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Quiz 6 - Act One.

1. What is one of the most important qualities in a successful writer/director?

I would argue that there is not a monolithic attribute that makes a successful writer or director. With that being said, the filmmaking business is such a collaborative process, and successful films are often a collection of many creative ideas, personalities, and workflows. Being able to work well with others, having an understanding that people have their own way of doing things, and having an open mind to both creative input and constructive criticism is an important attribute in all fields of filmmaking and life.

2. What do Highlander 2 and Blade Trinity have in common? How were they creative problems solved? How would you have attempted to solve the creative differences on set? Both movies, had production "hell" problems. Both key actors where contractually obligated to be in their respective films while at the same time, they did not want to be there. Both sequels came after their critically acclaimed counterparts.

I would argue that the problems that plagued Blade Trinity and Highlander 2 were less of creative differences and more, bad script and finances on Highlander 2 part, and Blade Trinity being an exemplar of "a bad seed spoils the lot". Highlander 2 solved their problems by finding reinvestors in the movie half done. On the other hand, I would argue that the only "solution" made in Blade Trinity was their "persist on" mentality.

In terms of solving both movies problems, honestly I wouldn't know what I would do in those situations. For Highlander 2, having funding pulled is frankly unavoidable. I feel like the director did what he could and made the best of it. As for Blade Trinity, I have nothing to base where the conflict started, but If I was the director, I would try to appeal to Snipes before production began, trying to get a good understanding of his reservations and doubts of the movie.

3. What is so unique about Highlander: The Renegade Cut?

Other than the fact it exists, it is always a unique instance when a film gets its funding cut halfway through, and the director finds enough private investors and equity to continue production.

4. What lessons can be learned from the tumultuous production of Highlander 2 and Blade Trinity?

Persistence and communication are two lessons I would take from both stories. Both Highlander 2 and Blade Trinity were able to have their films completed after much persistence. Quality of film doesn't really matter in this case, because given all their setbacks, they were able to get a product out of the door.

As for communication, I would said the lack of it was Blade Trinity's down fall, and the good working communication between Mulcahy and Lambert was the success of Highlander 2: the Renegade Version. I feel like so much could have been avoided in Blade Trinity if both Snipes and Goyer had a good line of communication and understanding before shooting began.

5. Why is being able to take criticism an important attribute of any filmmaker?

Unless you are Fritz Lang (known for being a tyrant during production) or any other high ranking filmmaker, having an uncompromising work ethic and style is never a good thing. As said over and over again, filmmaking is a collaborative process. I need not to to define collaboration, but it is important to note that Hollywood and other markets are based in reputation. As one starting out in the field, it is good to have a mentality on building yourself. That includes taking criticism and working on one's weaknesses. The ability to take criticism will not only help you improve as a filmmaker and a person, but help when one is working with others.