

Ian Winston

Final Write-Up: Strnad Project
“Video Strnad” 2 Completed Films

First Film: “Gone”

Concept: An innocent boy finds himself chased by death. The boy seeks to cheat the reaper and avoid an early demise. Death reveals to him the reality of life, that in the grand scheme of things, the physical form is always running towards death, while the spiritual form seeks to evade it.

Shot List: Master of the school / Tracking shot (TS) of the boy walking away from school building / TS of brick wall / TS of the boy walking / Moving shot close-up (CU) of the boy's feet as he walks. / Fast moving wide shot (WS) towards building / Shot-reverse shot (SRS) of boy walking and turning around / steady shot of trees / Zoom close up of Death / Reverse shot of boy running away from camera / POV of shot of boy stopping and turning / Forward shot of boy stopping and turning / Medium shot of Death approaching / Steady shot of boy running into frame and past a tree / POV shot of boy stopping and looking out towards the fields / Zoom of boy stopping and looking to fields then funning off / Steady shot low of Death walking past / TS low shot of Death's feet walking / TS of fence that Death passes / Long shot (LS) of Death chasing the boy into the woods / Whip pan of fields / Steady shot boy runs out of the woods seemingly chased by Death / POV shot Death stalks boy from the left side of a tree / POV shot Death stalks boy form the right side of a tree / POV shot Death stalks the boy from the clearing opposite the boy / Medium shot Death works its way out of the woods / TS boy notices Death and runs / Steady shot boy runs down a snow covered hill / TS looking back towards Death / POV shot Death goes down the hill / LS the boy runs away from the camera / Medium 2 Shot (M2S) The boy and Death run (multiple takes used) / Medium fixed shot the boy eludes Death's grasp / POV shot the boy eludes Death's grasp / CU of Death walking past / Steady shot of boy running / Long shot of boy's body into TS of Death walking away / Fade to blue sky / Pan down to Death in the same field now completely green, vibrant and alive / MS Death is bewildered / Over the shoulder shot (OTS) Death turns and backs away revealing the boy / OTS from the boy looking down at Death, zoom out / Extreme Close Up (ECU) The boy smiles / CU The boy turns and runs away

Evaluation: The film started as a test of the camera in outdoor conditions and the cold, as well as a test for the steady cam acquired outside of the project for individual use. The original idea was to take a few shots of the surrounding area, then take some shots of people moving through it to demonstrate the high quality and versatility of the camera in extreme lighting and weather conditions. The idea evolved rapidly from a test of the equipment into a film with a plot structure. The footage was all taken in about an hour on one day in mid-January. The footage came out well and the real form of the film developed in the editing room. The large variety of shots helped immensely with the production of the superimposed images and added much needed depth to the film. The effects are relied upon, perhaps too heavily, to convey the message about the nature of the duality of man. The intellectualism of the film is lost, partly because it is not entirely displayed and partly because the audience does not know to look for it. The abundance of special effects and techno music are a boon to the simple visual mastery of it. After the film's initial completion, the idea of the boy escaping was not grasped by any significant portion of the sample audience as a new ending was added with the green grass and blue

portion of the sample audiences so a new ending was added with the green grass and blue sky to help facilitate the message of the film concerning the escape of the spiritual half of the boy. Although it was not the very first film recorded on the camera, the equipment performed admirably and the film truly benefits from such high production quality. This film is what should be considered as the more abstract and artistic piece of the two completed projects.

Second Film: "Normal"

Concept: Create a film of intense dialogue between distinct characters that is both witty and clever only using a single actor. The result: A boy troubled about a decision seeks advice from the many different aspects of his psyche.

Shot list: Open with voice over black. / Bring in diagram as the names are read / Bring in diagram color code as relationships are read / Flash actor's name once per character in the credits / Same medium fixed shot for every line of every character seen in film (script attached, every line means a fixed medium shot)

Evaluation: "Normal" is the second of the two films completed and represents a greater degree of success over "Gone". It is a comedy with dialogue, entwined character relationships and a quirky sense of humor. The literary theme of role reversal is prevalent in this film. Writing the film took approximately 2 hours to complete. Filming took approximately 2 hours to complete. Like "Gone", parts were later added to help the film be more complete, in this case, a new character was added to narrate the story and set up the film. Filming of those lines took another hour spaced out over post-production. "Normal" was a difficult shoot. Literally, I had to read most of the lines blind to their context. Having written it just before filming aided immensely in that endeavor thanks to short term memory. The way the film was built was: I donned the costume representing each character, and then chose an on-screen spot for that character to stay. I adopted a mannerism for each character as I built them. After the posture, mannerisms and costumes were all set; I read the lines of each character in a bunch. The program I used allowed me to focus on the individual lines of each character, so I filmed all of one character's lines, built then next character up to be a distinct person and filmed his lines etc. until every character was done. In the editing room, there were so few effects to add, other than minor sound cuts and distinctions between the characters with lighting and speed (note that the British character sounds higher pitched and speaks faster than the rest- part of his personality that was added in post-production) that the challenge lay in simply organizing the takes and the long shots into actual inter-character dialogue. I am as proud of "Normal" as I am of "Gone" and I think that they are two very individual and distinct films with concepts that have never been executed before. In "Normal" I play more speaking characters than any other individual in school history. The challenge for both films is that ideas like those had never been done before, so it was up to me to execute them well and I feel that the completion of this project as more than achieved that goal.