Shot	Description	Edit	Justification
	Description TITLES Title screen at the beginning of the film.	Edit TITLES Still image with distortion effect. Imported title image to Final Cut by clicking on film import media Clicked on video Effects in final cut pro and	Justification TITLES Matches the horror genre, matches the narrative of the phone – a bad connection. I chose to use the distortion offect, as it is a representation of
Koll 0 Bad TV Amount 25.0 Static Type Gaussian Noise (Film Grain) Static Blend Mode Static Blend Mode Screen Roll Roll 0 Compositing Compositing Save Effects Preset		in final cut pro and selected the bad TV distortion effect and Dragged it on top of the appropriate clip. Bad TV effects were set to amounts 5.11 and 25.0. The static type was set to film grain. The static blend mode was set to screen and the roll was	effect, as it is a representation of the suspicious phone calls that the protagonist is receiving. Adjusted different elements of the effect until I was satisfied, to ensure that the title was still readable.
		I imported the music into Final Cut. I clicked on import and media to do this.	Music sets the tone of the film and conventional to the horror genre.

25 Effects Installed Effects C All Video & Audio All Color Board Black & White	COLOUR CORRECTION/MATCH	COLOUR CORRECTION/MATCH	COLOUR CORRECTION/MATCH
360° Basics Bur Color Presets Color Curves Color Cur	Colour corrected all of the clips.	I clicked on video effects in final cut. I then clicked on colour and colour board in order to add the effect that I wanted. In the Colour Board, I dragged the mid-tones and the highlights into the blue area.	Create a cold tone conventional to the genre, to make the audience feel on edge and eerie.
2000000000000000000000000000000000000		I clicked on Effects for the Colour Board and chose Saturation, and dragged down the mid- tones.	I chose to desaturate the clip as it is conventional to the horror genre, and reflects the fear that the protagonist is feeling.
Image: Strategy and the st		I clicked on Match Colour and all the clips in order to make the colours match up across the film.	I used Match Colour to ensure that all the clips were the same colour to keep consistency.



VOICEOVER	VOICEOVER	VOICEOVER
Voiceover of killer – I added a phone effect.	Clicked on Effects, went to Audio-Distortion, and chose the Telephone effect. I then dragged it on to the appropriate clip.	To make it sound like it was natural and show the audience that it was a phone conversation. I added a distortion also to make the killer's voice sound eerie and unsettling.
	In the Effects tab, I adjusted the volume to -0.8dB and for the effect used a Smooth Analog set to Amount 50.0.	Also I had to ensure that it sounded like a phone conversation in terms of volume. For example, the killer's voice would be slightly lower than the character's voice. Also, I adjusted the volume to ensure that you could still hear the dialogue taking place.



CROSS-CUTTING / CUTAWAYS	CROSS-CUTTING / CUTAWAYS	CROSS-CUTTING / CUTAWAYS
I continuously cut back to Scream.	I did this by deliberately ordering the clips, for example I included an eyeline match where I showed a clip of the main character turning on the TV. I then cut to Scream to show what she was watching.	A way of using intertextuality which is common in the genre. Also the narrative of Scream and the narrative of my film were closely related.
	I also used cross-cutting when the main character went to open the door, by cutting back to Scream and showing the character being murdered. I did this by overlaying the clip of Scream on other clips on the timeline.	Builds tension. Suggests that what's happening on screen could happen to her.
	When cross-cutting in the conversation with her friend, I used the Blade and Trim tools to	Unsettling for the audience as there is a constant change of location.
	ensure the timing was incorrect and the clips were the correct length.	Hints that she ends up being the victim.

	ADDED SOUNDS	ADDED SOUNDS	ADDED SOUNDS
Edit Trim Mark Clip Modily Vew Window Help	I added sounds that I felt were appropriate for the style of my film.	I imported my chosen sounds into Final Cut by clicking on Import and Media. I then placed the sounds under the relevant clips in the timeline.	Makes the film appear natural. Also to create an atmosphere – for example I sourced a sound of a kettle from Final Cut Pro as I wanted to hear the whistling and felt that this sound would be most effective. It builds tension. I
New Image: Concert Library Project to Strate Stra		Ordered the clips, placing them where I wanted.	adjusted the volume to ensure that the sound wasn't distracting for the audience and didn't take over the narrative.
Conception to service of the large of the la		I adjusted the volume of the sounds, for instance for the Beep of the kettle I adjusted the volume to -13.0 dB.	
22 Beecking weight of the set of		For the background kettle whistle, I clicked on the Photos & Audios Sidebar and found the sound Kettle Boil &	I adjusted the background kettle volume to ensure that the dialogue was still easily heard. However, I wanted to ensure that
		Whistle which I felt was appropriate for the film. I adjusted the volume to -24.0 dB.	you could clearly hear this sound as it adds to the fear as it increases in volume to hint that the danger is coming closer.

al Cut Pro Trial

	PHONE CLOSE-UPS	PHONE CLOSE-UPS	PHONE CLOSE-UPS
Baseball Bat 2 00:00:25:00	I added a recurring close- up of the phone throughout my film.	I chose the appropriate clips and placed them on the timeline in the appropriate areas. I then used the Trim tool to ensure that the clips were of the right length and did not cover any other footage.	Shows that the phone is closely linked to the narrative. Builds tension by hinting that the person that is calling is getting closer, or becoming more of a threat. In the shot it's also possible to see "No Caller ID" which adds to the mystery.
	LONGEST CLIP I chose not to have any cuts in the long following shot to the door.	LONGEST CLIP Placed the clip in the appropriate space on the timeline. Left the clip at its original length, but underlaid audio clips of Scream in the background.	LONGEST CLIP Builds tension for the audience and forces them to stay engaged as there are no breaks. Conventional to the horror genre. Forces the audience to feel more frightened as they anticipate what is going to happen.

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O BLACK	SMASH TO BLACK	SMASH TO BLACK
ut to black at the le film	I used the Trim tool to shorten the end of the clip as there was a break out of character. At the end of this clip I adjusted the volume to be higher to emphasise the fear and increase the effect of the smash to black as it appears to be more sudden to the audience.	Allowed the audience to imagine the outcome which is more effective than seeing it. A direct link to her style of death – the cut feels sharp. Conventional to the genre.
	I then clicked on Titles & Generators and the Blur title option, in order to ensure that the credits did not appear too quickly, as I deleted the writing on the Blur option in order to create a black space.	I chose to have a black space before the credits appeared to give the audience time to imagine the outcome and increase the dramatic effect.



ſS	CREDITS	CREDITS
credits.	Clicked on Titles & Generators, then clicked on the Blur option. I then dragged the Blur effect on to the timeline.	Molly was unaware of what was going to happen to her so used a blur effect to represent a film over the audience's eyes.
	I then clicked on the Blur section, and then in the Effects tab clicked on Text and wrote the names of the cast and crew. I then changed the font to Marion Regular and the colour white. I set the font to size 77.0.	Font is easily readable and professional. The colour white stands out on a black background.
	I also copied the music that I had at the beginning of the film and underlaid it under the credits.	I used the music both at the beginning and the end to keep symmetry. Also sets the tone of my film.