

Hello! I'm Alessia, the creator of the film opening "My Iris" and today I'll be discussing my journey with the making of this project.

How did your production skills develop throughout this project?

SLIDE 2: Pre-Production

- For starters, I appreciated the fact that we were given a long-term project because it meant I could delve into the nitty gritty stuff, like location scouting, perfecting my screenplay, and even making mood boards! Having this much time on my hands allowed me to explore new avenues of pre-production, and one of the things I learned about myself is I'm pretty good at thinking about a story's details and how they serve a purpose in the grand scheme of things. I now also love expressing my thoughts visually – with pictures, color palettes, and fashion inspiration – because I am a visual learner and when I made my character mood boards, my creativity blossomed from there.

SLIDE 3/4: Production

- You could say I was a little... late to the party when it came to filming. I had a lot of obstacles that I couldn't exactly control and they delayed the filming schedule. I learned the hard way that writing down a filming schedule isn't enough and I need to discipline myself and make it a point to stick to my schedule with long-term projects like this. Nonetheless, I ended up filming by myself which was new for me. Usually, I work with a partner when filming so they can monitor the camera and tell me if something goes wrong, but filming wasn't as difficult as I anticipated. Most of my shots were still and I managed to film perfectly fine on my own. I enjoyed the process of independently shooting, even though it might've been difficult at times. I was the only judge for my shots and I was ultimately happy with how my cinematography *panned* out.

SLIDE 5: Post-production

- I was able to construct an editing workflow for myself in post-production that helped me get my opening done on time. I think my favorite production stage is post, but I learned how to keep my audio channels organized by renaming them by topic: foley, camera audio, dialogue, ambiance, and music. Not only did this keep things organized in the timeline, but it made my life 10x easier when I wanted to readjust a certain audio clip and knew exactly where to find it. I took the liberty of estimating each clip of my opening in a timeline by using black video. In hindsight, this turned 40 minutes of editing into 20 because all I had to do was drag and drop most of my clips. The point is that I never let myself idly sit by, and I gained new editing techniques and organizational skills that I'll continue to use in the near future.

How did you integrate technologies – software, hardware and online – in this project?

SLIDE 6/7: Photoshop, Premiere

- The main prop, the school play poster, was made utilizing Photoshop for the entire design. Adobe Photoshop is one of my favorite creative cloud products and I can say with confidence that my Photoshop certification was a big help when navigating this software. The layout seems a little overwhelming, and it is, but I mostly used their text effects and features to tie together my poster.

- On the topic of Adobe products, Adobe Premiere was the software I used to edit all my clips together, enhance my sound design, and color-grade all of my footage. I've been using this software for over 5 years now and after getting my certification in Premiere, I found myself loving the process of editing more with each project. I used their Lumetri Color panel for all of the color gradings and put my footage and audio together in one sequence. Here are a couple of photos of what my timeline looked like.

SLIDE 8/9: Equipment

- To film my opening I used professional filming hardware that I checked out from Cypress Bay's Television Production program since I am a television student myself! The hardware I used included a Canon T7i camera with a 50mm lens, a prime zoom lens from 18mm to 100mm for wide shots, and another lens from 85mm to 125mm. To prevent my shots from looking shaky throughout my opening, I used a tripod. For audio, I used a Blue Yeti microphone to record foley and a phone lavalier mic that I attached to myself while recording dialogue in some scenes. For lighting equipment, I decided to just use natural daylight since I luckily have a lot of windows around my house that lets in lots of light. Although there were some shadows on my face at times, I found ways around that in post-production since it wasn't too badly lit.

SLIDE 10/11: Google Blogger, Canva

- And finally, to document my entire process Google Blogger became my best friend. It felt oddly personal at first, almost as if I was writing in a diary, but now I enjoy sharing my thought process online. It enabled me to track my progress to judge whether I was on track or behind schedule and let me see how and what I learned from the whole thing.
- For this presentation I am using Canva and I played around with this resource to make my mood boards for my characters during pre-production and this made my visions look extremely aesthetically pleasing and enabled me to visualize their costume design.

SLIDE 12: Outro

- It's safe to say that anyone with an eight-week-long project learned a thing or two about what it's like to plan a film and I can say that I certainly did and it's been an awesome experience. I was already pretty familiar with the technology used for my film opening, but doing it all on my own was a challenge but a memorable experience as well. Thank you so much for watching.