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Candidate Number: 222052

Pathway: Music Production Level 3 Extended Diploma

Project Title: Creating a series of cinematic short films

Context

Through my experience in my course and my growing interest in cinematography, I aim to complete a project that encompasses most of the things I have learnt over the past 2 years. Stretching from Unit 1(Production Project) to Unit 9 (Sound for Media), making a cinematic short film covers most areas in which I have shown interest. Although having experience at home experimenting with audio and video work, I have significantly improved in areas of music production and Media production through opportunities that were given to me; The Broadcasting project (Unit 6) was able to provide me with a chance to use my camera and video editing skills in a professional setting which I hadn't done before and for me, has set the standard for professional video work. The Yr 1 FMP taught me a lot about time management and discipline which gave me an indication of what to focus on for the year 2 projects, which will also include this FMP. With that being said, there are a lot of areas that I would love to improve on such as camera work, video editing, and Music production for Film; Things that I would like to spend more time exploring and hopefully will be able to during the course of this project. Also actively getting feedback and outside constructive criticism is something I strive to do more of as then I will not be blind in my judgement of my work; shortcomings & possible mistakes I may not foresee. This will significantly improve how I evaluate my work and will improve the overall quality of this project.

I plan to create several short films showcasing the beauty of cinematography, travelling to multiple locations in the UK to film its landmarks and historical sites. I also plan to add self-written music and any possible foley that may increase the immersion of the short films. Film grading will be a primary focus during this project as the colour in Film can tell a story on its own.

Research:

There are 2 types of Research that I can use:
Primary
- Gear testing, Test shot/ edits etc
    - Trial and error see what works best for me
        - Using trial and error I will be able to improve how well I use the equipment & also explore editing style and efficiency. This is very important as I will be mostly doing this by myself.
- Surveys for feedback throughout the project.
    - Doing so will allow me to get a second opinion on what I have made so I will not be too clouded with my own judgement and possibly generate new ideas in the worse case of burning out.

Secondary
- Tutorials (Youtube, Instagram, Tiktok)
    - Using tutorials will allow me to discover skills that will improve my videography skills. For example, any tips and tricks that might work with a one-man crew will be beneficial to shooting solo.
- Inspiration from other cinematography.
    - This will help form ideas that may improve the quality of the films as I will be able to base my work on others that have proven to be of greater quality. Also in the event of burnout, again I can form ideas from said works.
- Travelling blogs
    - Using travel blogs will help me to plan my route through the cities I am going. This is important because this will allow me to make the route as efficient as possible giving me more footage to fall back on during the editing process.

Of course, any secondary sources will be cited with Mybib and with the use of Harvard referencing.

Problem-Solving:

There are multiple problems that may occur if I do not allow proper preparation. For example, during my last FMP, there were delays in time management because of a hardware fault that would have been preventable if I were to have taken the right precautions.
So for this year, I think it is best to try and plan multiple solutions to be able to cover all basis in the event of as many shortcomings that may occur:
Example 1:
- SD card being corrupt
    - Solution 1
        - Use the backup SD card slot to retain 2 separate takes of the same shot
    - Solution 2
        - Bring extra SD cards so I'll be able to retake in case I cannot recover the shots.
    - Solution 3
        - Using my phone to record (Although it will not be ideal to use my phone because of its limitations compared to the camera, I will still try to get the shot needed for the short film)

This means I will plan to pack extra equipment if something like this happens. In this case, I will have to bring 2 extra SD cards and also ensure that my phone has enough storage space to record the shot.
I plan to do a mini vlog of what I am bringing alongside a detailed list of what I am going to bring in preparation for the day. This will be used as evidence of my research as the video will be directly influenced by said research.

Example 2:
- Burnout or not being able to generate ideas
    - Solution 1
        - Pace yourself and take breaks effectively in order to prevent this
    - Solution 2
        - Use feedback and suggestions as a guide to generate ideas
    - Solution 3
        - Work on other aspects of the project such as the sound design continues motivation for the project.

Knowing this I will need to make the pre-make surveys and send them off in case of burnout happening so that I will have suggestions and feedback if that happens.
Also Researching techniques about time management such as the "Pomodoro" technique can allow me to split up my time more efficiently to prevent burnout.

Planning & Production:

Thought process behind Time plan:

- 14 weeks = 13 weeks of project time + 1 Week project evaluation and feedback
- 1 video per 3,25 weeks or 22.75 days = 4 videos in 13 weeks

Each city will have its own video and for each video, I have split it into 4 sections:

- **Planning & Research - 1 week**
    - During the planning & research stage, I will be using this time to test gear and to discover or iron out any skills that I will need to make my filming process more efficient. I feel this is important as I will be working by myself for most of the time, so I will find techniques that will benefit that work process. Also researching prepping for travelling to the city will be important, knowing where to go and shoot will allow me to streamline how much I can record during the shooting day.

- **Shooting/Filming - 1 Day**
    - During the shooting day, Of course, I will be shooting as much as I can, travelling to the cities and following the plan I would have made during the planning process. On top of that I will be recording as much diegetic audio from the cities to start building a catalogue of sound I can use for the other videos in the project.
- **Editing - 2 weeks**
    - During the 2 weeks, I will be working on the video. I have based my work process on how the professionals complete this.
        - Example order:
            - Clip compilation and colour grading
            - music syncing
            - Text or special effects
            - Foley

- **Evaluation - 1-2 days (During the editing stage)**
    - During this, I will be doing the evaluations for all the different sections I have split up and also an overall evaluation.

With this projection in mind, I hope to be able to release all the short films on the 19th of May 2023 as a premiere on youtube

Practical Skills

For the practical skills, I have split this into 3 different sections, For video, I will use skills such as colour grading, merging video clips with different types of transitions, composing different shots with different camera lenses, the composition of the image and much more.
Video
- Camera skills
- Colour grading
- Transitions
- Composition
- Camera lenses

As this is what I am mainly focusing on, for video I will be researching and discovering techniques that I will need during shooting and also how I will edit the short film. Doing so will also allow me to make shooting and editing more efficient the more I research and also test out the skills I have learnt.
Audio
- Composition
- Mixing
- Mastering
- Foley
- Instrumental
- Equipment knowledge

For audio, I will use compositional skills that I have acquired over my time as a musician and be able to mix and master tracks to fit the film. Furthermore, creating foley to highlight certain aspects of the film gives an extra layer of immersion and hopefully makes the film more pleasing to watch.

Organisational
- Time management
- Finance management
- Discipline
- Communicational
- Punctuality

Organisational Skills will also be essential as this will be the key to determining if I am able to finish this project in time with the schedule I have set for myself and being punctual will eliminate any shortcomings that may appear.

Evaluation & Reflection

Instead of reflecting weekly, I thought it would be better If I focus on planning per city I shoot based on the time plan.

Again this will include:

- Planning/Research
- Shooting/Recording
    - Because it will not be convenient to write problems during the shooting day as this will only waste time, I will be using voice notes to quickly explain any problems that may happen and use that alongside writing down the events of that day after the shooting day as a reflection.
- Editing
- Overall Evaluation

As mentioned during the planning & production section, each of these will have its own mini-evaluation and then an overall evaluation that encompasses the whole of what I've done for the location. This is so that I ensure proper evaluation for each of the items I may improve for the next location.

Finally, I will have the final evaluation for the entirety of the project. This will use resources available after the premiere date:
- Youtube analytics
- Comments
- Surveys
    - Personally, I will be actively pushing surveys or any type of feedback throughout the project to try and gain a more fair assessment of how I have done and what I can improve. This way I will not be as blinded in my own judgement on if something I am trying to achieve is unrealistic to accomplish or not.
    - There will also be a final survey lined in the description of the videos that will ask questions about how the videos have turned out and if I was successful in creating this project.

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