another benefit of the shot being edited was the framing was much closer to the character and the sword that would eventually swing down. This added a sense of claustrophobia and tenseness and we got to see the fear and concentration of the protagonist's face. However, with the shot being zoomed in, it was somewhat noticeably lower quality than the rest of the shots during scene 2, which could add a grating inconsistency of picture quality with the fight scene. Overall, I think the edit of the tilt into this shot was beneficial, however the lack of quality in the shot may be jarring for the audience.