

Candidate 1 evidence

Creative Intentions

I have chosen to do a short horror film for mature audiences. I have chosen to do this because it is my favourite genre to watch and I feel like it allows the writer/director to have the most creativity and it is a challenge to make your film diverse and stand out. I will do this by using multiple horror conventions such as the monster. My monster will be a human like figure who has paranormal factors. It will be tall and lanky and appear to be able teleport. I want my monster to dress like a normal human but never show its face. It would be a hooded figure who never speaks but the presence alone suggests horror. I will show this through the use of sound and camera angles to highlight the monsters horror. I think this will be an effective monster in my film because it will be covered in mystery. Its identity and face will never be revealed in order to keep the horror as paranormal yet lifelike as possible.

I have chosen to open my film with a chase scene. I have chosen to do this to immediately have the audience on edge and wanting to see more. This will be in the perspective of the victim to give the film a more realistic feel to make the horror seem like it could actually exist in the real world. The chase scene will take place in the woods at night too add an ominous atmosphere to the film. The first thing you'll see is someone running in the woods in first person with no music just heavy breathing from the character. I think this will be effective because it doesn't follow traditional film structure as it will not have an equilibrium at the start of the film, making my film unique and diverse.

My film will be in a first person perspective switching between the two main characters. I have chosen to do this to make the film more lifelike and to make the horror seem possible in our normal day to day lives. We will see the film through the cameras of our two teenage characters as they are stalked and haunted in the woods. Switching between the characters will give the film multiple perspectives, giving it diversity from traditional first person films. I think this will be effective in my film because it will help make my film much more realistic and help create an ominous atmosphere by giving the impression that the events could happen in real life.

My film will only feature 3 characters. I have chosen to do this to make the film easier to follow and to not waste time getting to know a plethora of characters. My film will consist of the two teenagers and the villain. One teenager will die pretty quickly in a chase scene, running from the monster. You won't see the monster in this scene so that the threat remains a mystery. After the first teenager dies it will switch to the second teenager (the main character) as he searches for his friend in the woods while the monster stalks or haunts him. I will do this to fit into the horror convention of the 'final girl' and add an early scare moment in the film. This will make my film stand out and be diverse from other films.

My film will be shot in the Penicuik woods at night time. I think these woods will look good at night because they are really dense and would be easy to get lost in. I've chosen to do this so that the setting creates a spooky atmosphere and to include the horror convention of 'the scary place' without having to create the journey from a safe place to the scary place. This will help save time so I can focus more on the actual action of the film instead of the general set up. I feel this will make my film diverse because it won't feature an equilibrium like most films as shown by Todorov's narrative theory. My film will jump straight to the disruption sequence giving a sense of instant horror and fear to make my film stand out from the traditional structure and feel.

Content Research

The Blair Witch Project is filmed in the Seneca Creek State Park in Maryland where they mainly filmed in the woods. They are never really in civilization which keeps them fully immersed in the film. This was effective as it created the feeling that the characters were always surrounded by the horror and that they were always at risk. The technique I plan to replicate from The Blair Witch Project is keeping the whole film in the one location to help surround the whole film in horror and mystery. I will film in the woods at night to create an ominous atmosphere.

In The Blair Witch Project we never see the monster, instead they use the backstory of the Blair Witch to add fear into the film and plant the idea that there is a monster lurking behind the scenes. This was effective because it created the same horror and terror that a normal horror film does without even showing the monster. I will only show my monster near the end of the film to create horror within the film but also to put a face to the terror in the end. I think this will be effective in my film because I want there to be a sense of mystery throughout the film but I personally hate when a film leaves you with unanswered questions.

In Halloween (2018), during the killing of the babysitter scene there is a contrast between the brightly lit hallway and the dark bedroom that Mike Myers is dragging her into. This indicates that the hallway was the safe place in the house and that the bedroom is the place in which the horror will take place for the babysitter. I will use this in my film to signify where and when my main character will first experience the encounter with my monster, either the main character stumbling across him (like the babysitter does in Halloween) or the monster will find the main character. This will add to the suspense and create the feeling that the monster could be round any corner. I feel this will help amplify the terror in which my monster will create through hunting my main character and in general making his time a misery.

In IT: Chapter 2, we see the losers club splitting up. Each member went back to a place that was significant to them in Derry. This was significant because it showed that Pennywise (the monster) could single each member out and act out what scares them most in order to weaken the whole group. I will use the same technique of singling my characters so that they face the horror alone. This will be done by killing off one of my main characters very early on in the film. I will also use this so that there is a distinct one to one relationship between my

monster and my main character. I feel like this is effective because it will add to the effect that the main character is in real danger and that he is actually being hunted by this monster and that it's a matter of life or death for the character.

In IT: Chapter 2, when we see the shot of the abandoned well house it is completely covered in darkness. This is important because it shows that there is no light, hope or positive things about this place. This is where the climax of the film takes place in both IT films. I will use this same effect by filming at night to add a gloomy, terrifying effect to the film. I think this will help add to the atmosphere in my scary place, in the penicuik woods because I feel that there is already a distinct atmosphere which makes you uncomfortable if you were to go wandering at night. I also think this will add to the effect that there is never any equilibrium in my film and that the horror always surrounds you. I plan to do this to make my film more diverse and stand out.

Audience Research

87% of my audience said they would enjoy a film in which the villain remains unknown. I think this will be useful because it will help add mystery to the film which is something I wanted from the start of my planning. My villain will be either a hooded figure or deliberately keep his face out of shot and therefore out of the main character's view. This will help keep the villain a mystery and let the audience interpret the villain in their own way.

100% of my audience said that I should include background music, of this 82.6% said they would enjoy distorted music. I think that this will be effective as it will help highlight the importance of the villain and he will have his own music much like Darth Vader and the imperial march. The music won't be distorted in the fact that it will blow the speakers but it is intended to sound out of this world and different from the traditional pizzicato and strings commonly found in horror movies.

95.7% of my audience said they would prefer my film being first person. I think this would be effective as it will help make the film be more relatable as we see the world through the hero's eyes. This will allow me to be creative with different angles and shots. Since I wouldn't be able to do a wide shot of the setting I will need to implement these into the film in a way that seems natural such as my character scanning the landscape looking for something or trying to figure out where he is. All of this should add to the effect that the audience is actually experiencing this.

87% of my audience said they would enjoy a film that was set in the woods. I think this will be effective because the woods have always been a staple in horror films for their natural eeriness and general atmosphere. This will make it easier to create an atmosphere within my film through the natural effect of the woods and the way I want my villain to act, hiding/ creeping up on my hero. The woods will make this easier as there will be more places for the Villain to lurk unseen.

100% of my audience said they would prefer a film which focuses solely on the hero and the villain. I think this would be effective as it would allow me to explore

those characters much better given the limited time. I think having anymore than two characters would just add unnecessary baggage and time wasted on exploring them. I would rather my film focused solely on two characters who I could explore properly than multiple characters who would be left unexplored. Of the 100%, 72.2% of them said they would prefer a film in which the hero gets defeated and the villain survives. This will be useful as it will allow my film to stand out as typically in horror films the hero escapes the danger and the villain is defeated. Because this is so typical in horror it's basically expected now so if I do the opposite hopefully nobody will see it coming and it will be a final plot twist.

Production Roles and Institutional Factors

To research copyright guidelines I used www.gov.uk/copyright to familiarise myself with the laws. The website says, "Copyright protects your work and stops others from using it without your permission." I need to be careful with this as I plan to have music throughout my film. I need to make sure that I don't contain any copyrighted items (eg. Music) because it is against the copyright laws. I still want to include music in my film, so to overcome this I will use my experience and skills with music production and songwriting to make all the music myself whether that's composing a piano piece or producing an electronic piece using a DAW (Digital Audio Workstation) such as FL Studio. This will keep my film from breaking any copyright laws and gives me more creative control by allowing me to make music to convey specific emotions and to add to the story in general. I will do this by pairing the music with specific shots, for example, if I want to show my character feeling lonely I will use slower music (probably a solo piano piece) with a shot of my character looking lonely and down, using something like a wide shot to show the whole room with only him in it.

I will appoint myself as the sound designer/composer for my film. I will do this because I feel like I have a clear idea of what type of music and effects should feature in this film. According to the ScreenSkills website "Music editors intensify the emotional impact of a film by creating the soundtrack. They contribute mood, atmosphere and the occasional catchy theme tune." For the first role there I will have to compose a piece of music that fits with the theme of the film. Thankfully I have previous experience creating this type of music which will make everything easier as I won't have to teach myself new skills. As a result of this I have chosen to write a piano piece in a minor key which is typical in this type of music.

In this production, I have appointed myself director as I will be the one making major decisions. A film director, according to my own knowledge controls a film's aspects and visualizes the screenplay while working with the technical crew and actors infringing the vision to life. The director has a key role in choosing the cast members, production design, and the creative aspects of filmmaking. I will be able to successfully fulfil this role as I have experience in this area as I helped direct my S6 Nativity which was filmed over the course of 2 weeks.

I have appointed myself as the film editor for this production as I believe I will be the most efficient at this job in this particular production. According to the Harvard Crimson, Film editing is part of post- production, or everything that goes on after the actual shooting of the film stops. Other aspects of post-production include

sound editing and mixing, computer generated effects, and soundtrack creation. The film editor's job is to join together the various shots into scenes, and the scenes into a finished movie. I will take on this role as I will be editing the film by myself. I feel I will be able to do an effective job at making a film seem professional quality as I have had some previous experience in editing through my school nativity and when I was younger messing around with my friends on iMovie.

I will appoint myself as the location scout for my film. I will do this because I feel that I have a clear idea and location in mind which would be too tricky to explain to anyone else about my idea of the ideal place. According to the Creative Skillset Scotland website, the role of a location scout is: "Finding ideal locations for a film shoot and managing the location during the shoot". For the first role there, I have already thought of an excellent location in the Cornbank Woods, it is a very dense wooded area which will be challenging to film in but has serious potential. I have decided that I will go to the location I have in mind and make sure it is adequate for the purpose I need it for.

In this production, I will be the producer as I have the capabilities of making the more complicated decisions in the business side of the film. Cambridge University says that a producer is the person who makes the practical and financial arrangements needed to make a film, play, television or radio programme. This basically means they're responsible for seeking budgets and organising the business and industrial sides of a film like where the film will be distributed, either cinemas, streaming services or straight to DVD. I will fulfil this role as I will be making the decision of where this film will be shown and who by. In this case, the SQA and my teachers will be the only consumers of my film. I have no other wishes for my film to be shown anywhere else other than there.

Evaluation

a)

In my production role as editor, I faced a couple of problems with the software available to me. I had to use Windows movie maker which was very slow and wouldn't always work the way I wanted it to. I would have liked to have used a more advanced software such as Sony Vegas or Premiere Pro because I think it would have been a much smoother process. Unfortunately due to the budget I was unable to afford to purchase a more advanced editing software. I think I handled this issue well as I was able to get a pretty good edit out of the out of date software. I think it helped give the film a much more rustic feeling as the cuts were not exactly where they should have been which in a way helped create a homely feeling.

I struggled with the creation of my film due to the recent coronavirus pandemic. I originally planned to do a horror film featuring other actors and filming in multiple locations. Due to the restrictions put in place by the government I was unable to bring this to life. I think I handled this issue well by turning the restrictions into an advantage to bring another idea to life. I was able to create a film primarily

featured in and around my own home without the help of any other actors. This turned out very well as I feel I was still able to create a pretty good film even if it was completely different from my original idea. I would have preferred to create my original idea but unfortunately it was out of my hands, although I do feel like my original idea would have been stronger I was still happy with the result.

In my production role as music composer, I faced a couple of problems regarding the type of music to make. Originally I had planned on an eerie soundtrack to go along with the horror genre. This would be in order to help create the atmosphere I desired. However since I needed to change my idea for the film I had to then change my idea for the music. I opted for a much more simplistic approach to the composition which only featured a piano, vocal and a smooth yet gritty synth at the end of the track. This really helped create this feeling of sadness which my film is centred around. I think the final product is a really well structured and thought out piece and without it the film wouldn't be nearly as complete. In a way I am thankful that I had to change my idea completely as it turned out to be for the better.

In my production role as lead cameraman I faced a few issues when trying to get the shots I desired. Due to my budget of £0 I couldn't afford an expensive camera or a fancy tripod. Instead I had to use my phone camera and a pile of books in order to mount it. This led to a few problems with getting the correct angles and also the phone staying up all together. I ended up having to take a load more takes than I initially thought, due to the camera falling over mid shot. I solved this issue by placing my phone in between two books in order to stop it from falling over. This resulted in me being able to film at a faster rate meaning the final half of the film was a much more fluent task.

I faced a few issues regarding the recent coronavirus pandemic. When I originally replanned my film I wanted to feature two actors. Since my film follows someone who has gone through a breakup or some sort of relationship trauma I wanted to be able to feature both parts of the story. For example it would show someone who is obviously feeling pain following the event but on the other hand it could show the other person continuing on with their life as normal. I think this would help show both sides of the story which would give the audience two people to relate to. This would also allow the film to have more depth and have two different perspectives. I attempted to solve this issue by centering my film around a character who is obviously hurt and by showing him on the phone saying the words of the song tells us that there is somebody else that is feeling differently than our lead character. This allowed me to have a secondary character without ever showing them on screen.

b)

00.06-00.08

The second shot in my film features a wide shot showing an empty room. This establishes the location for the film as it is important that the audience is aware that the film will be set in the lead character's own home. This shows that the character has no reason to leave his own home suggesting that he is in a bad place emotionally. The blue shading gives the room an uneasy atmosphere and shows that this is a bad environment for our character to stay. As the film goes

on the room's colouring begins to get brighter suggesting that our character is improving from his struggle and that he is slowly getting better.

00.17-00.19

The fourth shot in my film features a close up of our lead character's face. This helps establish who the lead character is early on in the film as it is important for the audience to know that the film is centred around this character. The use of this shot and the colouring over the top is used to help create the feeling of sadness from the get go. This is the use of a narrative code to show that the character's whole world is surrounded by sadness at this given time. Furthermore it highlights the characters emotion by showing their body language is very still and emotionless. All of this just adds to the feeling of this film and that the loneliness/sadness is present in every aspect of the film.

00.38-00.45

This scene features a medium close up in which we see our lead character talking on the phone. We are able to realise that he is talking to the secondary person in the relationship featured throughout the film. In this scene the lighting is beginning to change from the harsh blue to a lot more natural lighting. This is the first sign in the film that the lead is beginning to heal and that it's a real sign of his growth, like he needed to confront this person in order to feel some sort of relief and even closure. The scene is still in his room however showing that he still hasn't left his homely comforts and he still depends on this area to feel okay.

00.58-01.12

During this scene we see the same shots repeating themselves. This use of narrative codes helps to suggest that our lead character's life is a lot of the same and that the days have just started to repeat themselves. This is also a use of a society factor relating to the real world situation that is the coronavirus pandemic. During this time a lot of people's lives have totally been turned upside down and they face a similar situation where the days just seem to bleed into each other. This helps make the characters' story even more relatable to the audience which was always massively important to me when making this film. I wanted to be able to show people that they aren't the only ones going through this type of situation and that there is people they can go to if they need help.

02.00-02.20

This is arguably the most important scene in the film and the fact it is the longest shot is no accident. In this shot we see a wide shot that slowly zooms into a medium close up. This is the first scene that is featured outside of the characters bedroom. The reasoning behind this is because it shows that the character has gone through enough growth that he is able to leave his home even if it is just into his own garden. I did this to show people that time does heal things and that the bad feelings don't last forever. The wide shot is used to show that even though he has left his house he still is in isolation from everyone by choice. The zooming angle was chosen to suggest that nothing else matters and now the lead needs to begin to think about himself and prioritise his own growth once the film is over. A lot of thought went into each individual shot and what it represents to this character's story and ultimately showing the effects that being alone can have on somebody.

Candidate 2 evidence

Brief

Target Audience

- The TA for my film will be teen girls aged 14 – 17. The reason for this is because the main character is a female age 15 and her siblings are female as well. The eldest sibling will have more of a role so this will appeal to 16-17 years as teen girls might relate to her more than the main character. For example, there will be a scene where the main character and her older sister are reminiscing about their life before the apocalypse and there talking about friends, crushes, and family. This will appeal to the female audience as these are stereotypical things girls like to talk about with friends.

Form

- I have chosen to make a trailer as it will intrigue the audience to want to watch the rest of the film. For example, the trailer will start with the main character running away from people, she will be panting as though she has been running for a while and she will look scared. This will intrigue the audience as they will want to know what/who and why she is running away and what could be making her so frighten. This will hopefully intrigue the audience to want to watch my film as I want people a large audience to watch and enjoy this film, and this will also help with making a profit.

Language

- In my film I'm planning on having a scene with only diegetic sound as I think this will create more of an emotional impact on the audience. For example, at the end of my trailer the non-diegetic music will stop subtly as the camera faces the main character, she will be happy, the camera will turn around and show her two sisters sitting, talking and laughing, the atmosphere will be warm and comfortable. Then the camera will turn back to the main character and suddenly everything's cold and grey, the main character will start crying, then the camera will turn back around, and nothing will be there, and this will suggest that she was dreaming or imagining, the screen will fade to black but the sound of her crying will still be playing after the screen then black. This will create an emotional impact as the audience will see what the main characters life was and how happy she was but then suddenly she all alone. The audience will feel sad as they see the characters life change so drastically.

Location

- I'm planning on filming my film in the wood as the film is supposed to have a survival feel to it. The reason I thinks the wood would be good for a survival film is because the main character would have to find food, water and shelter to survival. The wood would also be a good location as in the first scene the main character is running away from the enemy, and the wood will have plenty places for to hide or attack. This will draw the audience in as the main character can get attached at any moment as she doesn't have a clear view of everything due

to all the trees. For example, there will be a scene where the main character is running and she finds a hiding spot, but there will be some tension as there will be a figure behind her. This will create tension in the audience because they won't know who that person is, if the figure is an enemy or not but it does make the audience worried for her as they don't want her to get attacked.

sound

- I'm planning on having non-diegetic music to create tension. For example, the first scene will have the main character running away from the enemy, during this scene there will be a subtle non-diegetic music of drums, they will slowly get louder and faster as she runs. Then after she hides behind a wall and gets grabbed by a figure the music will stop. This will suggest that something unexpected happened which'll leave the audience on edge and left with time to think of what happened. This will get the audiences blood pumping and leave them on the edge of their seats as they will have felt as though this scene was really intense due to the music. The music does this as it'll speed up and build up, leaving the viewer no time to relax or think of what just happened, it'll be as though their experiencing the same feeling as the character.

Content research

Through watching various trailers I've discovered that its common for thriller trailers like "Alone" to use a cold light like a flashlight when the bad guy/s are searching for a character in the dark, the light makes it hard for the audience to see what is happening like the main character who is experiencing the same thing. This creates tension and fear in the audience as they are unsure about what's going on and want to know if the character gets caught or not. I will do something similar where the bad guys be trying to find the main character in the wood, they will use flashlights to try and find her but as the audience is viewing it from the main character's perspective they will get blinded by this light. This will make the audience worry for the main character as they will want to know what happened and see if she is still ok.

Through watching various trailers I've discovered that it's common for post-apocalyptic trailers like "the walking dead" to use a title text that look old and worn out. This helps show what type of show it is as in a post apocalypse world, everything like buildings and food start to become old & rusty or rot and the zombies begin to decay more and more as time goes on. So, having this text tells the audience that the show is about times where the government has fallen. I will use similar text that'll say "Vaccine" in a font similar to the Walking Dead font as it'll give a clue on the genre of my film and the title will hopefully help make it clearer my film is based in a post-apocalyptic world.

Through watching various trailers I've discovered that its common for survival/thriller trailers like "the walking dead" to have the characters look dirty and unkept. This helps show how long and hard the journey has been on the characters. I will do something similar by making my actor look dirty as she will have tuggy hair, dirty face and her clothes will look worn out. This will show the audience that the character won't have

had the time to take care of herself and that she has been traveling for a long time in the wilderness.

Through watching various trailers I've discovered that its very common for thrillers like "the walking dead" to use weapons such as knives, guns and even swords. This helps show the audience that the characters are ready to fight. I will do something similar as I will borrow a plastic gun so that it looks like the main character is ready to defend herself or attack if necessary. I will have a scene where she is ready to fight as she gets the gun ready. This will show the audience that she is strong as she is willing to fight and not to give up.

Through watching various trailers I've discovered that its very common for thrillers like "The walking dead" to have the main antagonist have a large group of people supporting them. This shows the audience that the main character is at a disadvantage if they fight alone, which means they'll have to take on all the enemies alone or gather up their own team if there's time. I will do something similar by asking a large amount of my friends if their willing to be an enemy in my film. I will have a scene where I show the main character standing alone on one side of the field and show the enemy standing on the other side with a group of people by his side. This will show the audience that the main character is willing to fight alone even if she has a disadvantage, it shows her bravery.

Production research & institution

Makeup and costume designer

- I will be taking the role of makeup and costume designer. Their responsibility is to make the actors look more like their characters. I'm planning on making my main character and other characters look very dirty and unkept throughout all my film as she will be in the woods all of it and wouldn't have gotten the chance to clean up. I watched " Get The Ground-in Dirt Look" (https://www.youtube.com/watch?v=LRK0_4W50Y) to find out exactly what to do on the day of filming and to make sure my actors aren't looking like a mess on camera. I also find out that I will have to buy stuff but the products I must buy aren't dear and I can get them from the pound shop. I also practise this to understand how to do it and so I don't mess up. I also asked my main character if she had any old cloths, she didn't mind getting dirty, she said yes but if she hadn't, I wouldn't mind giving her clothes to get dirty.

Copyright music

- Through my film I want use tense music to help my film fit into the thriller genre.in the middle of my film I plan on having the main character hiding in the dark whilst someone is searching for her in the wood, in the background I want there to be the faint sound of drums that slowly pick-up speed to suggest something bad going to happen, it also makes it more intense. I plan on using the song "drum warfare" by David Fesliyan . I went on to <https://biteable.com/blog/get-permission-use-song/> to find out how to use a

copyrighted song or music. I found out that “The cost for a song from a small independent artist might be less than \$100, while a track by a major artist or label can run thousands of dollars.” this is a problem as my film is a no budget film meaning I wouldn’t be able to pay for the license but luckily for me, I can still use this song due to it being for educational purposes. it's says “Several exceptions allow copyright works to be used for educational purposes, such as: performing, playing or showing copyright works in a school, university or other educational establishment for educational purposes” meaning I can use copyright music for my film.

Child actors

- I went onto <https://www.gov.uk/child-employment/restrictions-on-child-employment> to find out how long a child can work for. I found out that “During term time children can only work a maximum of 12 hours a week. This includes: a maximum of 2 hours on school days and Sundays a maximum of 5 hours on Saturdays for 13 to 14-year-olds, or 8 hours for 15 to 16-year-old” this means whilst filming most of my cast which age range from 15-16 can work for 8 hours as I will film their scenes on Saturday and make sure all their needs are met (food, drink, face mask etc). I will make sure to film the scenes with my friend's little sister who is 10 on a Sundays and to make sure she is taking care of. She will always be with her sister as her big sister is the main character and all her scenes are with her big sister, so she will be around people she knows and trusts, I will also make sure to make sure her mother is still ok with the arrangements.

H&s regulation for Covid-19

- I went onto <https://www.gov.scot/publications/coronavirus-covid-19-protection-levels/pages/protection-level-3/> to find out what I'm able to do whilst filming in a time where it's quite difficult. I found out that “Young people aged between 12 and 17 can meet up in groups of up to 6 at a time outdoors and are not subject to the 2-household limit. Physical distancing is required.” this will make things difficult, but I will make sure all my cast are following the restriction like keeping distance from each other. There will only be one or two scenes where I will have 6 people on set, I will make sure every has masks, keeps distance for each other and has access to hand sanitizer. I also found out that “Children under 12 do not need to maintain physical distance from others. This is to allow children under 12 to play with their friends outside.” this is very helpful as one of my friend's little sister will be in my film, she is 10 and will not need to keep distance and can be close to any other cast member.

BBFC age restriction research

- I went on to <https://www.bbfc.co.uk/rating/pg> to find out what is and isn't allowed in a PG. I found out that “situations where characters are in danger should not be prolonged or intense.” this may be a problem as my film is a thriller and is supposed to be intense and I plan on have many scenes where the

main character of my film is in danger as the film is based in a post-apocalyptic world. I may have to make some changes to the film or ask my teacher if its ok to make my film a 12a. In a 12a "There may be moderate physical and psychological threat and horror sequences. Although some scenes may be disturbing, the overall tone should not be." this will make it easier to make my film as I will be allowed to scenes the scenes I have in my mind as is and I don't have to make any changes, all I will have to do is to keep in mind to not make every scene dangerous and keep the tone less threatening. This will also be ok for children under 12 to watch my film if they have parental guidance whilst watching the film.

Audience research

I asked a group a teenager aged 15-16, both female and male and I asked them to take a survey on SurveyMonkey if the location of the film was good or bad. They all agreed that the woods were a good location as it creates a feeling isolation and suspense as the enemy could be hiding anywhere. Though some did feel as though they would lose interest in the film if the whole film was in the woods. I will film most of the trailer in the woods but add in some scenes in different location like abandon buildings or ruins to make it more interesting. Having the film in the woods will create the feeling of tension as the audience won't know if the enemy is about to jump out of nowhere.

I asked a group a teenager aged 15-16, both female and male and I asked them to take a survey on SurveyMonkey if they enjoy thrillers or survival films like the walking dead. The majority said they enjoyed this genre as it was intense and interesting, others felt it was too gory or not as interesting. I will make it, so my trailer fit into the thriller genre by having scenes where the main character life is in danger but also make the film not as gory as the walking dead even though it has the same content. For example I would make the Zombies wear pale face makeup with dark circles and add trails of blood coming from the head of mouth and a bite to show they are a zombie, this shouldn't look as gruesome as the zombies in the walking dead. This will help appeal to more people as it won't be so gory, and more plot based.

I asked a group a teenager aged 15-16, both female and male and I asked them to take a survey on SurveyMonkey what emotion they felt they could connect with the character more. The majority said sadness as they feel as though they will be more sympathetic toward the character and want what's best for her, they also will be able to relate to her pain. Others thought that fear was more relatable as if the character is in a scary situation and the audience is as scared, they can relate to her fear. I will have scenes throughout the trailer where it clearly shows the main character in absolute fear and in extreme sadness. For example, I will have a scene where the main character is sitting by herself in the dark woods crying about her sister that got taken away and her older sister that has died. This will help show the audience the amount of struggle this character has gone through and the audience will feel sympathetic for her.

I asked a group a teenager aged 15-16, both female and male and I asked them to take a survey on SurveyMonkey if they preferred watching intense scenes or scenes dedicated to a character's feelings. The majority said they preferred more intense scenes as they enjoyed the thrill of watching a character deal with a problem. Others said they enjoyed more scenes about the characters feelings as they thought it was interesting finding out more about characters. In my film I will have many scenes throughout my film where the main character is in an intense situation, but I will also have one or two scenes where we see the main character struggle mentally or breaking down. This will help get a wider audience as it'll cater for people who enjoy intense, fast scene and people who enjoy watching a character and their growth. For example my film will get introduced with an intense chase scene where the main character is running away from the enemy who isn't far behind them. I will also have another scene where I show the main character break down crying alone at night in the woods. This will help the audience understand the main character more as a person and get to know there feelings as well. It'll also show they struggles they have to go through just to keep themselves alive and safe from the enemy.

I asked a group a teenager aged 15-16, both female and male and I asked them to take a survey on SurveyMonkey if I should film throughout the day or at night. They all said that night was better as it will be more intense, and you won't know what will happen, anything could pop out of nowhere. I will film some of my scenes in the dark to add to the tension as to whether the main character will get caught or not. Though I will also film some of my scenes in the light as to suggest that at that moment in the film the MC is safe or is able to see everything and will be able to defend herself easier than compared to the dark. This will make the audience feel fear for the MC as they as well won't know what will happen to the character in the dark, it will be like they are in the same situation.

Section 2a)

One thing that really made filming hard this year was COVID-19 and the restrictions that came along with it. During the winter break the restrictions became very harsh and sort of out of nowhere after Christmas and new year. Unluckily for me I had originally planned to film the majority of my film in that week and a ½ after new year as I thought it would be easier for people and planning to meet up with everyone during the festive period is harder so after seemed easier. This meant due to the restrictions I couldn't meet up with more than just one other person which meant I had to change most of my film and almost all of the scenes I had planned to film. For example, the scene where it goes back and forth from the main character to the enemy which is the two people walking towards where the main character is hiding. Originally, I had planned on there being more people on the enemy's team, there was supposed to be a team of around 4 to 5 people as it would have made the enemy's team intimidating and stronger but due to COVID and the restrictions I had to cancel those plans. Instead, I ask a friend close to me if they'd be up to film this scene with just the two of us and of course they said yes, so I was able to film that scene. I could do this because I was certain my friend was able to be part of it and I didn't have to bother about his parents telling him he couldn't go as we had already met up many times before the filming. When filming the scene, I tried my best to stick to the restrictions and rules set due to covid, this meant staying apart and not touching one another, though that wasn't hard as the scene only had both of us walking together. The scene didn't turn out as I had hoped and I do believe that the scene still would have been more effective with more people as I think it would be seen as more of a threat to the main character as it would be suggested that it's 1vs5 which is far more intimidating than 1vs2. Even though I didn't get to film with everyone I still think it was clear enough for the audience to figure out that the main character is in danger and that the two people walking toward him are the enemy. It also meant I didn't get as much stress of explaining to 5 people how to walk and how to look as I knew what to do all I had to do was explain it to 1 person. Overall, I do think the scene works in my film and has a similar impact on the audience as to what I wanted originally, so I am quite happy with the outcome of the scene.

For my film I took on the role of location scout. This meant I had to figure out a location best suited for my film and to travel to the location to see if I was able to use it. Before the Christmas break, I had gone to a wooded area not far from my house. There was an abandoned house which I thought would be very good for a few of my scenes and for other scenes I had just planned to film them in the surrounding woods. Sadly for me though on the first day of filming we arrived at the woods and house to find out that it had fences around it and was going to get constructed on. This had changed from when I had done my recce because originally there was no fence and was just an abandoned building. I would have asked for permission but it didn't look as safe as before and I didn't want to risk any of my actors getting hurt. This was a big problem because most of my film and some of the more meaningful moments were meant to be filmed in the house but now I couldn't film it there. Then as if god was on my side, we walked not even 5 minutes down a path leading away from the house and we found something even better. We ended up finding an even larger ruin with a field and trees surrounding it which felt that it was made just for my film. I feel it was made for my film as it had the perfect combination of ruins for characters to hide in and a field so I could film more action type shots. I'm glad I found this place because I feel it made my film better. This

ruin is where I filmed most of my film. For example, the scene where it goes back and forth between the main character and the two enemy's where the main character is running to hide from the enemy was filmed in the ruin and the field around it. It was good for my film as it give me more options for different shots and to add extra scenes. Though due to not being able to film in the original location I had to lose some of my scenes and replace them with other scenes that were similar. For example, the last scene where my main character is crying, this was meant to filmed in the house so it looks like he was more safe and, in a place, he felt safe enough to cry in but I ended up filming it as though he was hiding behind a tree. I still think everything was effective without the original location, to be honest I feel it was better as it was easier to access places as everywhere I needed was just around the area. I feel more scenes turned out better with the extra space compared to how I had originally wanted to films them. It also meant I could add extra scenes that I think were more effective than other scenes and I feel some added scenes made the film more interesting.

Due to COVID I also had to play the part as an actor. When I was planning on who my actors would be I never considered myself unless I totally needed to be one because I am a very bad actor. Sadly, though due to COVID restrictions I wasn't allowed to film with more than 1 other person this meant if I wanted the scene with my main character running away from the enemy that I had envisioned so many times, I had to be an actor in my own film. So, I did and the scene didn't turn out too bad as all I really was doing was walking and the only line I had to say was "Callum" in a taunting way, which instead sounded goofier and not as intimidating as I would have liked. I feel if I could have done my original planed scene it would have been more intimidating and I could have had someone else with a more taunting voice for the scene to be more effective. My test audience agrees with me as they all agreed that the larger the enemy's team is the more intimidating it would have looked. I feel it did work though because it was still clear that the main character was getting chased and may be in danger. With covid making it hard to meet up with people, I also had to act in another extra scene for my film. I had to pretend to be a zombie, so it wasn't anything hard. I think this scene helped make the concept of the film more clear as if this scene wasn't in the trailer the audience wouldn't know that the film is based in an apocalyptic world, so even though my acting wasn't good it still helped me make the scene and improved my film. Overall, I think my acting was fine for the scenes I was needed for as they were some of the important scenes in the film but I would have still looked to have someone else be the actor if we didn't have to film in trying times.

For the zombie scene I had to not only take the role of an actor but also be the makeup artist as my friend who was originally going to do it couldn't as her parents didn't want her mingling with people just in case she got covid. I had to make my own fake blood out of golden syrup, cocoa powder and food dye as the places online that sold fake blood wouldn't have come in time or were way too expensive for my budget so I searched up on how to make homemade fake blood. I had applied the fake blood on my neck in a bite mark pattern to make it clear that I had been bitten by someone, this helped to show that I was a zombie in this scene. This was effective as normally when we see human bite marks, we relate it to zombies as it's always the sign someone will turn into a zombie if they are bitten, it showed the audience the type of world the main character is living in. For the scene I tried to make myself look more dead by adding a lighter foundation on my face and purple eyeshadow under my eyes but due to the lighting in

the scene you can't really see the makeup on my face. I feel the scene was still effective with the make up as the bite mark was the thing that helped show I was a zombie but if I had paid for Halloween makeup and used that instead of normal everyday makeup it would look better and make me look more dead.

Section 2b)

0.00/0.12

In the scene 0.00/0.12 we can see a back-and-forth sequence of shots between one character to two different characters. I chose to use cross-cutting for this scene as I think it adds to the intensity of the scene and keeps the audience watching as they want to know exactly who's chasing who. In this scene the main character is running away to hide from two other characters who are casually walking towards him as they know where he's hiding. In the second shot we see the main characters feet running and the camera trying to follow him. I choose to film the characters feet as it starts of the film in a sort of rush and makes the audience feel rushed as well, it adds to the intensity of the scene. I don't think this scene turned out the best it could as the camera didn't exactly follow the feet and there was some disturbance with the noise maybe with the mic hitting something because there's a loud noise at the end of the shot. If I were to do this shot again, I'd make sure I have enough space around me to be able follow the feet better with the camera. I could also try and be a little more careful with moving as to not hit the device on anything around it. This would make it better because it would make it clearer as to what is happening and all you would be able to hear was the sound of the characters feet running away. Though despite this I still think the scene was effective and still intrigued the audience, plus the music in the background sort of blocks it out so it not totally obvious. The last shot of that sequences is of the main character hiding from the enemy behind a wall. I think this shot was good at showing the distress and awareness of the character as he is very prepared to fight if needed, the shot also allows us to see his face and his emotions to the situation. The medium camera shot shows both his face and his weapon when he comes into frame, which tells the audience that he will be ready to fight if he has to, but he'd rather hide. This helps make it clearer to the audience that he is getting chased and he is in danger.

0.14 -0.17

In this scene 0.14 -0.17 I chose to use a long shot to help show the character who has turned into a zombie, the shot helps show their strange walking as they enter the shot. then it cuts to a close up of a bite mark on the characters neck to show the audience that this character is a zombie and has already turned because of the bite. If I were to do the first shot again of the character walking across the screen (who I played), I'd try and make it more dramatic and maybe have close ups of the character feet hitting the ground when they enter the shot then a close up of their hands and how ragged & dirty, they would be. this would help make it clearer for the audience that this is an enemy or somebody dangerous that the main character might have to go up against as they will have live beside zombies without getting bitten themselves, it adds to the struggles the main character has to go through. I think the second shot of the close up of the bite on

the neck, turned out really well as it really helped to tell what was happening. It helped to show the audience that this person was a zombie as bites from humans are associated with zombies, this makes the film more of a thriller as it helps add to the intensity of the film as the main character will be living in a world that almost every corner, he turns he'll be faced with life threatening enemies. Overall, I think this scene came out well but if I were to make it better I'd add a few more shots which would make it clearer that this person is a zombie and was a threat. I think this would have been effective as it would have made seem as though the zombie was more of a threat to the main character; it would have added to the danger the main character has to deal. I could have added a close up at the end of her hand reaching out to grab someone, this would tell the audience that she's about to attack someone and is dangerous as zombies are known to be human eating fictional beings. It could also suggest that the main character has to deal with dangerous beings like this zombie, it would add to the danger the main character has to face. It would also leave the audience curious as to whom she was grabbing for.

0.19-0.24

In this scene 0.19-0.24 we can see the main character and a girl getting pulled away from each other, when the main character is reaching for the girl, he shouts "BEACKY". I done this to show how lost and alone the main character will feel with her being physically gone, somebody has taken her without warning and it hurt the main character, he no longer knows if she's safe or not. It's as though a part of him is getting taken away from him, he's not fully himself without her, she is his second half. The first shot starts as a close up that ends up being a long shot of the girl getting pulled away, this has been done to show the closeness of their relationship and it cuts to a long shot to show how unreachable she is for the main character to reach. The shot afterwards of the main character also getting pulled away emphasises the distance between them and how much of a hurdle the main character has to go over. If I were to film this again, I'd film it on the same device as most of my film so it's not as grainy as it is, this is an issue because most of my film has better quality than the rest, it kind of makes the some of the film look worse than other parts. It'd film this shot again so I could get a better quality for the shot but to also make it as close to how I'd originally wanted it. I'd want it at a slight angle up so that it's looking up to the girl and her hand as she gets pulled away because I think it will make her kidnapper look more powerful and it'll show how much more power the kidnapper has over her, she will be weak compared to her. It could also be interpreted as the main character being too weak to keep a hold of her and not being able to keep her safe with him. It's also begun the scene with a close up of the hands holding then getting pulled apart to add to this idea of them getting pulled away from one another, it shows how their relationship is getting split up. It makes the audience feel upset as they are both getting separated without them wanted to be separated, it also intrigues the audience as they will want know what the main character will do with this turn of events, how will he deal with it. I think the other shot of the main character getting pulled away was much better as the camera followed the main character as he hit the ground. This helped make the scene more dramatic as it let the audience see all the emotions coming from the main character, they get to see his despair and sadness at the situation, it also shows how weak and useless the character

feels and not being able to do anything about it. I feel that the acting also added to the overall quality of this shot as I think it's one of the best out of the film, not to say the other actor was completely bad I just feel the main character added more emotion to the scene. Overall, the scene turned out quite well and it's probably one of my favourite just for camera technique and emotion.

0.31-0.39

in this s0.31-0.39 we can see the main character walking behind the girl down a path, when she turns to look at him, she smiles and continues to walk. The first shot is a long shot of them walking. This shot captures both the characters and the sunlight, this gives it a somewhat dream like feel to it, making it something to desire as its shown as something very wonderful in a world so dull, this is something the main character want as sort of a break from reality or something to look forward to see. If I were to do this shot better, I'd follow the pair walking down the path to make it feel at the they are going on this adventure or journey and to make the audience feel like they are going with them. Through this shot the girl turns to the main character then the camera cuts to her smiling at the camera, making it a point of view of what the main character is seeing. I wanted to show how wonderful and precious the girls happiness is to the main character but also how happy she is to be beside him and be alive together, it adds meaning behind the hurt the character felt when she gets taken away. I feel I could of made the cut a little smoother but overall, it came out well as the orangey sun was going over her face making it seem like she was someone the main character cared for and held close to his heart. Overall, I think this scene came out well as it made it clear that the two characters cared for each other and this was a happy moment, with the lighting adding to this mood. Though if I were to do the shot again, I'd maybe ask to remove the gun or change the position of the way they're walking as it feels like the main character is holding her hostage, this isn't my intention but I feel seeing the happiness from the girl sort of changes the way you view the scene.

0.40-0.49

In this scene 0.40-0.49 we can see the main character crying by himself against a tree. In this scene we start with a medium close up of the characters face then it pulls out into a long shot to show the audience the character and the scenery around him. This help to show how alone the character is and that they're is both nobody there to comfort him. This is important as main character no longer has the only person he trusts and whom he like having around, it shows how desperate he is to see her again and how he doesn't want to be alone. This is also caused by the fact he lives in apocalyptic world meaning he no longer has the people he used to love which also heighten the idea of him not trusting anybody. This would make audiences curious as they'd want to know why he only trusts the girl and why he holds her so close to his heart. The pull-out shot helps to make audience feel uncomfortable as it's like they are getting pulled to a place they don't know of and cannot see; they are uncertain to what will happen. The audience also sympathize with the character as it makes him look small and alone with nobody, they're for him. If I were to do this scene again, I'd add in an extra shot to show the main character crying to make it clearer as to what he is feeling. I would also add a memory of

a flashback of maybe a fight were the main character lost something or a memory of him and the girl to add reference to what he is crying about. I think this would add to the emotion in both the characters presentation and the audience's response as they will know why he is crying and will feel bad for him as the memories shows a time where he wasn't so alone and was beside someone, he cared for but now he no longer has this person, they were taken from him without notice. The text after this scene helps show how alone he really is and almost confirms that there is nobody for him but also adds to the curiosity of the audience⁴ as they will want to know if he tries to get her back or not.