

NAME: Doug Nuttall
FILM # & TITLE: Film 4 "Speed"
DP: Me
DATE SCREENED: 3/13/24
DATE DUE: 3/18/24
(This is the next class after the screening)

TMA 418 DIRECTOR'S REFLECTION

1. Give your **overall response**:

In 2 or 3 paragraphs, write about your **overall experience** making and screening this film: Did you achieve what you set out to do? What are you proud of? What did not work as expected and why? What did you learn?

Shooting this film was an interesting experience. Because we were not supposed to direct the actors I think I ended up backing off too much from controlling the experience, since my friends have strong personalities they just kept going without me being able to pause and watch my footage. I also did not know how to pull up playback quickly on the FX6, and because they were going so fast I got nervous about missing any rounds so I just kept doing takes without watching what I had done. This ended up being a big waste of time though because instead of seeing what I was doing wrong I was just blindly shooting, and then like 10 takes later I would find a better composition. So I learned that playback is important!

2. Based on the **class discussion and your honest evaluation**, *briefly* but specifically respond to the following:

a) Refer to your Director's Plan. In one sentence, what **idea, emotion and/or theme**, specifically, did you want to communicate:

Competition can create great friendships

- Were you **successful**? How? Why? Why not?

No not really, the class did understand that these people were friends but they did not say that the theme had anything to do with friendship. They focused more on the competition side or the need to go fast.

b) **How**, specifically, did you try to communicate this idea, emotion, theme:

I wanted to create contrast between when the game was being played and at the end of the game when they all are chatting together, through close-up single shots during the game and then ending with the big wide shot showing them all together

c) What did you learn about **storytelling**:

I learned that there's all kinds of little characters that appear even in the editing phase. I didn't edit the footage, but just throughout my different takes I was realizing that different combinations of my friends were the main character of the different rounds. I realized it doesn't take much to establish a character, you can do it pretty quick with just a couple shots of different sizes (like one wide/medium and one close-up, and then maybe one shot showing what they are looking at/thinking about if you're feeling saucy). But while establishing characters isn't too hard, actually doing something or having a resolution with those characters is a bit more tricky. Well maybe that is not hard either, but for this film it was just hard to remember when the rounds were ending to go back and shoot all the characters I had established at the beginning to resolve their characters, and since they weren't acting and I wasn't directing even if I did film their faces they wouldn't necessarily do or say something to provide a nice conclusion. So starting stories isn't too hard but ending them does take some thought.

d) What did you learn about working with **actors** and getting performance:

Getting people to not worry about the camera is really difficult unless they are a pro actor

e) What did you learn about **blocking** the camera and actors?

I learned that getting the camera up close and personal to actors can have a really powerful effect on getting

us into their minds and also making the audience ask questions about what are they thinking and start rooting for them. I also learned that how the characters interact with each other is super important, and shooting those relationships is critical - I think my film would have been a lot better if I had gotten a 2 shot of the very slow guy with the girl next to him who ended up winning to show how annoyed she was that he kept on putting his arm across her, but I missed getting her reaction shot to it.

3. **Rules:** Refer to your Director's Plan. List what **specific visual elements** and **cinematics** did you choose to use and what were the **rules** for their use? Where you successful in the use of that rule?

VISUAL ELEMENT/CINEMATIC	RULE(S) FOR USE	HOW SUCCESSFUL WERE YOU FOLLOWING YOUR RULE?
Rhythm	Whenever the players start playing their cards really fast, the rhythm will crescendo to heighten that moment	I think I did both of these pretty well, I was able to create good contrast between the moments of high paced rhythm and movement versus the slower, methodical thinking moments with the guy who was looking confused the whole time.
Movement	If a player is thinking, then the camera will be static (on their eyes or hands). When a player is acting, the camera will be fluid and move with them	See above

4. What did you **learn about using the visual elements** (space, line, shape, tone, color, movement, rhythm), cinematics, contrast and affinity, lighting, composition, framing, etc.:

I learned that if you start moving the camera 'just to move it' it looks really bad. I learned a green color grade does a lot, I almost may have went too far with it but I liked it. I learned that instead of shooting something in 3 close-up singles (the person's eyes looking at the cards, then down to the cards, then back up to their eyes) could all just be done in 1 wide single showing all of that in the same shot (I didn't learn that until the later takes so it was not in the one I showed).

5. What did you learn about **production design**, art direction, locations, etc.:

I learned that just the hints or suggestions of production design can do a lot to inform the audience what they are looking at and orient them in a space, like just the hints of a faucet or cabinets in the background made it pretty clear that we were in a kitchen.

6. What did you learn about the **filmmaking process** such as pre-production, collaborating with crew, securing equipment, etc.:

I learned the lesson (which I seem to learn every time - or I guess I fail to learn it because if I actually learned it then it wouldn't keep happening) to check EVERY single piece of gear from the MAL. Because the XLR cable I got for the nice microphone did not work so I had to use my phone recording a voice memo which was great happy fun times.

7. What did you learn about **post**, such as: editing, sound design/music, color correction and/or grading:

I learned that even though this project did not require editing, having 22 takes means that I still spent sooooo much time watching my footage trying to pick the best one. I think that was partly because I did such a bad job shooting the takes and not making improvements between takes so none of them were quite good enough, but even once I got it down to my top 5 I watched those clips over and over and over again. And then I feel like I picked the wrong one in the end anyway lol.

And I learned how to turn an Adobe Lightroom preset into a video LUT, which I did to get that green effect that I wanted to try out. So that was fun.

8. What was it like to watch your film with an **audience**? Did they understand it? Miss the point? Why did they respond the way they did?

They had fun with it, which is what I wanted. No one really got the game but that's okay, and it would have been really okay if I had picked a take where I actually showed the face of the person who won then it would have been a lot better and a lot more clear.

9. **Deliberate Practice:** Because you practice deliberately, what will you **do differently** on your next film because of what you learned on this film? Set a specific goal(s):

Watch playback after each take! And then give myself time to discern what isn't working, and come up with a new plan/composition/camera move to fix the problem on the next take!

10. Other **observations** or notes:

11. **Production Report** (in addition to numbers, include any notes if necessary)

Hours Preparing Director's Plan:	4
Preproduction Hours:	1
Shoot Date:	3/9/24
Call Time:	8:00 PM
Wrap Time:	9:00 PM
Total Production Hours:	1
Total Postproduction Hours:	6