Meeting/Planning Agenda

Much more detailed with what we exactly needed to shoot from the previous shoot we used.

It cut down time whilst shooting because we knew what we needed to shoot from the previous shoot.

We made the shots look realistic, yet varied through the shots we had previously used.

**MUSIC VIDEO**

Script/Shot List

Made us keep our filming to a minimum and made sure we got every shot we needed before we started editing whilst we will were producing.

Gave us a basic outline, but allowed us to play with the shot lengths and action within the shots.

Filming Evaluations

We didn’t create filming evaluations.

Allowed us to reflect on our shoot and how to improve the shots we had taken.

We could change the shots we had already taken and could get feedback on each shot we had taken.

Test Shoots

Used a different camera (DSLR) so needed to get used to it to get the best results from it.

It cut down time whilst shooting because we knew how to use the camera.

Allowed us to tweak the setting with the lighting so that we created the right, relaxed atmosphere.

Audience Feedback

Received class feedback on our ideas and the meaning between the lyrics.

Received a specific survey and YouTube comments on our ideas whilst we were making them.

Able to get feedback on our ideas and how to improve to make our product look realistic.

Allowed us to rethink our ideas and continue to come up with new methods of post-production and camera angles etc.

Star Meta-Narrative

We didn’t look at how the star could be interpreted through the product, which we looked at this - and how meaning is constructed.

Allowed us to plan camera angles and mise-en-scene to represent the star in a way of showing how things are important to him.

Gave us guidelines but made us think about the different ways reading could be taken to portray Joe’s views/personality.

Previous Student’s Work

Studied it in more depth with how it met the success criteria and how it links to the genre and how meaning is constructed.

Gave us ideas and what we should try to achieve. Also, what it was like to achieve the success criteria.

Gave us inspiration and ideas to play with, but also knowing what could meet the success criteria.

Shot List

Much more detailed.

Included timings, song lines, framing.

Allowed us to know what we had to shoot and when in order to shoot for the whole song.

Allowed us to know what we wanted, but also to create some different shots at the time of shooting.

Watching Real Media Texts

Studied them in terms of genre, editing, post-production, mise-en-scene, shot angles.

Gave us inspiration from similar artist’s videos like Ben Howard’s Old Pine.

Allowed us to make similar but different decisions on our product for it to be attractive to the audience.

Animatic

Used visually and made to play automatically through the computer so everything fitted well.

Allowed us to play with the timings and know what shot angles we wanted and when we had to change location.

We were able to reflect on it and make creative decisions through editing the animatic whilst shooting. We were also able to bring it with us on shoots as extra information of what to shoot next.

Location Scouting

Used Google Maps and visited a number of locations to find out which is best.

By looking at places like Vazon, L’Ancresse, Bordeaux and Icart, we narrowed down the locations with test shoots visiting to see the suitability to be precise with shooting time.

We could be creative with the locations we used and the shots we wanted to use at each location could be decided there with the use of locations nearby.

Previous Student’s Work

Gave us ideas and what we should try to achieve. Also, what it was like to achieve the success criteria.

Gave us inspiration and ideas to play with, but also knowing what could meet the success criteria.

**THRILLER**

Meeting/Planning Agenda

There weren’t any meeting agendas made as we were only shooting for one day.

Allowed us to know what we had to bring/shoot and who/where/when the shoot was.

We had guidelines of what we wanted to achieve, but they could be altered to allow for creativity.

Audience Research (Survey)

There wasn’t any audience research for the prelim task.

Allowed us to know what the audience like and what to include for it to be something that people would watch.

We had guidelines of what we wanted to include, but there were any popular options allowing us to be creative within those guidelines.

Watching Real Media Texts

*For genre, narrative and inspiration.*

*Se7en, Momento, Girl With A Dragon Tattoo, The Hole.*

We didn’t look at a professional text for continuity task.

Allowed us to have an idea in our head for our openings to look realistic.

Gave us inspiration to make something realistic and look professional.

Location Choosing

We used one location, which was picked for us. We had to weigh up the benefits of each location to see which one most suited our story.

Made our product as realistic as possible.

Allowed us to pick the best places to achieve the right atmosphere.

Storyboard

More detailed than a shot list.

More visual and showed us exactly what we wanted.

Showed us how to frame the shots.

Cut down time whilst shooting.

Made sure we got all of the shots.

Allowed us to play around with frames and how things would be shot.

Titles Timeline

Titles weren’t used in the prelim task.

Needed to know exactly when we wanted it to come and go.

Allowed us to cut time in post-production because we knew where everything would go.

We could place the titles where we wanted them to be in order to be conventional, but different.

Exemplar Task

Showed us how the 180 degree rule worked.

Made us think about continuity so that there weren’t any mistakes.

Allowed us to replicate something closely without making continuity errors but also to play with the dialogue to make it our own.

Test Shot

Allowed us to grasp how the cameras worked (recording, framing and movement).

We worked out how to do things by ourselves and be creative with movement and how to use the camera.

**PRELIMINARY TASK**

**RESEARCH & PLANNING**

Technique

How the technique developed

How it was helpful

How it helped to be creative