

# Candidate 1 evidence

## National 5 Media 2024

### 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

### **OR**

- A storyboard
- Minimum 8 frames

Storyboards are enclosed with candidates' written work. All candidate films have been uploaded to the digital portal, and all films were individual productions.

## **Media Assignment**

### **Planning Phase**

#### **Audience Research**

I asked people from my class what they thought should be in my horror short film which is targeted at teenagers with the purpose of entertainment.

I asked people whether they wanted it to be set at day or night. Night won with 66.7% and day had 33.3%. I will use this feedback and set the film at night. This will work because in horror nighttime is usually used to make it scarier. I could film the scene where you see the villain at night and they are in the dark which will make them more mysterious and scary.

The next question I asked was if they wanted it to end on a cliffhanger. More people wanted it to end on a cliffhanger with 58.3% saying yes and 41.7% saying no. I will use this information and have the short film end on a cliffhanger. I think I will have it with the villain winning by killing the main character and then walking away and you're not sure who's going to be the next victim.

The next question I asked was what kind of music should be in it. The options were quiet and creepy, loud and scary, and no music. Most people chose quiet and creepy with 50% voting for it. The other two options got 25%. Using this I will have quiet and creepy music. I think I will also use some loud music when the villain appears and when it's the chase scene to make it more intense. I will use the creepy music when you haven't seen the villain yet so like when the main character is just doing normal things and it will build suspense.

#### **Institutions**

##### **Internal Institutions**

In my short film I will have a £0 budget. This will be the main obstacle when making my film.

When making movies you need a camera. I searched up how much a good camera costs to rent and found a website called wex rental and most of the cameras were around £100 to rent per day. I will get around this by using my phone to record as it will not cost anything. My phone can record HD so that is good enough quality for a clear

picture and it is small and light so it is more portable and easier to use than a heavier camera would be.

Other equipment needed in movies is lighting. The most common lighting used in movies is the tungsten light. They work by passing a current through a filament of tungsten which then gives an orange light effect. I found some on a website called bhphotovideo. These can cost thousands of pounds. To get around this I can have the characters using torches as light as my film will probably be set at night so the torches can fit into the scene while also being a light source. There will also be lampposts at night so if I am recording outside I can use them as a light source. Night time will work for my film as it is a genre convention of horror and adds to the scariness of the movie as the characters and the viewer won't be able to tell where the villain is.

Another internal institution that will affect my film is not being allowed to trespass. There are rules in the UK that you aren't allowed to go on private property without permission. I will get around this by only filming in public areas or places like my house or the woods. The movie will be set at night and so the woods will be good at that time as it will make it more scary because the woods will be dark and mysterious, fitting into the horror genre of my film. I will film in the woods outside my friend's house and I know we are allowed there as my friend owns property in that area. There are also no signs that say we can't be there and there's no fences blocking it off.

### **Content Research 1 and 2**

#### Language

Language - Camera - In the walking dead season 11 trailer near the start there is a low angle shot of one of the characters holding a gun. This shows that this weapon puts him in a place of power. I could put something like this in my short horror film like when a character gets a weapon that will help them beat the villain and I can use a low angle shot to show the power that the weapon holds. The weapon will probably be a bat or a fake knife because they are more traditionally seen in horror and they make the villain more creepy because they are more scary than a gun.

Language - Sound - In the walking dead season 1 trailer near the end there is happy music playing which is out of place because the show is about zombies and death so the happy old fashioned music gives a creepy effect to the trailer. I can use something like this in my short film because I am planning to have the villain win so when the characters are getting killed I can have happy music in the background as this contrasts

with the violence that is happening on screen giving the viewer a unique feeling like a bit humorous but also scary at the same time which will be different from other horror films.

Language - Mise-en-scene - In the halloween trailer the main villain is wearing a mask. This makes the audience more scared because it's a mystery what the villain looks like and it adds to the fear of the unknown. It also adds mystery to who the character is. I can use this in my short film by having the main villain wear a mask to make them seem like not human and more of a monster and more creepy. I will probably have the villain in the dark at the start and near the end we see his mask revealed in the light.

### Categories

Categories - genre conventions - One example of a horror genre convention is the monster. In the Halloween trailer the monster is Michael Myers. We see this because he is murdering people. I will have a monster/main villain in my horror short film. I will have them chasing the main character and maybe killing them. They will probably be wearing a mask and will have some kind of weapon. The weapon will probably be something like a bat or a fake knife because they are more ominous and scary than a villain with a gun.

Categories - genre conventions - One example of a horror genre convention is death. In the halloween trailer at the start, young Michael Myers kills his sister. Death fits in with the horror genre because it is quite dark and grim and can be scary. I will have death in my horror short film when the villain kills the main characters near the end. There will be low camera angles of the villain to show his power over the characters and there will be high angle shots of his victims to show they are weaker.

Categories - genre conventions - One example of a horror genre convention is a chase scene. We see this in the halloween trailer when a girl is running away from Michael Myers near the end she is trying to get into her house and Michael is slowly walking towards her. This fits into the horror genre because chase scenes cause stress and make you worried for the victim of the chase. I will have a chase scene in my horror short film and the villain will be chasing the main character(s) and I can use shaky camera shots to show the fear of the character being chased.

### Evaluation Phase

#### **Example 1 (0:00 - 0:32)**

- a) In the first shot we see a zooming out shot of Ewan. This is so that the watcher focuses on his face as it shows the concentration of the character as it is intense because he wants to win the card game. We also see slow zooming out shots of

the cards and the money that's being bet on the table. These shots are used to build suspense as the two characters reveal their cards and also to show the stakes as we see all the money that is on the line. Ewan in this first scene is represented as kind of smug as we see him confidently smiling at his cards as he is sure he will win the game. This representation is later changed after he loses the game and we see the evil side to Ewan as he tries to get revenge. His representation is changed to more of a cold calculated character. We also hear calm relaxed music in the background to contrast with the action that happens later in the film and to show that this is the equilibrium. The first scene is also set at day to show that we are in the equilibrium stage of the film. However even though it is day, the weather is grey in this first section to represent that something bad is going to happen and that soon there will be a disruption - Ewan losing the card game. We see when Ewan loses, Max brags and says "I guess I'm just lucky after all". This gives the viewer negative feelings about Max and causes them to feel sympathy for Ewan. This line of dialogue also sets up a line later when Ewan has gotten his revenge he repeats the same line as a call back to the beginning. The final shot of this section is a zooming out shot of Ewan with his hands on his face to show how sad he is because he lost the card game. I used this to make the audience feel sympathy for Ewan and also to set up his revenge in the next section.

b)

- In this scene I thought I had good use of music to convey the relaxed nature of the first section showing that it is the equilibrium. The music is quiet and relaxed which goes with the equilibrium stage of the film as it is more laid back and contrasts with the intense situation that the characters are in nicely. The music used is also jazz which is commonly associated with gambling so I felt that it was a good choice.
- Although one thing I could have done better is make the whole section louder as it was quite quiet and I had to make the music quiet so you could hear the actors' dialogue.

#### **Example 2 (0:32 - 1:17)**

- a) The music ends once this next section starts to show that it is serious now and that there is about to be another disruption - the villain being introduced. It also shows that time has passed. We also see a low angle shot of Ewan when he is phoning the villain to kill Max as he is now in a place of power again because he's getting his revenge. When we see the villain for the first time he is wearing a mask which adds a mystery and suspense as to who he is and makes him more scary. The mask is a plague doctor mask which is scary as it is associated with death and is quite sinister as it is black and is in the shape of a bird which are

both things also associated with death. Masks are also a genre convention of horror. We can see villains wearing masks in famous horror films like Michael Myers from Halloween and Jason from Friday the 13th. He is also dressed in black which is a colour associated with death. The first shot of the villain starts off as the viewer only seeing the fields but then the camera suddenly turns to the villain. I did this to give the audience a fright and to also establish the silent nature of the character as the viewer never even knew he was there. The camera then moves down so we can see the villain's full costume. We also don't hear any music when the villain is walking to meet Ewan as it builds suspense. We also hear crows in the background which are associated with death. Then when Ewan shows the villain the photo of Max it is a point of view shot of the villain and it zooms in to show that the villain is looking at the phone. We also see here that the villain is represented as caring about money as he puts his hand out to get paid. This shows that he is only in it for the money and is more of a bounty hunter type of character. He also never speaks. This is to add a sense of mystery to the character which will cause the audience to fear him more and also the lack of dialogue makes the character seem more cold and smart.

b)

- One thing that was good in this section was the way that it shows that this was the disruption of the movie as things like the villain's costume and the grey sky make for a tense atmosphere and show that something bad is going to happen.
- However, something that I could have added to add to the tense feeling of this section was some kind of creepy or scary music when we see the villain. This would add to the feeling of fear that the viewers would feel when seeing the villain.

### Example 3 (1:17 - 1:32)

- a) We see an over the shoulder shot of Max counting his money that he won from Ewan. I used this shot so we can see Max's perspective and see the money that he has. This scene also represents Max's character as greedy and will make the audience angry at him for taking Ewan's money and maybe they will even be hoping for Ewan to get revenge. The next shot is the villain kicking open the door which makes him more intimidating as it shows his strength. This is also shot from a low angle to show the villain's power in this situation. And then we see Max screaming which is a common genre convention seen in horror movies as it makes the viewer more scared. We then see the villain strangling Max which is violence which is a common genre convention in horror. We see the fear on Max's face which further shows that this film fits into the horror genre. I only used diegetic sound here so that the viewer would get a more realistic feeling to this scene and also so that we could hear the scream of Max easier which gives a

more uncomfortable feeling to the audience and also may scare the audience as it is a loud sudden scream.

b)

- One thing that was good in this section was the portrayal of the villain being in power. I used a low angle shot of the villain when he comes into the room to show this and also the fact that he's kicking down the door makes him seem more scary and strong.
- However you couldn't really hear the sound of the villain kicking down the door so what I could have done was add a sound effect for it or put a microphone near to the door as having a louder noise would make the audience more scared and show the villains strength more.

#### **Example 4 (1:32 - 1:58)**

a) After Max is knocked out we see a fade in transition to show that he is waking up after being knocked out. It is also a high angle shot to show that Max is in a weak position as he has been captured by the villain. We see a low angle shot of Ewan and the villain from Max's perspective to show their power over him and to show that they have won. Here Max is represented as the victim now as we hear him begging Ewan to not kill him and Ewan is now represented as the one in power as he is confident and in control and ignores Max's pleas. This contrasts to the beginning of the film where the roles are reversed. Ewan also says "I guess I'm just lucky after all" which is a call back to the same line that Max used when he beat Ewan in the card game in the beginning. I reused this line to show how the roles are now reversed from the start of the film and now Ewan is the one with power. One of the props in the scene is a gun. The gun that Ewan has shows his power over Max. And the loud gun shot as the scene goes to black gives the ending a more sudden and dramatic feeling. It is silent for a few seconds and then some more jazz music comes in as the film's name is shown. This is calling back to the gambling themes of this movie as like I said in the first section, jazz is associated with gambling. The music also juxtaposes the violent and sudden ending leaving the viewer with feelings of shock.

b)

- Something I think was good in this section was the ending with the gun shot as it will give a shock to the audience and also leaves on a big action point which leaves the viewer wanting more.
- However I could have added a flash effect to the gun shot to make it more realistic instead of the screen turning black I could have a bright flash and then it goes to black.

# Candidate 2 evidence

## Teacher brief

You are going to create an opening for a film in a genre of your choice  
Your target audience should be teenagers – young adults.  
The age certificate will be max 15.

## Audience research

For my audience research, I created a questionnaire and asked my classmates as they are my intended target audience. 100 % of the people who I surveyed said that they would prefer to see an anti-hero as the main character. These results show that my idea is popular therefore I have decided to make my hero seen as the centre of the film, however he will be morally questionable and will make some controversial decisions throughout the film. Making the audience question if they are attached to him or not.

60% of my audience said they preferred an opening that cuts straight to the action rather than a slow scenic opening. To enact this I plan to start my opening in the midst of a shootout involving multiple characters.

88% of my audience said they would prefer an urban setting? Therefore I plan to film a lot of my scenes in Edinburgh. Especially in more run down areas which will emphasise the crime/gangster genre.

75% of my audience said that they believe gun fights/hand-to-hand combat would be effective in a crime/gangster film. Therefore I will begin my opening with a gun shootout involving multiple characters. I will do this through the use of props(guns) and sound effects for the gun shots.

63% of my audience said that they would prefer a slow jazz (Taxi driver style) music for the scene instead of a slow buildup like the Drive opening scene. Therefore I will include a jazz themed track over my opening scene.

I analysed three film openings for the action, crime/gangster genre. I watched reservoir dogs (Quentin Tarantino), The Irishman (Martin Scorsese) and scar face (Brian De Palma)

## Costume/props

The opening scene of reservoir dogs features multiple men sitting around a table and talking. All of these men are dressed in classic suits and smoking cigars which creates that classic gangster look. I plan on using similar costume in my opening scene- for example the at the start of the opening I could have a medium shot of two men discussing business whilst also dressed in suits. This creates a genre marker to show that the film is about crime.

The opening scene of The Irishman features an old man talking about his past and he refers to him "painting houses himself" when he was young (referring to killing people) it then switches to a clip of him using a handgun on somebody as a flashback. This use of props ( the gun) creates a good genre marker for the movie as we mostly relate guns to crime and gangsters. I am planning on using a

similar use of props in my movie opening- for example at the beginning of the scene two men can be seen comparing their handguns. This creates a clear genre marker and shows the audience that the film will be about crime.

In the opening scene of Scarface we can see Tony Montana being interviewed by the police, we can see this clearly as police badges are on multiple people's shoulders. This creates a clear genre marker through the use of costume as police are usually featured in crime/gangster movies. I plan on using similar costume in my opening scene. For example- a policeman could be seen searching one of the gangsters at the beginning of the scene, showing the audience that the movie will be about crime.

#### Narrative

In the opening scene of Reservoir Dogs Quentin Tarantino skilfully employs narrative techniques to immediately engage the audience. The film begins with a casual conversation among the main characters, establishing a seemingly uninteresting setting that covers the intensity to come. Through dynamic dialogue and cleverly revealed details Tarantino creates an air of mystery. In my opening scene I plan on using similar techniques such as the casual dialogue to create mystery and engage the audience.

In the opening scene of the Irish-man director Martin Scorsese employs narrative techniques to draw viewers into the world of organised crime. We see this as the opening scene begins with a tracking shot that introduces the main character as he navigates the halls of a nursing home. This makes the audience wonder about the main character's past and how he managed to be led to this point. In my opening scene I will use a similar technique by using a tracking shot showing my main character in an unusual location. This will make viewers wonder about my main character's past and how he has managed to get there.

In the opening scene of "Scarface" the director immediately immerses viewers in the world of Tony Montana and setting the scene for his journey. We see this through an overhead shot of a Cuban refugee camp and the use of voice over that provides us with a view of Tony's imagination. In my opening scene I plan on using similar techniques by using voiceover to give the viewers insight into my main character's imagination.

#### Institutional factors

One internal institutional constraint that I will have to work around is the absence of financial support and budget. Since I have no access to money to hire real actors (which are very expensive to hire) I will have to resort to asking classmates to volunteer to be in the film. I believe it's best to ask my classmates who are also studying Nat 5 media as they will understand and enjoy the experience more.

Another internal institutional constraint that I must work around is lack of proper filming equipment and editing technology. Since I cannot use a movie camera as they are too impractical and expensive

for my circumstances I will have to use my iPad to best recreate a stable cut for the scene. Also considering I will not have access to professional editing technology I will have to use iMovie to best recreate a realistic movie opening. (Eg. I could use a slow tracking shot of my main character walking to best rear eternally the stable ness of a film camera)

Another internal institutional constraint that I must work around is lack proper film setting (eg. Special lighting and locations). Since I cannot travel to certain locations such as NYC (classical gangster/crime setting) due to lack of budget I will have to improvise and film my opening in some place more local such as Edinburgh as it is a dense city environment and would fit my genre perfectly.

## Section 2

### Frame 1

- A. In the first shot of my film there is a medium angle shot of the two gangsters in the alleyway. In this shot there is low, dull lighting to create a sense of uneasiness. This dark lighting along with the shadow of the bowler hats that the criminals are wearing shrouds their faces with darkness creating a sense of mystery and making the audience question the purpose and intentions of the mysterious men. The medium camera shot allows the audience to view both the characters outfits, which hints that the genre of my film is gangster. The shot also shows the audience the characters tense body language, allowing them to anticipate that something bad is about to happen. Both men's facial expressions are serious and focused, this immediately tells the audience that the tone of the film is serious and that the men are dangerous/threatening. These features will affect my target audience (teenagers/young adults) well as younger viewers are more intrigued by violence/suspense, which are common characteristics of the crime/gangster genre. The non diegetic sound in this shot provides a tense atmosphere which will engage my audience and keep them curious to what will happen next, as the song has a slow build up. The song I have chosen to use is "drive opening scene music" from the movie 'Drive'. Diegetic sound is included when the two men are speaking however their conversation is not fully audible. Only low quiet voices can be heard. This adds to the sense of mystery and keeps the audience curious.
- B. Overall I believe there is no real flaws in my opening scene and I think it would be suitable and effective for my film. If I were to remake my opening scene I would switch the medium shot of the two men standing to a over-the-shoulder tracking shot of one of the men as they walk towards each other. I believe this would be more effective as it would add more suspense to the scene and would engage the audience just a little bit more as it would immerse them in the perspective of the scene. This tracking shot would extend the length of my opening and would overall fulfil the purpose of my film which is to entertain the target audience. Although this would be more beneficial to my film, I am satisfied with the medium shot as it is less time consuming and easier to stabilise an iPad camera unlike in a tracking shot where it is very challenging for the camera to follow the character well and smoothly.

### Frame 3

- A. In the third shot of my film there is a tracking shot positioned behind one of the gangsters shoulders as they walk away from each other. This shot continues to have low dull lighting to

make the atmosphere more mysterious and keep the audience engaged. This tracking shot is close up behind the gangsters neck. This immerses the audience in the scene and gets them to question where the man is going and why. This shot also builds tension in the scene as the amount of time where the man is walking is elongated. This makes the audience anticipate that something bad will happen or something abrupt. You can also see the man striding very confidently throughout the shot, showing the audience that this could be the main character due to his powerful body-language and the focus on him. As this is a shot from behind the audience cannot see the mans face at all, meaning they can't tell if he's serious, angry, upset or happy. This adds another layer of mysteriousness to the scene as the mans emotions are hidden. There is no diegetic sound at all throughout this shot which creates an an extreme tension as the audience can only anticipate that the lack of dialogue means something bad/unexpected could happen. Although there is no diegetic sound there is non-diegetic sound "drive opening scene music" which continues from the first shot.

- B. Overall I believe this shot is very successful as it perfectly adds to the tension of the opening and continues the mysteriousness seen in the first shot. I like use of a tracking shot as it allows the shot to be more immersive and entertaining as it immerses the viewer in the scene and the point of view of the character. Although I believe this shot is effective and suitable for my genre of movie I would change one thing. I would have rather included some diegetic sound like rustling leaves or loud footsteps which make the gangster turn around in fear. I believe this would increase the tension and the engagement of the audience as it adds more detail to the scene.

#### Frame 4

- A. In the fourth shot of my film there is close up in front of the gangsters face as he is walking. The shot is positioned so half of the mans face and shoulder is in view, creating an open space to the left of the man. In this open space a dark silhouette of a man following him gradually comes into view. This dark figure makes the audience stressed an uneasy as they can see the threat coming for the gangster yet he is unaware. This mysterious silhouette further increases the tension built up from the previous shots as the audience are now aware of potential danger. As the shot progresses the silhouette can be seen getting closer and closer to the unsuspecting gangster creating high tension and dramatic irony, therefore keeping the audience engaged. Throughout this specific shot diegetic sound can be heard of loud footsteps (from the man following) which become louder and louder as he gets closer. This increases the overall tension as it makes the audience curious to what will happen and when. Non diegetic sound can also be heard throughout this shot which is "drive opening scene music" continued from the previous shots.
- B. I believe this shot is effective and appropriately engaging for my target audience(crime/gangster genre fans). I have used a close up as it effectively enhances the unsuspecting expression of the gangster as well as including the aggressive movement of the man behind. Although I believe there are no major flaws in this shot I would change one thing. I would include the gangster turning around to face the silhouette when the footsteps get louder. I would do this as I believe it would create more realism and would make the silhouettes presence more believable.

#### Frame 5

- A. In the fifth shot of my film there is a close up of the revolver (intended to be in the hands of the man in the silhouette), combined with a tracking shot of the revolver as the man moves it up to aim. The close up of the revolver focuses audiences attention on the gun making them anticipate the violence that is about to occur. The tracking of the gun keeps the audience engaged as they want to know where the gun is moving to instead of it being stationary. The background of the frame is completely black and the only light visible is the revolver reflecting the street lights. This makes the gun the centre of attention throughout the shot. This will attract my target audience of crime/gangster fans as weapons such as guns are common feature of the crime genre. As the gun is the centre of attention this gives the audience a clear genre indicator. The only sound in this shot is the continuation of "drive opening scene music" from the previous shots.
- B. I believe this is an effective shot as it gets the audience engaged and prepared for violence. The tracking shot suits this frame as it keeps the shot interesting. Although I believe this shot is sufficient for my film opening I would change one thing. I would include the gun being taken out of the mans pocket at the beginning of the shot as I believe it would add more realism to the scene. It would also give the audience longer to anticipate what could happen

<p>The opening scene begins with 2 men (gangsters) talking about business in a medium shot.</p>	<p>The camera then zooms into the men's hands as one of them passes a mysterious package to the other.</p>	<p>The camera then tracks the man with the package as he walks off (over the shoulder close up)</p>	<p>The camera then flips the other direction looking behind the man soldier as a mysterious figure comes into view in the background.</p>
<p>A tracking shot then follows a gun in the hand of the mysterious man</p>	<p>Close up of the gun barrel moments before it is shot</p>	<p>The camera then switches to a medium shot of the gun being fired.</p>	<p>We then see a medium shot of the man with the package falling to the ground helplessly</p>

# Candidate 3 evidence

## **National 5 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.

Negotiate:

- Genre
- Target audience

### **Media N5 assignment**

#### Audience

I asked my classmates some questions about what they would prefer in my film and here are their answers:

The first question I asked was "In Stranger Things, the main character is a female. Do you think this impacted the way the audience interpreted her?". The majority of people said yes, mostly because Eleven is bald. This is quite an unexpected representation for a female as they are stereotypically represented to have long hair, but it fits the genre marker of science fiction. Based on this information, I have decided to go against the audience's advice and make my main character a male because in my eyes I think that it would suit the role better and would follow the stereotype of males leading the narrative. My male character will be a young black character with high top hair, wearing a blazer and his school uniform. This representation will represent him being in a teenager that is still in school.

The second question I asked was "In La Brea, the perspective changes a lot to show different characters. Do you think this was an effective way to show the perspective?" The majority of people I asked said No as they said they would lose interest in the show. I am going to have my camera change a lot, switching POV, being in both third and first person and different camera angles like Birds Eye view, mid shot, close up shots and establishing shots. The Birds Eye view will be filmed when the characters will be walking down the stair which will be paired with a POV switch. The mid shot will be when my characters leave the school and look up and a close will also be on the characters face. A mixture of first and third person will be used when the main character will be running away and the establishing shot will be focused on the ship made by cardboard in the air. Based on this information, I have decided to do little perspective changes to keep the audience engaged.

The third question I asked was "Do you prefer a happy or sad ending?" and I got quite a lot of mixed opinions, majority being either no or I don't mind. Based on this information I have decided to make my ending a sad ending. The sad ending will be when my character will run into a dead end and the monster will catch up to him. The audience will hear a slash sound and a scream from the main character at the end. I want the audience to feel worried and scared as I plan to have my character die.

The fourth question I asked was "What type of music do you like in science fiction films" I got different answers from everyone, but the ones that stuck out to me were that it should be quiet yet tense music to focus on the plot and computer generated or electronic music that suddenly moves in. I want it to be non-Diegetic sound it gives the audience a feeling of what the character is thinking in the scene where he looks up and sees the spaceship. I have decided to get my sound from YouTube as it will be free and easy to get unlike trying to reach out to a big name artist and trying to reach a reasonable price whilst I don't have a budget. Based on this information, I decided to have my sound rising slowly as the spaceship in my film gets closer.

The final question I asked was "What type of music do you like in horror films?" The majority of the people I asked said intense or piano music, but overall like music that creates suspense. I am going to have non diegetic sound play and suddenly stop. Based on this information I am going to have my music rise when my character is running as it creates tension and leaves the audience worried. I plan to get the music from YouTube as it free and it won't be copyrighted.

### Institutions

I understand that in a 15 rated film I can show a degree of dangerous behaviour, but I don't want my audience to be influenced beyond the controls outlined by the BBFC. I intend to have my audience feel frightened and worried through out the scene where my character gets pinned and killed by the monster. I understand that my plans are violent; showing characters being attacked, but I'm hoping that a clever use of violent audio over a black screen will impact the pace of the scene and let the audience have a breather, rather than just being visually attacked with constant violent images.

Another part of the BBFC I researched was violence. This is when the violence in your film could be strong but do not dwell on infliction of pain or injury. You are not allowed scenes filled with lots of gore as it is more than likely to be unacceptable. Based on this research I decide to have violence in my film as it is a horror film. I plan to use violence for the monster rampaging and trying it attack my character. The audience will see the monster viciously pin the character with his claws and the audience will also hear blood as the camera cuts off.

I researched the BBFC and researched specifically films that are a 15. Firstly I found out about dangerous behaviour. What I found out was that it is based on suicide, harm and asphyxiation. It could also have weapons but only if they are easily accessible and it could be based on factors such as context and setting. Based on what I have found out, I am going to add dangerous behaviour to my film. I am going to add in harm and asphyxiation. I will use harm in a scene where the monster will slash the character. I plan on have the cameras cut out as soon as the monsters claws get close to the character. I will also have the character scream but right after the cameras cut. I plan to use asphyxiation in the scene where my character runs into a dead end and get choked whilst being pinned on a wall. The asphyxiation is when the character is beginning for mercy and struggling to breathe, however I will not dwell on this detail too much.

The music I think would fit my film best is Bad Guy by Billie Eilish. I fell like I could use this for the scene where my character walks out the building and sees the spaceship. I feel like the beat drop would fit the scene well as the camera points back at my character looking surprised and gulps. I researched music copyright laws and I found out, you need to own the rights or have permission to use music in your film. Based on what I've found out, I cannot use the music of 'Bad Guy' since I don't own the rights to it nor do I have permission from Billie Eilish so I could use it. Now I plan to use a free soundtrack from YouTube that fits my scenes well. I found a sound on YouTube named Freshman Fear Sound and I plan to use it where I would

have 'Bad Guy' in it. The sound is eerie and has a beat drop. I find it good because it goes with the timing of the spaceship scene and where my character will look surprised.

### Representation

In Stranger Things I really like the representation of Will and the mind Flayer. This is the scene at the end of season 2 where Will is looking at school, standing in front of the Mind Flayer. In a particular scene Will is represented as scared and you can see that he stopped in his tracks for this reason. The Mind Flayer is represented as dangerous and intimidating by his body size, and his positioning as really dominating over the characters its in the frame with. This shows the audience that Will is represented as weak and it shows that the Mind Flayer is clearly the villain. Based on this research, I've decided to make my monster like the Mind Flayer because I like the way it is positioned and looks intimidating. I am going to have my monster in the sky, it will look like it is coming closer and will appear out of nowhere. This will make my audience make the connections between my monster and the supernatural mind flayer, and it will make the audience feel tense and nervous as the threat is approaching my characters.

In La Brea I really like the close up of Eve looking up at the sinkhole. In this series she is represented as scared, frightened and worried as the big eyes and the shocked face show it. She seems weak and vulnerable, and it seems that the director wants you to focus on her. Based on this research, in my film I'm going to have the main character look shocked and scared as the character looks towards the monster. I've am going to have my character positioned some what like Eve; close up, because you can see the fear in her eyes, and you can tell that something is bothering her. This will represent her as weak and vulnerable and place her in prime positioned to be attacked by the overbearing monster.

In A Quiet Place, in the scene where Evelyn's foot gets stuck in a nail, I like the realisation in this scene. It shows that she is scared and is about to scream but she is limited as the monster in this world is attracted to sound. She seems dizzy and looks like she doesn't know what to do. Based on this research I decided to have my character act like Evelyn, confused and wanting to scream. In this moment Evelyn is represented as a mother; due to the fact she is heavily pregnant, but also as someone who is scared for her life. I'm also going to have a scene like this, having a close up on my character, having her mouth opened his eyes getting wider to show the fear she feels. The combination of her body language and facial expressions,

and the signifiers around her in the scene of threat, will communicate to the audience that I'm representing her as vulnerable and under attack.

### Language

The mis en scene in *A Quiet Place*, in the scene where the father is running across the bridge to save his son, is extremely interesting. In one particular scene the father is running to save his children, and the mis en scene shows the character looking panicked, searching for his children. The use of camera angles here is a close up and it shows that he is worried and nervous. The lighting in this scene is high key as it is day time, which creates an interesting for a horror film because they are not usually set during the day. The colour in this high key and saturated colours and this is usual for a horror film as they tend to have low key colours and are set in the night. Based on this research, in my film I plan to use mis en scene to show looking panicked. I'll do this by using a mid shot of my actor running away from a hoard of monsters chasing him, and the culture signifiers of this will be my actor constantly looking back and looking scared. I plan to have high key lighting because this is unsterotypical for the horror genre and this will make my audience feel stressed as my character will be sweating and will put him in unexpressed even more pressure.

The mis en scene in *Stranger Things* season 2, where Will is hiding behind a wall is a scene where I feel like I could use in my own film. This shows Will frightened and worried. In this picture the lighting is low key as the place is cramped and the atmosphere is dull. A mid shot is used to show Will's emotions and to make the audience feel uncomfortable as he is in a tight spot. Editing and special effects are used to show the mind flayer tentacles slowly coming towards Will. Based on this research, I plan to use mis en scene to make my character look terrified and nervous but instead of my character sitting down, I would like to have him standing up, shaking nervously. For the lighting I plan to also use low key as it will show the audience that my character is in a tight space, unable to make any movement.

In *Ready Player One*, the audience get to experience the virtual world from Wade Watt's point of view. When he is in the virtual world, the audience see the mis en scene of his character status through his health bar and from his character perspective. The audience feel like they are looking through Wade's eyes and this is used by use of camera and points of view shots. Based on this research of *Ready Player One*, I'm going to have my characters final scene in first person by using use of camera to show my monster slashing him. I'm going to flip the perspective to using just point of view shots, and I'm going to suggest to the audience that my actor has been attacked, and what will be particularly good for the audience is that they will see the action through the character's eyes.

## Evaluation

### Shot 1

- A. The camera angle is a Birds Eye view shot because it allows the audience to see Brian and Muhammad walking down the stairs. We can see the top of the characters heads as they are going downstairs. I did this because it lets the audience see that Brian and Muhammed leaving the school. There is non diegetic and diegetic sound, the non diegetic sound is very light buzzing sound mostly overshadowed by Brain and Muhammad walking down the stairs. I want the audience to focus on the walking as it is a minimal sound and could build up tension. The mis en scene of Brian and Muhammed going down the stairs shows that they are leaving the school and potentially walking towards danger. There also posters to show that Brian are in an average and typical school. The lighting being low key was used because it helped set the scene as my film is horror. The representation of Brian being tall and Muhammed small went well as it helped the audience differentiate between them. It was also a real life representation of both people. The cultural signifiers of them being in school uniform helped as it gave the audience an idea of where the characters are and make sure we interpret them as vulnerable.
- B. One thing I would change is the camera angle from birds eye view to high angle shot because I think it would help the representation of Brian being taller than Muhammed. Another thing I would change is probably the audio. I would change the non diegetic sound of focusing on footsteps to the non diegetic music being peaceful and calming to relax the audience before the scene of the spaceship causing tension.

### Shot 3

- A. The camera angle is a close up shot on the characters face. I did this to show the audience Brian's emotion and that he is scared. I used non diegetic sound of intense sound gets louder and suddenly stops. I did this because it causes tension and to keep them engaged waiting on what's next. I used a dark colour palette as the uniform consists of dark colours of blue and black and because dark colours are horror genre markers. I used low key lighting because I wanted my character to be in shadow as it would add to the fact that he is confused. I used the cultural signifiers of mouth open and hands on head. This signifies that Brian is scared and nervous. I did this to show the audience how Brian feel; him being scared.
- B. One thing I would change is low key lighting to spotlighting. I would do this because it would put all the attention on brain and it would solidify that fact that the scene is all about Brian. Another thing I would change is the audio from being non diegetic sound intense sound gets louder then stops to the

diegetic sound of 'bad guy' by Billie Eilish. I feel like beginning of it where it goes "I'm a bad guy" would fit I'm really well from when Brian and Muhammed leave and then the Brian looking up to the sky seeing spaceship. The beat drop would work really well with the next scene.

#### Shot 4

- A. The camera angle is an establishing shot. This was useful as it showed everything in the scene, highlighting the spaceships arrival and the monsters dropping down. The mis en scene of the spaceship I'm air with monster dropping down. This was useful as it gave the audience a sense of what's happening. The representation is the monsters have horns so that the audience can differentiate them from Brian and Muhammed and that they aren't humans. The colours I have chosen to use on the spaceship are neon colours like grey and green because I want to make the ship looks like it's from another world and not from earth. The audio I've chosen is the non diegetic sound of loud heavy and always rising sound. I did the because would cause a turning point in the sound as the film started off peaceful then became chaotic along the way. It also causes tension as a spaceship appears out of nowhere bringing a loud sound with it.
- B. One thing I would change is lighting from high key to spotlight because all the focus would be on the spaceship. Another thing I would change is the audio from loud, heavy and always rising non diegetic sound to the diegetic music of Bad Guy by Billie Eilish. I feel like the beat drop would go well from when the scenes of shot 3 changes to shot 4. I also think it would engage the audience more.

#### Shot 12

- A. For the camera angle, I used a low angle because it makes Brian look scared, weak and vulnerable compared to the monster. I used the sound of all sound stopping and a diegetic screen from Brian before the film finishes to show that Brian has been caught by the monster. I used the cultural signifiers of claws and the monster smiling. This signifies he caught Brian. I did this to let the audience know Brian was caught. I used the low-key lighting because it fits the scene of Brian being attacked and it further help the fact the film is a horror. I used the representation of the monster being happy because he caught Brian and Brian being sad because he was caught to cement the idea that Brian had been caught.
- B. One thing I would change is the dark and light colour palette to just a dark colour palette. I would do this because it would keep the audience scared anything could pop out the dark and that it is a horror genre marker. Another thing I would change is the lighting from low-key to spotlight. This is so all the attention would go to the monster and how he's attacking Brian.

Shot number: 1

Location:	School Stairs
Camera angle	birds eye view
Audio	very light sounds mostly overwhelmed by shoe sounds
Mis en scene	2 friends walking down the stairs
Colour	Dark colour palette
Cultural signifiers	uniform - in a school
Lighting	low key
Representation	Brian is represented as tall, whilst Muhammad is small

Description: Brian & Muhammad are walking down the stairs as school has finished.

Shot number: 3

Location:	right outside the school
Camera angle	close up
Audio	the intense sound gets louder then suddenly stops non-diegetic
Mis en scene	They have just left the school and Brian is scared because of what he just saw
Colour	Dark colour palette
Cultural signifiers	opened mouth and hands on head show he is scared and nervous
Lighting	Low key
Representation	worried, scared

Description: Brian opens the door and is confused and scared about what he just saw

Shot number: 2

Location:	School exit door
Camera angle	Establishing Shot
Audio	The light sound starts to get indistinct non-diegetic
Mis en scene	2 friends leaving the school
Colour	Dark colour palette
Cultural signifiers	Door & exit sign shows they are leaving
Lighting	low key
Representation	Brian & Muhammad are happy as school is finished

Description: Brian and Muhammad are about to leave school

Shot number: 4

Location:	outside the school
Camera angle	Establishing/long shot
Audio	loud, heavy and always rising sound non-diegetic
Mis en scene	spaceship in the air with people dropping down
Colour	mixture of dark & light palette
Cultural signifiers	aliens and ship in air - space ship
Lighting	high key
Representation	aliens have wings

Description: Spaceship moves closer towards the school and monsters start dropping down.

Shot number: 5



Location:	outside of the school
Camera angle	Establishing
Audio	intense music
Mis en scene	1 monster in focus whilst the rest are behind
Colour	mostly black with high key lighting
Cultural signifiers	horns, black skin, aliens
Lighting	high key lighting
Representation	monsters as scary

Description: whilst the monster drop down, he spots Brian & Muhammed and decides to chase them

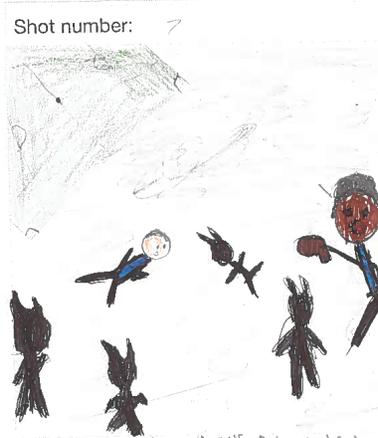
Shot number: 6



Location:	outside of the school
Camera angle	long
Audio	intense music
Mis en scene	monster coming closer, Brian & Muhammed running away
Colour	dark palette
Cultural signifiers	legs moving - shows running
Lighting	low key lighting
Representation	Brian - surprised, scared, Muhammed - upset, scared

Description: Brian and Muhammed spot the monster and decide to start running

Shot number: 7



Location:	near school pitch
Camera angle	Establishing Shot
Audio	music stops, you hear a sound, as a punch connecting
Mis en scene	mon punches at monster to the school, Muhammed falls
Colour	mixture of high & low key lighting
Cultural signifiers	fight scumched up, shows fighting/punching
Lighting	atmosphere turns dark - low key lighting
Representation	Muhammed - scared, Brian - shocked

Description: Muhammed falls, Brian looks back and tries to help Muhammed but can't so he punches one of the monsters then tries to get away

Shot number: 8



Location:	near school pitch
Camera angle	birds eye view/long
Audio	intense music starts again, rain sounds slowly starts
Mis en scene	Brian running away from monster
Colour	dark & light colour palette
Cultural signifiers	legs moving whilst looking back shows Brian is nervous
Lighting	low key lighting
Representation	Brian is represented as afraid, chase

Description: Brian ends up leaving Muhammed and he gets chase by another monster whilst Muhammed was took by the monsters

Shot number: 9	Location: road across the school
Camera angle	Establishing shot
Audio	heavy rain car beeping
Mis en scene	monster hit by a car
Colour	mixture of light and dark colour palette
Cultural signifiers	man sitting outside of the car shows he was hit
Lighting	low key
Representation	Brian - a little relieved

Description: The monster that was chasing Brian got hit by car now Brian has to get further away

Shot number: 10	Location: on the street
Camera angle	Establishing
Audio	rain noise gets heavier more music playing
Mis en scene	monster smiling Brian is scared again
Colour	Dark palette
Cultural signifiers	A fantasy creature entering the real world
Lighting	low key lighting
Representation	monster is represented as big

Description: A new monster now is chasing Brian

Shot number: 11	Location: Dead end
Camera angle	Establishing
Audio	rain sound goes shadowed by intense music intense sound stops when Brian looks back
Mis en scene	Brian is trapped and it's too late for him to leave
Colour	Dark palette
Cultural signifiers	3 brick walls = dead end
Lighting	low key lighting
Representation	Brian - scared

Description: Brian ends up running into a dead end and can't do anything

Shot number: 12	Location: Dead end
Camera angle	low angle
Audio	all sound stops you hear a splash the Brian screen
Mis en scene	monster attacks Brian and screen goes black
Colour	Dark colour palette and light colour palette
Cultural signifiers	claws & monster smiling shows he caught Brian
Lighting	low key lighting
Representation	monster happily caught Brian - scared

Description: The monster runs upon Brian, the claw is the last thing the audience see attacking Brian before a black screen appears