Evaluation of Test Sequences

The two practical projects that I have already carried out are a mockumentary based on a classroom and a music video. Throughout these two projects I deliberately used editing techniques effectively to create a set meaning.

Creating these projects has helped to prepare me for the final short film project as I have gained organisation skills due to having to ensure that everyone needed was available on the days I wished to film. I also developed my creative and imaginative skills as the mockumentary was an original idea.

Throughout the projects I further developed my editing skills by gaining a wider understanding of why certain editing techniques are used. For example, during the mockumentary jump cuts were successfully used to show the passing of time. This technique could also be used in my final horror film as the use of constant cuts creates a sense of unease for the audience.

Eyeline match was another editing technique used in the mockumentary. This was to ensure that the product seemed natural. This technique will also be used in my horror film to not only make it appear natural but also cause the audience to feel connected with the characters.

For both the mockumentary and the music video I created opening and closing credits that were suitable for the genre. Whilst creating this I gained additional Final Cut skills of how to create credits. This is an essential skill as every project should include this in order to make it appear more professional.

A splitscreen was another editing technique that I feel I was able to use successfully throughout both projects. In the music video it was used to show how the past and present were connected and in the mockumentary it was used for the opening credits. This is a technique that I could potentially use in my horror film to demonstrate phone conversations, again showing how two characters are linked.

Another horror movie that I have seen that influences me with the creation of my horror movie is *Scream*. I particularly like the opening scene where there is minimal cuts – I feel that this immediately builds tension for the audience as there is no break, which forces the audience to concentrate on the action.

I also take inspiration from *Don't Breathe*, as it uses fast-paced action-match editing to heighten tension and almost frighten the audience to cause them to feel discomfort. I could use this technique at the end of my film when one of the main characters is killed.

Shot-reverse-shots are also used throughout *Don't Breathe* to illustrate the different levels of conflict and power between characters. This could again be used at the death of the main character in my film to show that she is the victim.

 Another horror movie that I take Inspiration from is "silence of the Lambs" as it constantly diverts the audience and makes them think that someone is a victim when

they are not. Much like in my film where I will include a red herring in the hope to mislead the audience.

Throughout these projects a technique that I didn't have the chance to use was transitions apart from a cut to black which I used to give the audience time to process the narrative and build tension. I could further develop my understanding this technique by implementing it in my horror film. For example an existing horror movie that I could get inspiration from is Childs Play as several sharp fast pace cuts are used to demonstrate the tense atmosphere of the horror genre. However no other transitions are commonly used in the horror genre as they are usually used to create more of a romantic tone. This means that transitions are not highly conventional to the horror genre.

Evaluation of your final short film

When designing my title for my final horror movie I chose a font that I feel was conventional to the horror genre and resented narrative of my film effectively. After I chose the font I wished to use I placed it in Photoshop and applied the red colouring as this colour is conventional to the horror genre and symbolises blood and death. I also added an unstable effect which I felt foreshadowed the mood of the film successfully.

I used a range of diegetic sounds which I sourced through Final Cut and YouTube. These sounds helped to create a sense of realism for the audience. For example, I used the sound of a kettle boiling to enhance the tense atmosphere. I also used the recurring sound of the phone ringing to reflect how the character begins to become more threatened by what is considered to be a normal occurrence. The use of the diegetic sound of 'Scream' playing throughout the movie heightens the tense moments – for example, the moment where the main character is walking towards the door the audio in 'Scream' mirrors her fear. The use of the killer voiceover allows us to empathise, and put ourselves in the main character's shoes' also added a telephone effect on the voiceover to add a sense of naturalism. The non-diegetic sound of the soundtrack that plays both at the beginning and at the end of the film helps to set up the genre and at the end brings the movie to a close through symmetry.

Apart from just continuity, editing was used to increase the dramatic effect for the audience and to set up the narrative. For example, cross-cutting used between the two main characters, which I cleverly used to mislead the audience into thinking that Lucy was the victim. However at the last moment of the film the audience find out that she was a red herring and Molly is the real victim, cross-cutting constantly hints to the audience that Molly has involvement in the end result before it is demise actually revealed. I used a range of long takes when the main character is being followed to slow the editing pace, increasing the anticipation and to put us in the character's shoes. At the point where the main character is opening the door I cut to the most dramatic moment in 'Scream' to emphasise the fear. The fact that at the end of the film I use a smash to black is another traditional horror convention and is intended to make the audience jump and allows the audience to imagine the outcome of Molly's death which encourages the audience play an active role and can sometimes be more effect than them actually viewing the action. My final editing choices were to use a letterbox to make it appear more professional. Also In terms of colour I added a blue

tone effect over the top of each clip to represent the cold and terrifying atmosphere, instantly causing the audience to feel a strong sense of unease.

One way in which I would improve my film project is by breaking the 180-degree rule. I feel this would have been effective, as it would have caused the audience to feel a strong sense of confusion, which is conventional to the horror genre. Having a complex narrative would have also improved the outcome of my film as it would have been effective to include flashbacks that provided the audience with more information about the killer. This would allow the audience to become more invested in the action.