

Quiz 17

1.) In your own words, why is a creative spirit the most important quality in a director?

- The greatest attribute a director can possess is having an abstract spirit. This will help directors accept, and also learn from their own failures. Being open minded about fatal mistakes made while filming a scene is the only true way directors can improve on their lesser aspects. A good director should be an opportunist, taking advantage of anything needed to make their films happen. Taking risks needs to happen in order to fail, being aware of your faults is what can turn you from a hack into an artist.

2.) Were you prepared enough? What part of pre-production would you focus more on next time?

- I would focus more on establishing better shots. When I shot a tight angle of my living room, I shot the room in one frame concept, and filmed from there. I should have considered repositioning my camera, to achieve a sense of enclosed space. Next time I would consider all possible ways of framing, besides settling with what's easiest.

3.) Do you feel like you communicated well with the other departments on set?

- Since I have shot a small scene in my living room, comprised of only myself. I can say that it was a challenge to direct, as well as act in what I was filming.

4.) Were you able to communicate clear directions to your actors? Could you answer the six questions for them?

- Since I was the only actor on in the scene I shot, I did not have the task of communicating with actors unfortunately.

5.) Were you satisfied with your choice of location?

- I was satisfied with the choice I made to shoot in my living room, because I needed to achieve a sense of isolation within the character. So I have shot in a dark room, devoid of anyone, and yet not.

6.) What was the most difficult decision to make on your feet?

- The most difficult decision I had to make was how exactly I would compose each shot, to achieve a feeling of dread. It was a horror scene, that was suppose to establish the main protagonists battle with loneliness, and fear of the unknown. I found it hard to convey, the antagonist in the scene as I had to play him as well, which became a challenge.

7.) What aspect of production went smoothest?

- One thing I was proud of was the choice of keeping the room dark, with pitch black, empty corners of the room. I wanted the entire room to be pitch black, with the only light source coming from the television.

8.) Give an example of Murphy's Law in action during production.

- Murphy's law of "anything that can go wrong will go wrong", happened to me. When I was filming the living room scene, it was late. I was moving around too much, eventually got a knock on the door from downstairs, something I was dreading would happen. It was my neighbor, telling me that he can hear me moving around and talking to myself. Not only that, but the battery of my canon died out too early. I had to charge it, which took an hour. I also had to be mindful of my neighbor, who was ready to call the land lord on me, If he heard me again.

9.) Why do you think the scene you shot is the best representation of your script?

- The scene I shot was from a script that I abandoned, to work on another. The living room scene was the idea I had of the script, before I began writing it. The scene describes vividly, the protagonists state of mind, and why he tries to connect with the dark being in his home.

10.) Do you feel confident about your performance on set? What do you think was your strongest trait? Weakest?

- I felt I've done all I could have, with what I had to work with. I had big spacious room to shoot in, and I've improvised a lot of my lines. The most effective thing that I have done was shoot in semi darkness, to emphasize the protagonists vulnerability, and loneliness. My weak moment was when I was trying to pull off playing a frightened loner. I'm not an actor, and was forcing all of my facial expressions. I have made a few continuity errors as well.

My experience shooting this scene was endearing, being that it was a horror scene, and that I acted in it alone. Yet at the same time it was challenging to shoot a scene, using only the resources in my house. The scene comprised of myself, watching television in the dark. All the while I start hearing strange noises coming from my the hallway, opposite of where I was. Next shot would be me investigating the strange sound in the hallway, then head back to find the TV has been switched to static channel.

Realizing this, but thinking nothing of it, I'd turn the channel back to what I was watching, then hear another loud noise. This time coming from a different place, the attic. My character would go open the staircase leading upstairs, and when he walks around his attic. Right as he is exiting he hears a noise coming from his living-room. He heads there to realize the remote is missing, and the channel has been changed back to static white.

The man responsible is seen on my sofa, and staring aimlessly into the static. This man, whom I played as well, Looks back at me with an emotionless face. He then presses his index finger towards his lips to shush me, he says "here comes the good part". The scene ends on my beat reaction, so the entire scene was shot over night in my living room, and I used some old worn out clothes to play the antagonist. All in all the entire scene took roughly 3 hours to shoot.

There was even a moment where I had to add sound effects for the foot steps, to achieve intensity in my hearing. A lot of things went wrong during the shoot, most notable was shooting in low light, often my canon would start losing clarity, and the image would blur. If that wasn't a problem, I have also gotten knocks on my door from neighbors, telling me that if they hear anymore noise tonight, they'll call the land lord. It became nightmarish after that, as I had to keep as quiet as possible, while still composing the rest of the shots. After I shot the attic scene my battery died, and I was forced to wait an hour for it to charge, being that I only had one.

Needless to say, there were plenty of mistakes that happened. Plenty more than I thought I could handle, and the worst mistake I have yet to mention. While I was looking at the shots on my computer the next day, I noticed something. A few shots I took suffered some audio problems. In that there was not sound emitting from them at all, which needless to say, drove me to the breaking point.

Despite problems occurring, and they occurred a lot. The main aspects of the shots that were satisfying, and caused little to no problems. For instance, the shot where I implement heavy foot steps had caused no problems. Only a few takes were needed for that particular moment. Another great addition that I came up with, Was keeping the home invader out of frame till the very end.

I did this to try and achieve a sense of surrealism in my character. Was he hallucinating, or was there really someone in his house, and in the end you get an answer. These great shots , though few and far between, were the only part of filming the scene that went smoothly. I guess I can say that the next thing I will do differently next time around, is hire a crew of professionals, no matter how costly they'd be. Because when I have crappy lighting, cause I'm not a gaffer, horribly composed shots, because I'm not a skilled photographer, then the entirety of the scene will look half ass and cheap. AND IT DOES.