

The background features a light beige color with several organic, flowing shapes. On the left, a large, muted olive-green circle contains a faint, grey line-art illustration of a leafy branch. On the right, there are two overlapping shapes in a dusty rose color, one of which is partially outlined by a thin white line. The overall aesthetic is modern and minimalist.

Virtual Production

Virtual productions

Here we can see the clear difference that an immersive room screen gives as you feel already like you are within the world as you have all the visual backgrounds that you can see when you are working on creating the scene. I feel that this would be of great use to actors as they have more to work off of and don't have to guess as much which can make their reaction more genuine as they can react to what they see in front of them. I also feel that it is useful to us as the creative behind the piece as we can see where it is going and the time, which means we can work in better what things we might want to add or play about with, so that we are creating the right thing. As well as any other, it actually fits in.



Benefits of virtual productions

- **"Virtual set creation:** Filmmakers craft intricate and expansive digital sets, without any physical construction. Actors and crews can stay onsite, with no need to travel to remote or extreme locations.
- **Real-time previsualization:** Using virtual production, creatives can visualize complex scenes and make instinctive adjustments before final shooting.
- **Dynamic backdrops:** Unlike static green screens, virtual production uses LED walls to display lifelike backgrounds, improving both actors' performances and directorial decisions.
- **Cheaper location shooting:** VP offers an alternative to expensive location shoots, replicating diverse environments in a controlled studio setting. Portable virtual production sets, built into trailers, offer further flexibility.
- **Smoother post-production workflow and [VFX pipeline integration](#):** virtual production streamlines the post-production process by integrating real-time VFX, reducing the need for extensive post-edits. This tightens the VFX pipeline, allowing visual effects teams to work in parallel with production, accelerating turnaround times and minimizing costly revisions.
- **Interactive lighting:** Reflect real-world lighting conditions on actors and sets using virtual production's dynamic lighting capabilities. Time of day also becomes a non-issue, with light dictated purely by your needs.
- **Real-time animation integration:** VP can blend live-action and [animated elements](#) seamlessly, making it easier for animators to interact with CGI characters. (The Hollywood Reporter, 2024)

Virtual production and sustainability

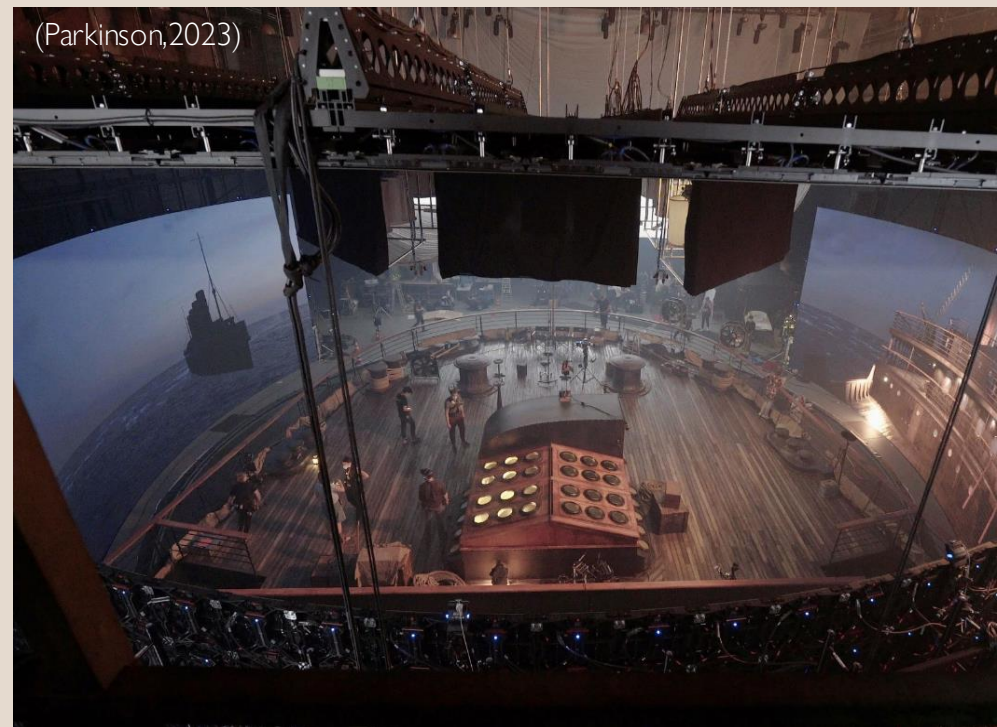
"Another virtual production benefit that's growing in importance is sustainability.

Screen New Deal's report revealed the average big budget film production produces 2,840 tonnes of CO2 equivalent. Half of this comes from fuel, 30% from energy utilities and 16% from air travel. To put that into perspective:

- The air travel on an average tentpole film production is equivalent to 75 return flights between London and New York.
- The average fuel used making a blockbuster is equivalent to 3.4 million miles driven by an average passenger vehicle.

Virtual production provides an opportunity for Hollywood — or any production — to walk the walk on sustainability by upping the use of VP to cut fuel and travel emissions dramatically." (Lucidlink.com, 2024)

This is such an important thing for us to take into consideration when it comes to the using of virtual production and how it can help us as an industry to be more sustainable in the practice that we do as it can be used to transport use anywhere in the world as well as the other things we can do with it like needing less building to create the look. This for us in the uk is so important especially with the UK's promise about net zero so we have to follow along those lines too and do are part. As well as us just protecting the ecosystems that we have.



I really liked this image that I found of how both the digital aspects and physical ones can be combined to bring this world to life. I love the way that they have used the whole space and transformed it into there own set I feel that this really show a lot of the possibilities that there are with this technology.

London and South-East England



80six

Unit 1, Slough Interchange Industrial Estate, Whittenham Close, Slough, Berkshire, SL2 5EP
Tel: +44 (0) 333 577 7899

Web: <https://www.virtualproductionstudios.com/>

80six's revamped 11,743 sq. ft (1091 sq. m) facility has reopened in May 2022 following a planned expansion.



Sugar Studios Limited

South Warehouse, Greenwich Beach Morden Wharf Road, Tunnel Ave, London SE10 0PA

Web: <https://www.sugarstudios.co.uk/virtual-production-studio-london>

Sugar Studios is a film, photography and events space based in Greenwich, south London. Boasting four large studio spaces, one of which is used to hold Virtual Production Projects. The studio offers on site catering, free parking and ample communal space to cater for large shoots and events.

Some of the options



Credit: Lucas Film Ltd

ILM StageCraft Stage

Pinewood Studios, Pinewood Road, Iwer Heath, Buckinghamshire SL0 0NH

Tel: +44 (0) 1753 651700

Web: <https://pinewoodgroup.com/>

Hot on the heels of ILM's existing StageCraft set-up at Manhattan Beach Studios came its UK sibling at Pinewood Studios. Its LED volume is roughly 75ft wide x 90ft long x 23ft tall (23m x 27m x 7m).



Distortion

Unit 1 Whitby Rd, Brislington, Bristol, BS4 3QF

Tel: +44 (0)117 972 0081

Web: <https://distortionstudio/>

Distortion Studios are decked out with state-of-the-art equipment including 11x4m curved LED Volume, ROE Black Pearl 2 V2 LED panels, 2x2x3m wild wall mobile led panels, 2x Stype RedSpy tracking system, Stage Precision, Pixera Media Servers and Brompton processing.

(Parkinson, 2023)



ANANSI BOYS SEASON 2 SCREEN TEST

LED Screen

This images I find really interesting as they show how using such a simple piece can be used with the background of the LED screens to make you feel like you are really within the space, which changes the atmosphere and makes you believe that you are within this space. I also rather like how the are using the over head screen as it really make you feel like you can just look up and you are down at the bottom of this space which makes you start to experience some of the feeling that you would have if you were actually within this area and feeling like there is these high cliff hanging above you.

When talking to dave he mention how they were able with this set pieces to start matching them better to the LED screen by playing about with them. I can see how this would be really helpful as things can appear very different in real life to how the are on the screen so being able to bring the closer together when they are actually there in person means that you can blend things so much more and make them feel connected to the space. I feel that this is a very useful tool that we can play with there and then as it allows you to do this on the go or experiment with it so that you could look at some of the different effects that you could have.



Film 300

Within this film I think that I could see both the positives of having a green screen but also the negatives of it as well. There were some great ideas of the landscape and environment that you would see around you within this film that would have been hard to get if it was not for the use of this being added in afterwards. I feel that there was too much of an overreliance on the use of green screen within the film as a lot of the scene felt very flat. For those reasons it made me feel very distanced from what was going on as it gave a really impression of being fake to me as it broke that all important wall that the viewer needs of making them believe that they are physically there. I feel that if more of the film had of had actual real-life structure to it there would have been more depth to the film which could of draw me in more, as I did feel more connected to the scene where there appeared to be more pieces that the actors are actual interacting with. I am not sure yet if this was filmed mainly with the use of an immersive room screen, which would have had the same effect. I would say that to me this shows the need for there to be a collaboration of both the real physical pieces used to create a space and the use of virtual technology to help achieve its benefits, enabling it to create something that takes us into the world that we are wanting to create.



Pirate of the Caribbean

For the scene I think really show why there is still the need for using things like green and blue screen as this scene would have been very hard to create if it wasn't for the use of the blue ball falling from the sky as the actors are properly able to react to them coming at them as they are physically there. Therefore they get the impact and anticipation of this coming for them, which I don't feel would have felt as genuine if it had just been added after. The ball trick work really well and is not something this I would have ever have thought about and that is why we all way need to experiment and think outside the box to help create the things that we want.



(Instagram, 2017)



Researching cafes

(Tripadvisor,
2025)



One of the very initial ideas that we had was of doing a type of café scene for our work for this model all though we did move away from this idea rather quickly I had started looking for some inspiration for this and as we were talking like a French café I used trip advisor to start gathering some image of this. This I felt was a rather useful idea that I had not thought about before of using trip advisor to find images of places that we couldn't really go to get an idea of a space and what it looks like so this is something that I will want to keep in mind for the future as a place that I could gather visual research.

Initial thoughts

- Mime in a paris cafe
- Man or muppet music video
- Slow explosion Timestop
- dream state
- Cyberpunk "you look lonely"
- Bullet holes in set
- Photo frame falls off wall
- drawing something
- Funfair
- Vanity different face
- Gallery wall "alive paintings"

- Ways to use Screen
 - Window motion, travel
 - Mirror
 - Gallery wall
 - Wardrobe Narnia
 - illusion of distance Tunnel, hallway Vertigo effect
 - Stood on cliff fake height
 - Woods killer clown
 - Cafe or shop window
 - greenhouse
 - on water.

- Crown making. Sarah Crown
- Ant physical build Ant
- Alaya drawing
- [All learn video editing all
- Scale modelling. Rough modelling

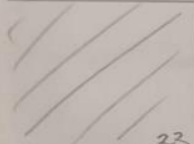
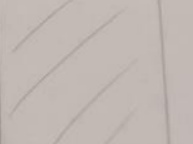
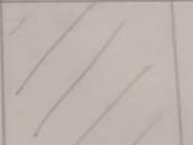
- Sarah Narnia
- Drawing on wall.
- mirror
- Saloon Build bar/colour matching
- Muppet
- Fake height City/cliff
- Ask beth Painting
- Shared powerpoint
- Call at 3ish.

- Start thinking about sound + video clips
- Research how sets do explosions
- Perspective
- Cafe location /street
- explosion /fire
- disaster in the cafe.
- mimes. makeup costume.
- Fake bread?

- Pick 6 mood board doodle sentence long narrative.
- Lloyd Ask at
- Narnia (one class)
- Will email Dave and he will
- 18" 2 metres wrapped
- 2.2 metres high.
- group movie night.
- Digital theatre Theatre music videos
- 4pm.
- games.

Here we were starting to think about alternative ways that we might use the immersive in this project so that we could produce what we found fun and inspiring to work on will also allowing us to change ourselves and gain skills from the process. I felt that this was a very good way for us as a group to also be able to talk about the type of things that we might want to explore within this process. I found that as we discussed this further there were things that really inspired me that I would not have thought about had we not been working and talking through this process like this. I think that this is always something for me to keep in mind in the future as talking through these options is a great way to develop an idea as others will have thoughts that you may not have considered, which further enhances the design process.

Planning sheet for schedule

Monday	Tuesday	Wednesday	Thursday	Friday	Weekend
 23	 24		<u>Call 2pm</u> • 3 ideas Image + videos	9am Immersive Room Lloyd Have 3 ideas 27	Move Specif.c Clips For Monday
All day Immersive Room <u>Storyboarding</u> Design Day. Play 2	Morning Lloyd 3	Morning 4	All day 5		
All day 9	All day Morning Lloyd 10	Morning 11	All day 12		
All day Filming Lloyd 16	All day Immersive Room. 17		Afternoon Presentation 19		

This is a sheet was created to illustrate all timings that we have for this project. Having this planning sheet will allow us to manage our time effectively and to keep track of the upcoming tasks, enabling us to complete these to the best of our ability. Planning sheets have enabled me to mange my time effectively in the past and I have always found that this has helped me.

To do list are also something that I was trying to implement more into my process throughout this model as it would let me more clearly keep track of the things that I need to do so that I wasn't forgetting about thinks that would need done at different point. With not being well through a this model it has effected how effectively I was able to do this but I was still felt that it was a good practice to start as I did feel that it helped to keep me a little more grounded on what I needed to be working towards so this is something that I will want to continue in the future.



Working through ideas

After further discussion as a group, we chose the 6 ideas that we really liked from the list. We then started to create a mood board as a group so that we could start getting a better idea of what we were aiming to achieve. Following this, we started adding small sentences about the initial ideas that we had for what could be achieved within this scene. From this we were then able to pick the 3 that we felt that we liked the most so that we would have a couple of ideas to look at later, until we reached our final decision.

Saloon Shoot Out

- Starts with Bartender pouring a drink?
- A wanted criminal sits at the saloon, wanted posters all over the wall. A gun is fired and misses multiple times leaving steaming bullet holes in place. Our actor moves revealing their face on the wanted poster wall LED screens (A)

Narnia

- We could go through a wardrobe or something else and explore another world like we see in the movie, maybe finding ruin or a crown or some other backstory to it, making it feel really magical.
- The transition through the piece would be really fun to play with and the angles that we could get out of it and how we could play about with telling a hidden story.

Fake Height

- Superhero esc shot of someone stood on top of a building overlooking the city. Wind blowing in their hair pan shot (A)
- Stood on top of a cliff maybe holding onto a ledge and dangling (A)

Wall drawing/Painting

- Inspired by Sundays at the park with George the musical. There's a scene where George Suerat is painting and it is projected on gauze but maybe ours in appearing behind the artist painting (A)
- Could blend 2D with 3D and maybe have a live painted background and our actors and set mimic the artstyle as if they are part of the set getting painted too (A)

Fake Mirror

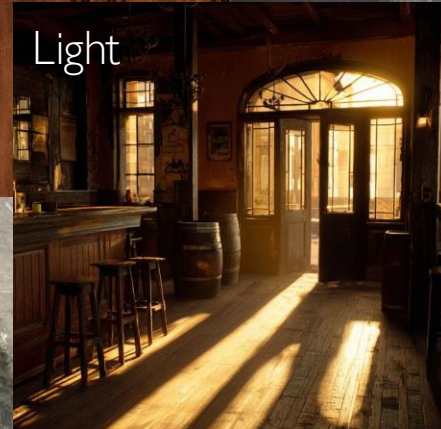
- A showgirl looks into a vanity mirror and sees herself slowly aging in its reflection. (A)

Three ideas

- Narnia
- Wall drawing/Painting
- Saloon Shoot Out

I do personally like all of these ideas that we have chosen but would say that I am more drawn to the Narnia concept as I think that we could have a lot of fun making it appear that we go through a wardrobe and enter a new world. I also really like the opportunities that this could open to play with and the things we could create to make this appear more realistic. However, I also really like the idea of the saloon and the way that we could play about with to bring the scene to life.

Saloon Shoot Out



Narnia

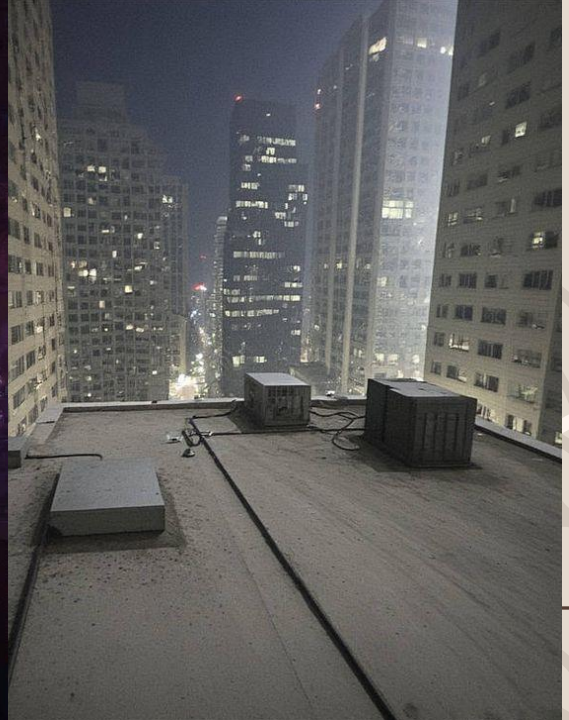
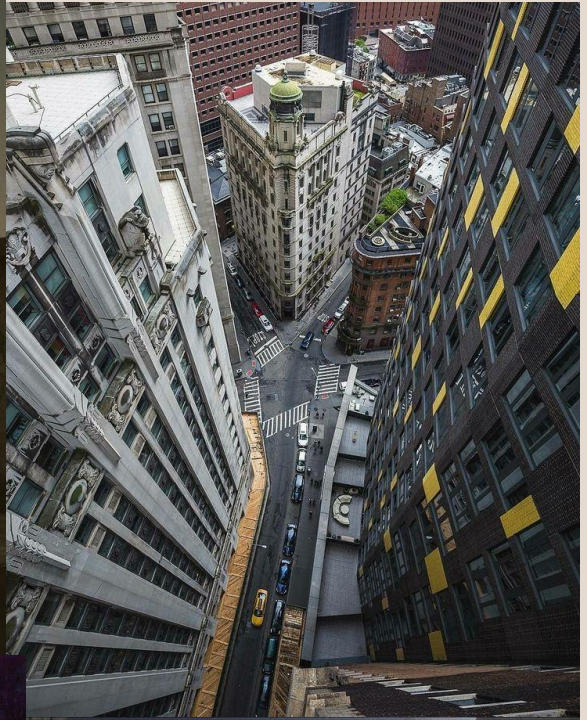


Could have some sort of movement of the trees and plants with fans

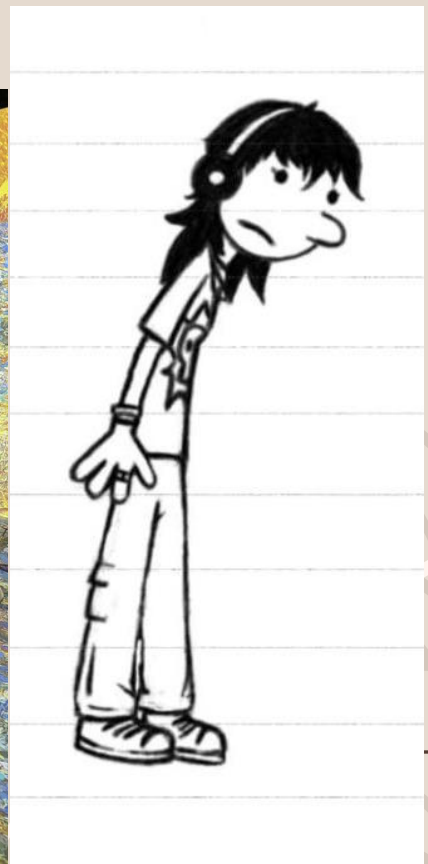
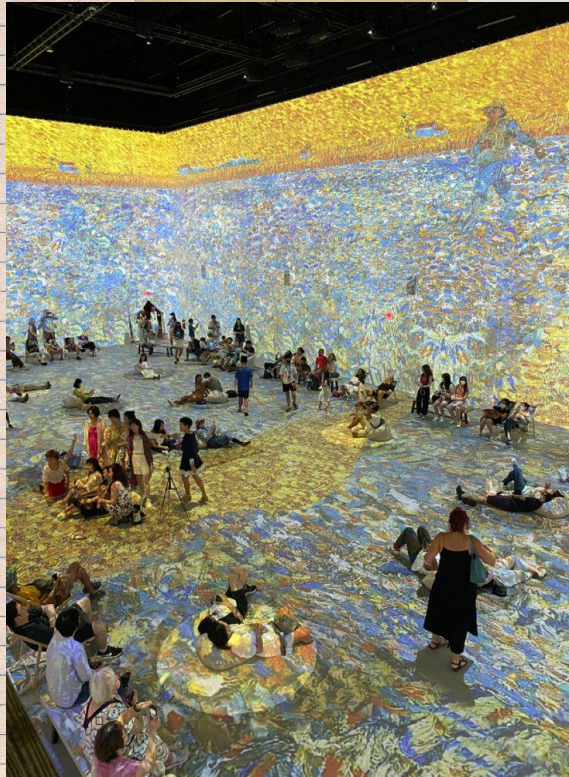
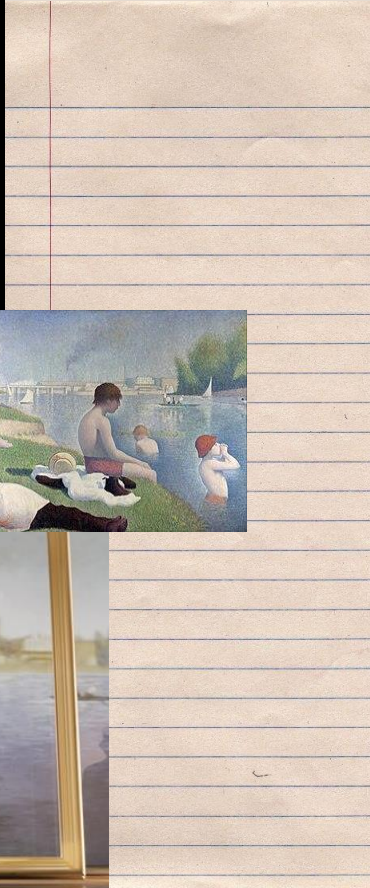


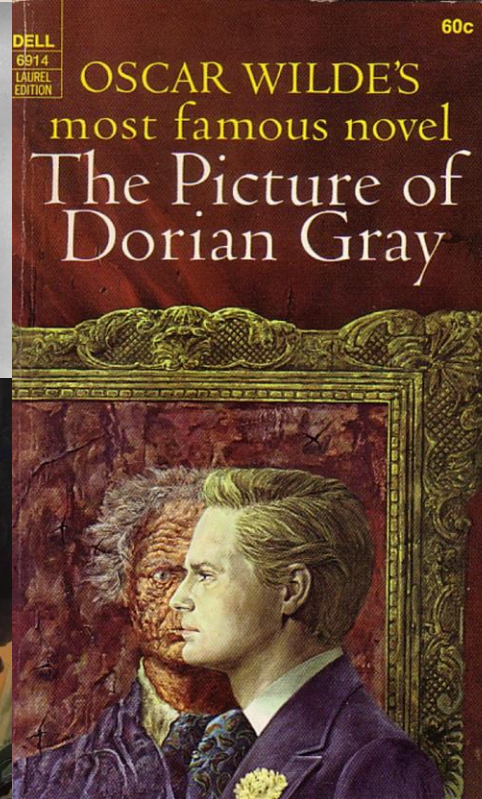
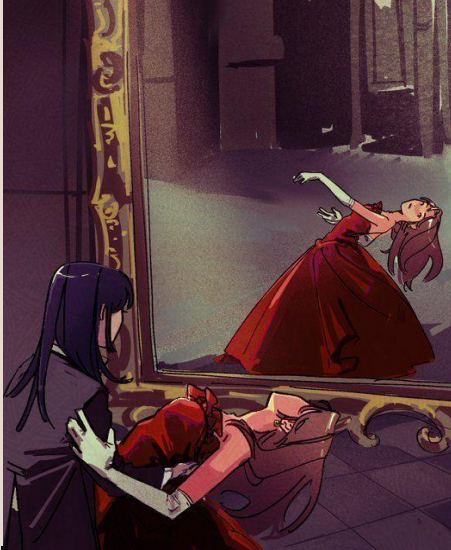
Fake Height

andrejcie Shanghai, China



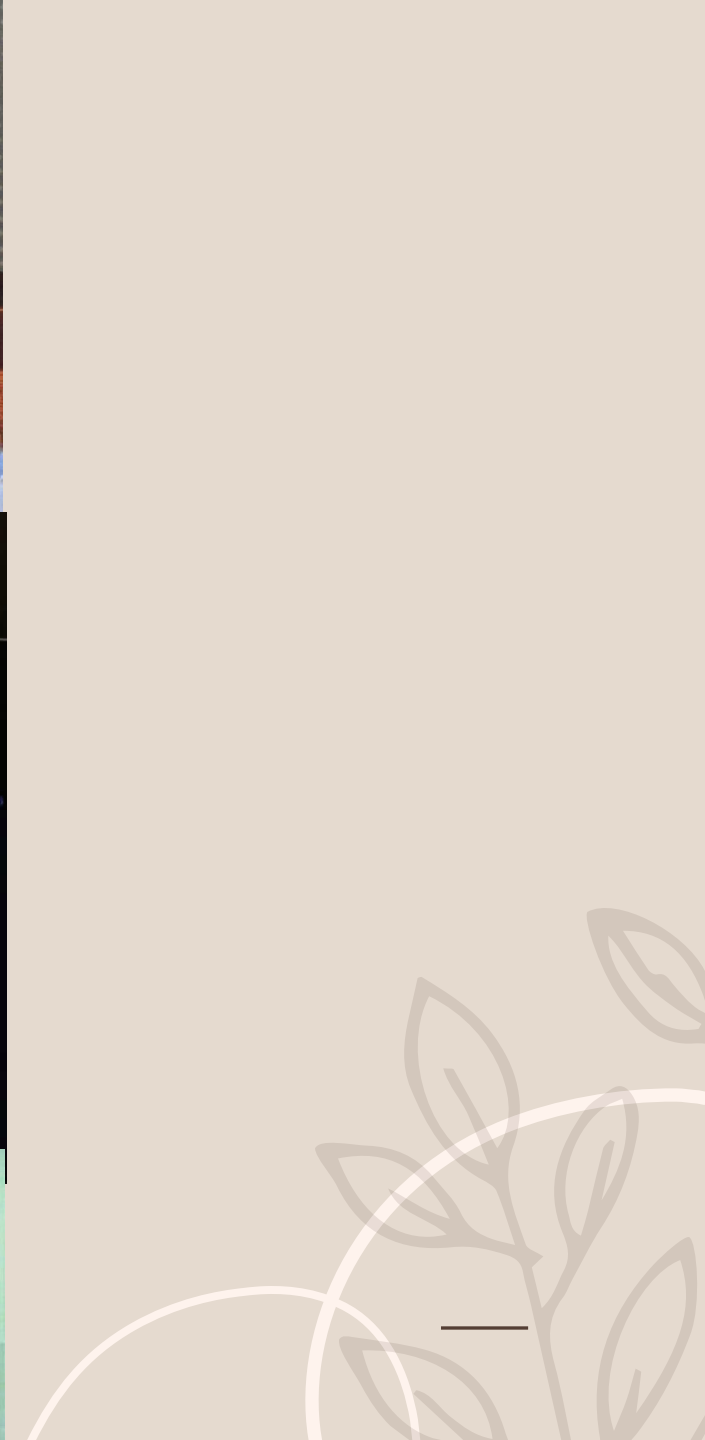
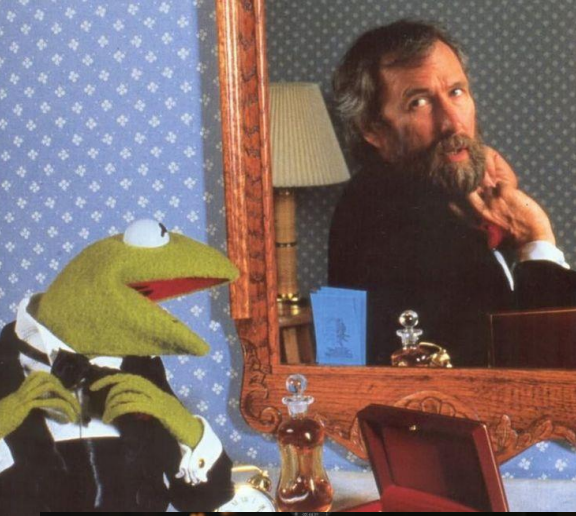
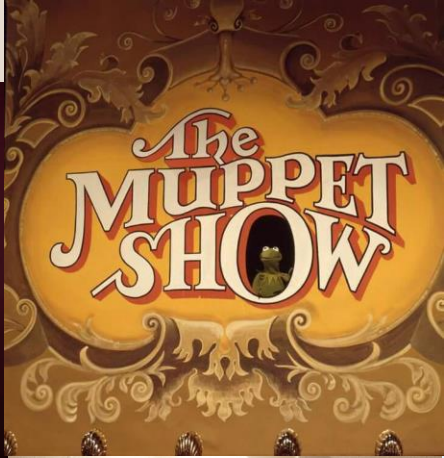
A man with a beard, wearing a blue coat over a brown vest, stands next to a woman in a white and blue period dress. They are positioned in front of a large, colorful painting depicting a scene with figures and an umbrella. The man is holding a palette and a brush, and the woman is looking towards the camera. In the foreground, there is a table with various art supplies like brushes and bottles.





Fake Mirror

Man or Muppet



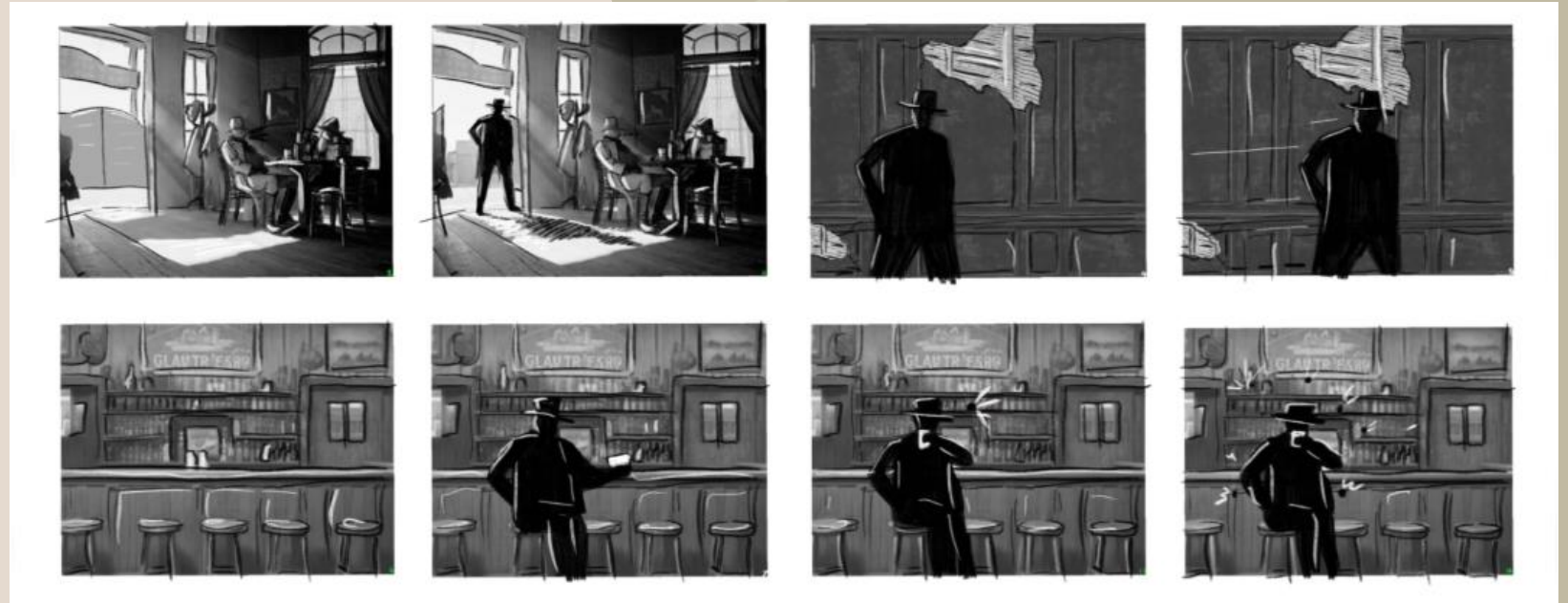
Developing ideas as a group

Following a group discussion, we agreed to go for the saloon idea as it was one that we had all shared an interest in and felt there was a lot that we could explore within it.

We estimated that the saloon scene would have taken place in the late 1800s, around the 1880s.

As a group we also decided that our main scene would take place around a bar area.

Following our initial work on the design of the saloon, as a group we started to talk about how it was a scene that had a shoot-out happen in it so it would be good to have more of a run-down place that would not appear as fancy in comparison to some of the other saloons out there. I really liked this idea so started to think of the saloon as a place that had previously been well kept but has become more run down over time.



This is our first storyboard that Alaya made for us based on the ideas that we had discussed as a group of what we could see happening within the short video that we were creating. This was a very good way for us to see what this could visually look like and make our communication clear on what our thoughts were. So that we could continue developing our ideas.

Key imager for me



Saloon

"Saloons in the 1800s played a significant role in shaping the society and culture of the American West. These establishments were not just places to drink, but also served as social hubs, meeting places, and centers of entertainment. With their influence, saloons left an indelible mark on the development of the Western frontier.

One of the most important ways saloons shaped Western society was by providing a sense of community for the often isolated inhabitants of frontier towns. **Saloons offered a place where people could gather to socialize, share news, and alleviate feelings of loneliness. ** In addition, they played a central role in establishing norms of behavior, with the codes of conduct and etiquette that developed within saloons helping to shape the broader cultural norms of the era.

Furthermore, saloons served as a catalyst for economic development in the West. By providing a venue for business transactions and networking, they became vital to the development of local economies. **Saloons often served as the town's de facto bank, where gold and other valuable commodities were exchanged and stored. ** With gambling and entertainment also being major attractions, saloons became the epicenter of economic activity in many Western towns." (bigcity12, 2024)

This aspect that they were places that proved a scene of community I think is very interesting as that is definitely what we think of pubs but I wouldn't of completely thought of that first about saloon I think because we see them in many ways that they are portrayed in the old western film of places where fights break out. However I do feel that this is something really important to try and show as it is a side that we might not think of so often but was what was happening and it was the way that people survived then. The business that would happen within this place is also an aspect to explore as it would have very much shaped the space as well as the valuable type of items that might have come in to these places because of it and how they would be around the place.

"Political Centers: As towns grew, saloons became the epicenter of local politics, where town meetings were held, and candidates made their pitches to voters. Some even served as the de facto town hall, hosting court hearings and other civic gatherings." (bigcity12, 2024)

"Not long after adventurers began to explore the American West, the inevitable saloons began to pop up. The first saloon was allegedly established at Brown's Hole, Wyoming, in 1822 to serve fur trappers. In the years after, hundreds and thousands of saloons would follow, serving cowboys, soldiers, lumberjacks, businessmen, lawmen, outlaws, miners, and gamblers. Known by other names such as cantina, grogshop, gin mill, watering trough, and many others. By the late 1850s, the term saloon had begun to appear in directories and common usage as a term for an establishment specializing in beer and liquor sales by the drink, with food, lodging, gambling, dancing, and brothels serving as secondary businesses. By 1880, the growth of saloons was in full swing." (The, 2026)

This piece reminds me of the public houses that we have today as they are often used as a place to have drinks and to socialise within a community area. I also know that they are also often used when travelling as a good place that you can stop at on the road to get some refreshments.

Whilst 'pubs' serve a wide array of people from various social backgrounds, this would have been unusual for that time as class structure would have prevented this. However, I would guess that there were ones that were more tailored toward certain types of clientele. Another thing to also note is that due to activities such as gambling, drinking and the use of brothels, that there would have been a much darker side to these places.

Old photos of saloons

Reference= (The, 2026)



Commercial Hotel Saloon in Anaheim, California, 1910



Meeker, Colorado Saloon, 1899.

Apparently the towels hanging on the front of the bar are for the customers. I am not sure what they were for, but it is an interesting detail.

"bars didn't provide napkins. Customers used the towels to remove the beer foam from their mustaches".(The, 2026)



Pappe Saloon in Kingfisher, Oklahoma.

Due to there being a cigar case in one of the saloon I thought that it could be an interesting idea to have our saloon sell them or just have them out.

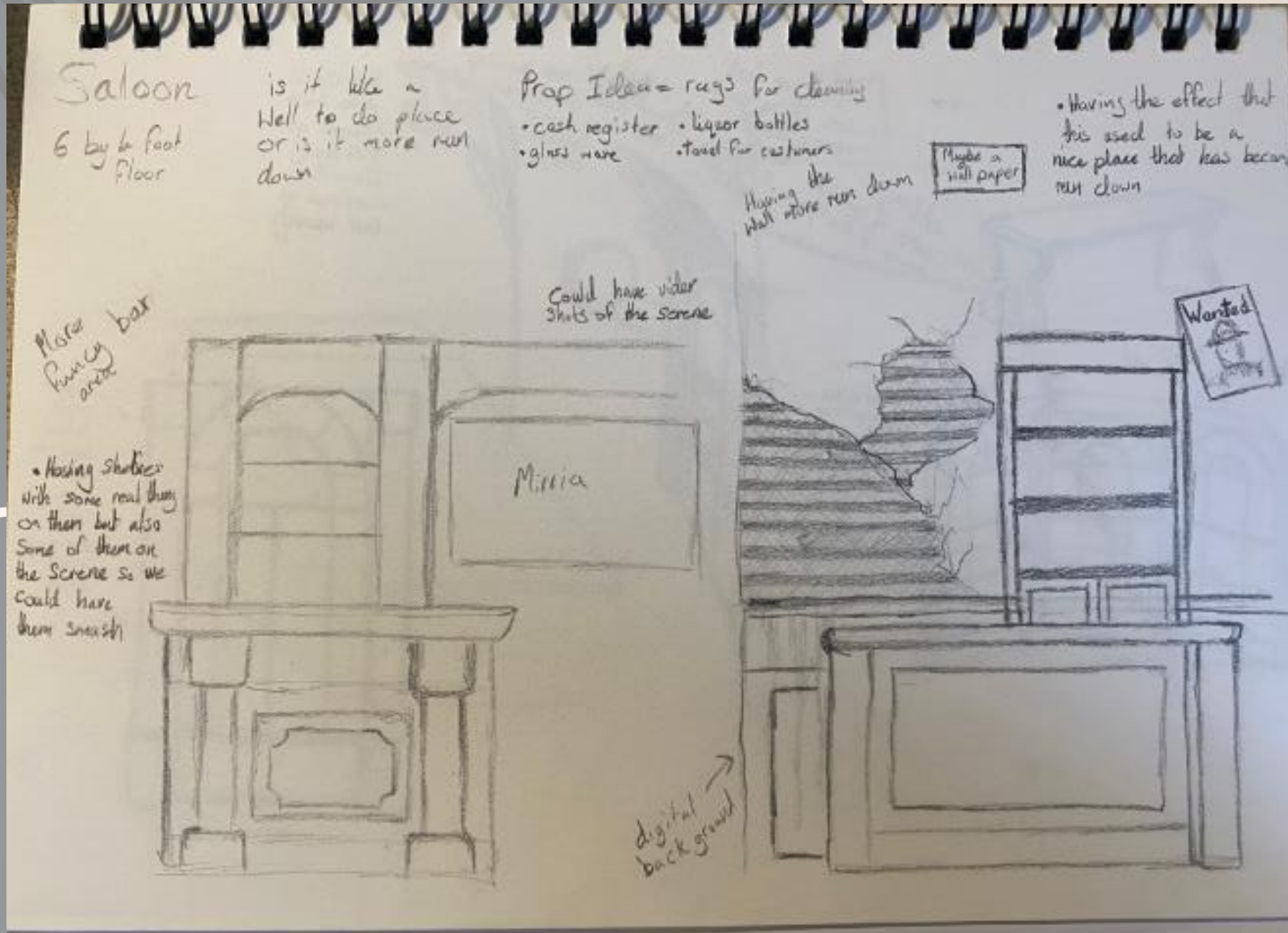
cigar case



Curry-Thornton Saloon in Lincoln, New Mexico, the 1890s.

I was thrilled to be able to find some actual photos of saloons from around the time that we are looking at as they give me great access to really start to understand the space that this was and what it might have looked and functioned like. Although I would say that these are more of an upmarket place for some of the guests, but this gave a great insight and a creative vision.

Sketches for saloon



I have to say that I went into starting to draw out some design for what the saloon could look like rather quietly of the initial inspiration image that I had already gotten. The initial idea that I started with for something of a more grand place that was fancy in style, as I was competing this concept sketches I was keeping in mind that the back wall we could mostly create with the use of the screen therefore I thought that the mirror could be created with the use of the screen and extend of further so that we could have certain shoot that would extend out further just seeing this top half.

In the second sketch I went for a much simpler saloon idea as I felt that it might suit an idea of the scene more to be a place where this gun fight might happen. In my idea it was a nice enough place at one point so the furniture would be simple but nice however it has seen a lot over its time and is starting to become worn and shabby with the wall peeling away. Overall this is the one that as a group we were more drawn to in concept for what are plans could be for the saloon. We had an idea of being able to have bottles in the scene of the shelf so that we could have them being able to shot and break apart so this will be something to keep in mind as we further design this place.

I have to say that I really liked how in this model I started drawing and designing so fast and think that it really starts to bring out ideas fast so this is something that I would like to try doing in the future as it also I feel helped me get quickly out of being worried about what the final design will look like.

1883 how the transformed the place

They added fake curbs that really help to sell the look of the place as they are not the perfect shaped ones that we are used to nowadays building in the idea that everything is made by hand which draws you into the world as we are not used to seeing it.

You can really see the difference that can be made within this shot to the town to transform from modern day back to the 1880s when the show takes place, which is something that I really want to learn how to achieve. However, I would probably agree with this statement made "All of the buildings were painted appropriately, and modern features were taken away." (Scassellati, 2022) Art director Yvonne Boudreaux added, "The whole thing tied together when we put the dirt in. It really just came alive." that when they added the dirt in it would of gave this whole different view to the place as it is something that we are not familiar with at all. Therefore, it made us look at the place completely differently as well as in the way that it would just act and move within the space. Therefore, I think that it is important to not overlook these big but simple things as I really don't think the atmosphere could be captured otherwise.



Textural elements and how they start to bring the piece to life.



Reference = (Scassellati, 2022)



1883 Saloon

Reference = (Scassellati,2022)

I really do find the bar area to be rather pretty and love the way that it is fill with a lot of different things of all different size and shape making it so that your eye has lots of spaces to look at and investigate further.



3:26 / 4:06

I really liked getting to have a closer look at how they wanted about creating the saloon space how they added in the taxidermy into all the spaces as well as all the little details that they added around the place to make the whole place feel alive, this is something that will really help me when plotting what I will be doing with the space that we have to us,



14 / 4:07

More videos



Paramount+ YouTube



3:07 / 4:07



3:25 / 4:06



More videos



Paramount+ YouTube

White Elephant Saloon

(Tripadvisor, 2026)

This was the saloon that they used in 1883 to transform it into the saloon for their show, so I wanted to have a look at it to understand what it looked like normally before they brought it back in time to the 1880s so that I could understand the space and how it functioned. I really liked how big the bar was and how it wrapped around the area which helps to make it a major focal point to look at. I also liked the business that we can see within the bar area and around it helps to give this real lived in feeling to the place as well as age that it has been there a long while and that things are just being added to the space as things happen. Overall the shell of the place would look rather bare without all the little things added as it is mostly a simple structure. This is something interesting to think about when it comes to are saloon as we what it to feel live in and just part of the area. Therefore it was really interesting to have a look at this for my thought process and a source of visual inspiration to how a space can be the same but different in so many ways.



Gun fight

As we were wanting to do gun shots at the end part of our scene, I felt it was important that I looked into this in more detail. This is hoped to provide a better understanding of what happened so that I am able to add things to make this feel more lifelike.

"Instead, these fights were usually close-up and personal, with several shots blasted from pistols, often resulting in innocent bystanders being hit by a bullet gone wild. Much of the time, it would be difficult to tell who had even "won" the gunfight for several minutes as the black powder smoke from the pistols cleared the air." (Legendsofamerica.com, 2026)"

This showed me that it would be quite likely that a gun fire could happen like this within the saloon setting and that there would have been smoke after all the gun shots. As a group, we had already discussed using gun shots within our shoot as we felt the effect would be interesting. We planned to see if there was some way that we could make it more black like it would have been during that time.

"The gunfights were not usually "clean" either, as the fighters were drinking and, missing typically easy shots, continued to shoot until they had emptied their pistol." (Legendsofamerica.com, 2026)"

This can also help to make scene to why all the gun shots miss as the people who are shooting could have already been in the saloon beforehand. We could also add the emptied pistol sound at the end of the shot to show why they had stopped.

"As to the low-hanging holsters tied to the leg, that is a pure Hollywood invention. Most gunfighters carried their pistols stuck in their waistband, in a pocket, or a simple leather holster slipped on a belt." (Legendsofamerica.com, 2026)"

This is useful for when we are having to figure out the type of costume that our person will wear.

[illegible]

Playing with immersive room

I also found that we would need to think about the space that we were using for filming as we could only go so far back in the room before hitting the other walls, so this would be something to inform our design process.



When playing with the immersive room we found that we didn't want anybody to tall as are actor as otherwise they would be to close to the edge of the screen so this is something to keep in mind. As well as that whenever we are creating are pieces for this set that we want to make sure that we have enough room above them so that we never break the illusion of the space.



Sketch scale model



This first model really helped to get a sense of what this space would actually look like in the real world as we were able to play about with the space that there was and how it would work within the room. I think that is why it is always important create a 3D thing of the thing that you are create as it let you see so much more then you can just on paper and helps you start to understand how you can play with the space and what you might feel when you are within it. So this is something that I will really want to keep in mind for the future to make sure that I am achieving the feel that I want form a space and seeing an problem that there might be early on.



Finding videos of glass bottle breaking



Santos, B.D. (2026). *cp Against Blurry Background - Eye-Level Shot*. [online] Vecteezy. Available at: <https://www.vecteezy.com/video/17083274-cp-against-blurry-background-eye-level-shot> [Accessed 3 Mar. 2026].

I was surprised at how difficult it was to find a clip of a bottle being broken in a way that looked like a gun shot, as there really were not many that I could find and when you did it was quite often not great quality. There were not many clips available, and it was not possible to find one that sounded like it was from the timeframe that we were in. If we had had more time on this, we might have needed to make or find a bottle from this time and do this ourselves. For future reference it is worth remembering that even if you think that there will be plenty of resources of this nature, there might not always be.



Shooting Bottles In Slow Motion!



Director Taffy
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Youtube.com. (2026). Available at: <https://www.youtube.com/watch?v=UPHWDdrJjQg> [Accessed 3 Mar. 2026].

We had difficulties when adding in the smashing bottle into our video as it did not look like the different small pieces that came out of it and could not put them in. The way around this would be to try and add a similar effect with after effect but due to the time constraints that we have we felt that the image looked good enough to give the impression of a gunshot to the audience.

The places that I started looking to see what clips I could get for the shot that we needed.

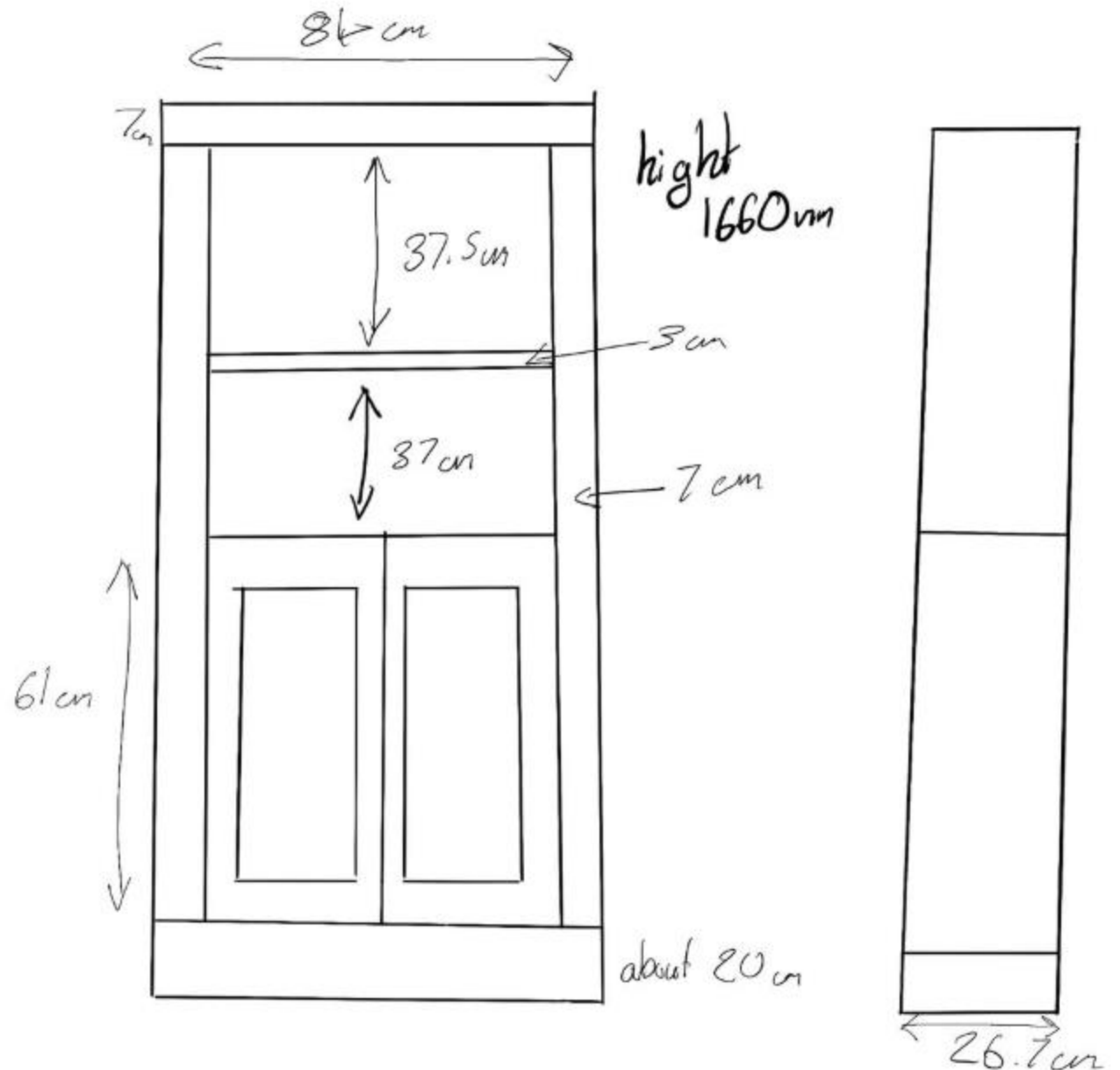
Artist

Vecteezy

YouTube

Working on shelves

After looking at the shelf that was in are design room as a group we liked the space and size of it, so using procreate on my ipad I started working how I would design this shelf to go into are set and the exact look that I would want from it. I rather liked this method of drawing out the design for me as it allowed me to play about with the design and let me feel more relaxed when doing it as I didn't have the pressure in my head of getting everything right first time, so that I could just work on the rough way that it would look. When I was design the shelf I felt that when the cupboard doors went all the way to the floor that it didn't feel right so instead I added a base board to it like I had seen in some of the old images this helped to add more depth to the piece which I felt worked better as it didn't look so flat and made the shelf look a little fancy as we still wanted the bar to look somewhat stylish just that I has been a bit neglected and ruffed up so I thing that this helped to create the right balance. The use of procreate as a tool is something that I would like to use again.



Bar stools

"The historical background of bar stools in the 19th century can be traced back to the rise of taverns and saloons during this period. As the demand for these establishments grew, there was a need for seating arrangements that suited the purpose of socializing and drinking. Bar stools emerged as a solution to this demand." (Semilla de Botjael, 2026)

"Bar stools in the 19th century typically had a simple design, often made from wood or metal. They were taller than regular chairs, allowing patrons to sit comfortably at high tables or counters. The seats were often round or square, and sometimes featured padding or upholstery for added comfort." (Semilla de Botjael, 2026)

I was starting to question if bar stools would have been common in the type of setting as a saloon but it seems from this sight that they would have been, they just might not have been featured around the bar area itself. I guess that this is so a lot more people could come up to the bar to get their drinks, as having them there would have been an obstruction as I had seen in a clip from the show 1883. However, for our story line I feel that it worked well and works with the height of the space that we have as well, so we might be able to take some creative freedom in this.



The stools that we found fit the description of what they would have looked like pretty well as they are both simple in design with round tops. There is a little bit of a difference between the two stools but I feel that this is okay as back then they would have worked with what they have and not much would have been thrown out as items such as these would have been valuable to them. I also feel that it is okay that one of them is a little broken as it fits the feel of this place being a little rough and worn down. We will need to change both of the stools so that they look less modern to fit the style more of the place we are creating.



stools

Although I do feel that this method that I had found would of worked really well for the stool for are set pieces. In the end due to me and an other member of are group being not to well we weren't able to do this time wise. However this is definitely something that I will keep in mind for the future as it shows how we can reuse thing to still achieve the effect that we want and I feel that this could be useful in future projects when working with small budget or other reason. So in the end we just did a bit of hand sanding to help get rid of some of the stuff and make it look more worn down on the whole I don't feel this worked out too badly.

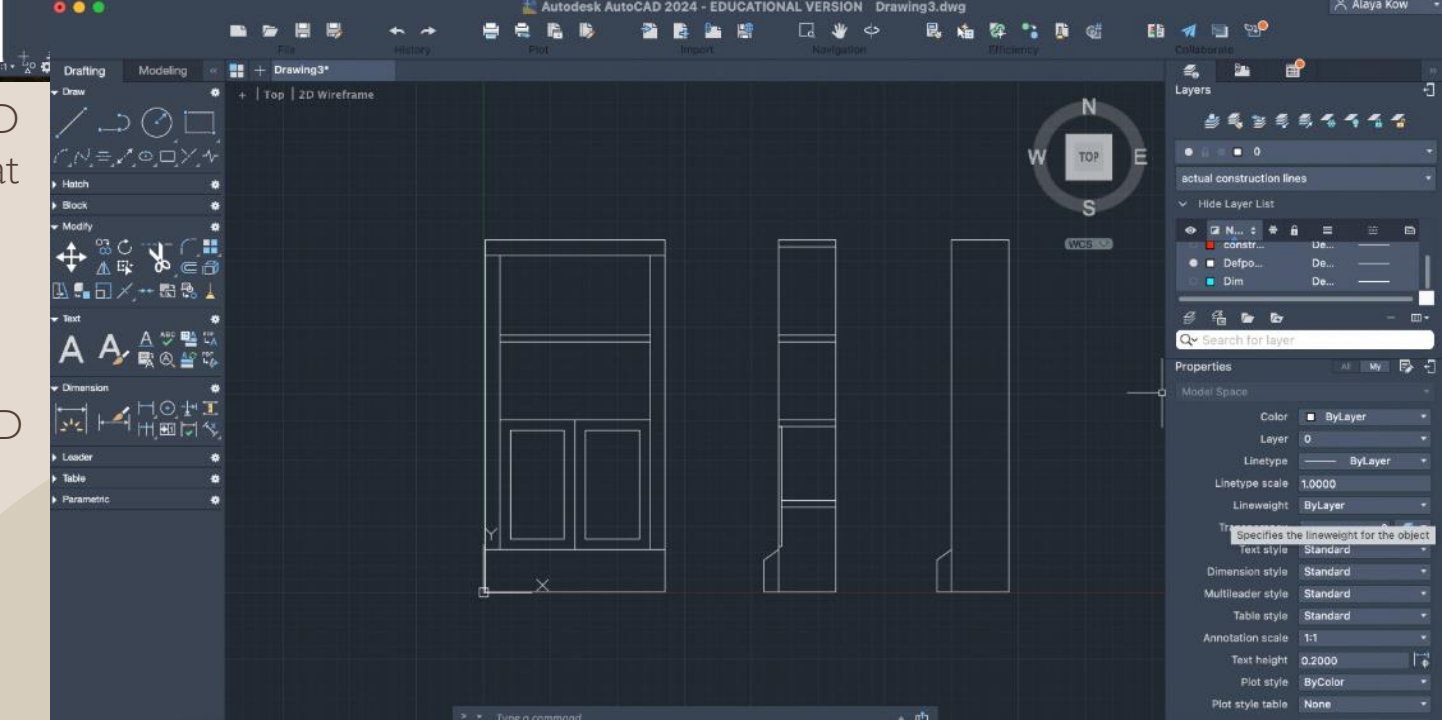
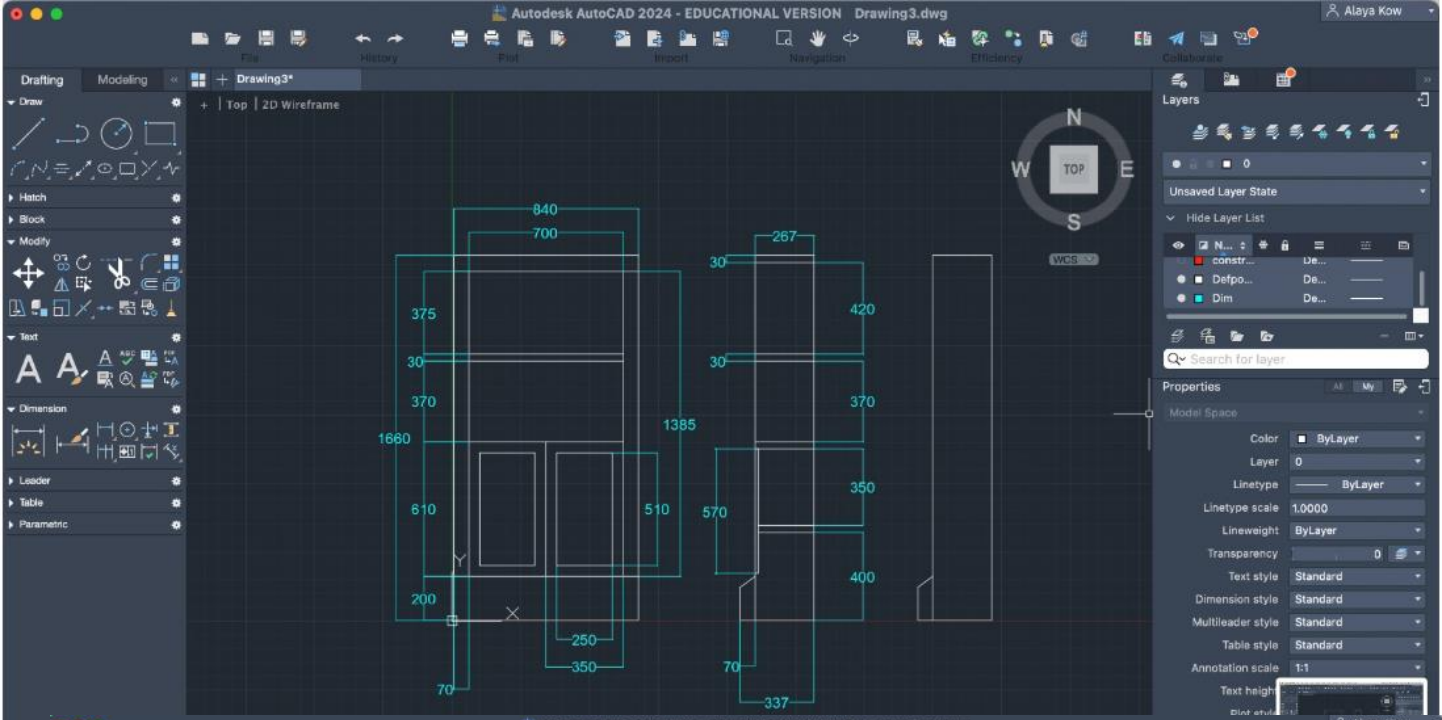
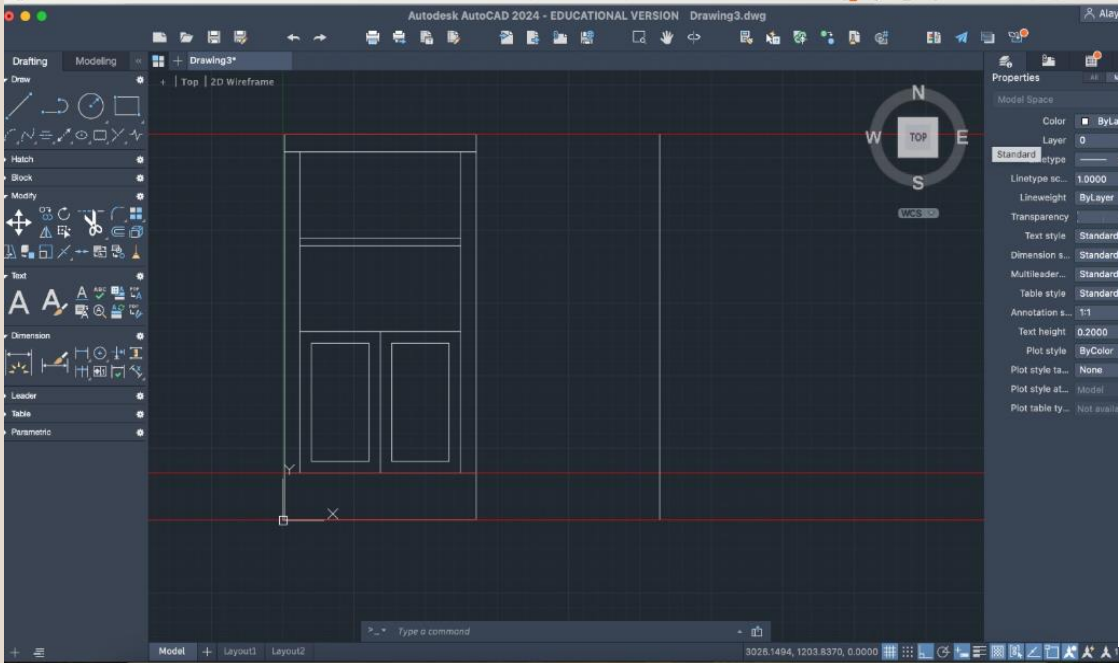


This was a method that I found for making a wooden item look old and vintage,. However, to carry out this method the item needs to be wooden underneath so that you can get this effect, which I am not sure that both of our stools are. This is definitely a method I would not have thought about and the way that she has used tools to help to add age, wear and flaws is something that I think will be very useful for me to keep in mind in the future. There are so many scenarios were this could be useful to me not just with furniture pieces but props and other items. I will keep these effects in mind for the future so that I can experiment and become more creative.



(Youtube.com, 2026)

Shelf CAD Drawing



With help from Ant to help me learn more about how to do CAD drawing, we worked on creating the CAD drawing of the shelf that we would be making for our set. Carrying out this task with someone and to be able to spend the time with them going through this process has really allowed me to understand how to use CAD more effectively. In doing so I have gained a significant amount of confidence. This will really help me in the future as CAD is an essential part to the creative design process and comes up in so many aspects of the industry. Having a much better understanding of it now will allow me to continue to develop my skills with it and to use the tool in my future creations.

Props for charity stores



Prop store props for dress settings



To help to gather things for are saloon we when around the different charity shops in town to see what type of things they might have that we thought would be useful for use in creating are physical set. This was actually very useful for use a we were able to see a lot of different things that this places had that we felt would be a good look in are set and we were able to get everything all for rather cheap not talking much out of are budget. This had defiantly showed me that this can be a very good resource for us to look at and explore what there is as there we more things there then what we buy but we felt that we had pretty similar things already in the prop store. So in the future charity shop as well as second had places will always be something good for me to look at in the future to discover things that would be useful for me when looking for piece to create a set.



Going through the prop store we gathered a lot of glass looking items that we felt would fit the narrative for are saloon to dress set it that felt like they could blend into are time frame.

Sample board



What we used

Wood graining
Burnt umber,
white, raw sienna
and a little black.

Base layer

Yellow ochre,
burnt umber and
white



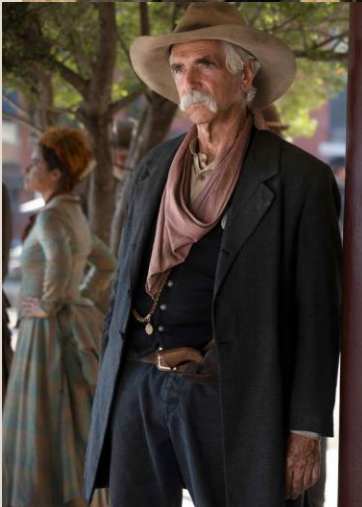
Playing about with this sample boards really allowed for use to get a good understanding of what we needed colour wise to be able to achieve the tones that we needed so that we could make are wood graining look like it fit in with the screen that we are going to have behind it so that we do not need to adjust so much when we get to this stage were it on the screen. I feel that we were able to create something that looked pretty right to the colours that we need to work with the bar. This clearly shows why it is so important to do sample board to test this things as they allow us to actually get an idea of how things will turn out before we do them. Something that I feel for my own practise that I feel would be good moving ford would be for me to experment more with sample boards and the effects that I can create to better develop my skills and understanding, so that I can use them in practise later.



costume



The costume for 1883 we a big inspiration source that I looked at when we went to look at what was available in the costume store for are cowboy outfit so I look for thinks that were of a similar vibe.



The scarf that we found when we had went charity shopping was something proved to be very useful and I really feel helped to make the costume in the end we weren't actually able to use all the piece that we had found as it didn't fit however the piece that we could use of it and the clothes that the actor had himself worked well enough for it that it felt right.

Order

Basket

Total ex VAT: £85.40

Continue Shopping

Empty Basket

Checkout

Basket No: 393190

Image	Description	Qty	Line Total	Delete
	Flints Emulsion Matt Glaze - 1 L	1	£15.71	☐
	Bristol SS White 1 kg	2	£40.98	☐
	Bristol SS Yellow Ochre 1 kg	1	£28.71	☐

To help save with cost of shipping we order are paint with another group so that we could just split that in half which helped to make it cheaper for us, so that is why there were two tubes of Bristol SS White 1 Kg as one was for them and the other was for use.

Order Summary

	White 1000s Size: 1kg (0.8 Litres)	£20.49
	Remove	
	Yellow Ochre 1046S Size: 1kg (0.8 Litres)	£28.71
	Remove	
Subtotal		£49.20
VAT		£11.59
Shipping (SA31 3EP)		£8.75
Total		£69.54



SECURE SSL CHECKOUT

Fake Whisky

"De-caffeinated versions are preferred because most shows commence in the evening." (Hart, 2011)

This is a good point to think about when we are using teas or coffees to replace drink as we wouldn't want to be changing people sleep patterns.

(Youtube.com, 2026)



Another option that I found is using caramel food colouring and water to create a fake whisky drink and I feel that it looks rather realistic in the look of it.

In the end we ended up using sweet tea as it easy as we all ready had some on hand and would save on are budget cost and the actor that we were using said that that was fine and something that they were able to drink. I have to say that it did look pretty realist in the shots that I wouldn't have know that it wasn't whisky so this worked well for us.



Colour Mill Oil Blend Food Colouring Caramel:
Next Generation Oil Based Food Colours - 20 ml
[Visit the Colour Mill Store](#)
4.4 ★★★★★ (398)
£5²⁰ (£2.60 / 10 ml)

(Amazon.co.uk, 2026)



"cold brewed tea for various dark liquors and even some wines. I've seen it mentioned in texts as early as 1907. The varieties of teas available gives you an endless selection of colors and opacities, and further looks can be achieved by varying the amount of time the tea seeps or by diluting the tea afterwards. Whiskey, scotch, bourbon, sherry and others can all be made. We've even found "red zinger" teas which can pass for red wine on stage. Though neutral on the vocal cords, some actors dislike the taste. In some cases, this may be preferable, as it forces the actors to sip their drink in a realistic matter, rather than chugging down enough whiskey to kill a horse in a single scene." (Hart, 2011)

It looks like tea could be a good option for are whiskey that we want the actor to drink, we would need to spend a bit of time on this to see if we can get the right colour in look which could take a bit of time we also have to think about how the lights in the immersive room my effect this. I also like how the option of the use of tea could make actor have to drink the tea more slowly due to it taste which is something I would not have though about before reading this but it also something that you might need to think about if you are going to want them to drink it quickly.

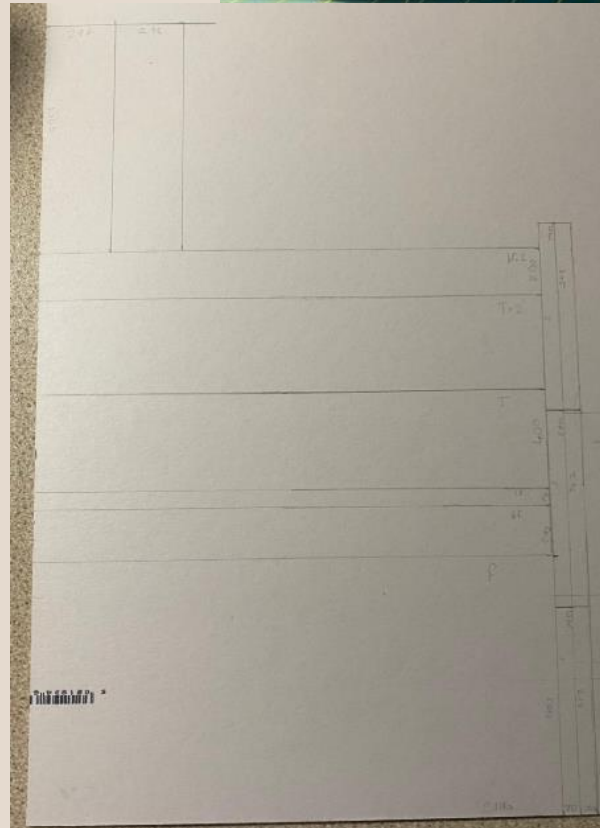
Props list

Prop Number	Prop Name	Quantity	Where it from	Location
1	Gold <u>horse shoe</u>	1	Charity shop	Shelf = On 1 shelf to left
2	Silver <u>horse shoe</u>	1	Charity shop	On bar to left side
3	Silver tankard/cup	1	Charity shop	On bar to right side
4	Small picture farm with horse	1	Charity shop	Shelf = on 2 <u>shelf</u> to right
5	Old lantern	1	Charity shop	On bar to left side
6	Whisky glass	2	Prop store	on bar around middle to right
7	beer	2	Prop store	Shelf = on 2 <u>shelf</u> to left
8	decanter	2	Prop store	Shelf = 1 on shelf 1 to right 1 on shelf 2 to right
9	Green glass bottle	1	Props store	On bar to right side
10	Big glass bottle	1	Props store	Shelf = on 1 to right side

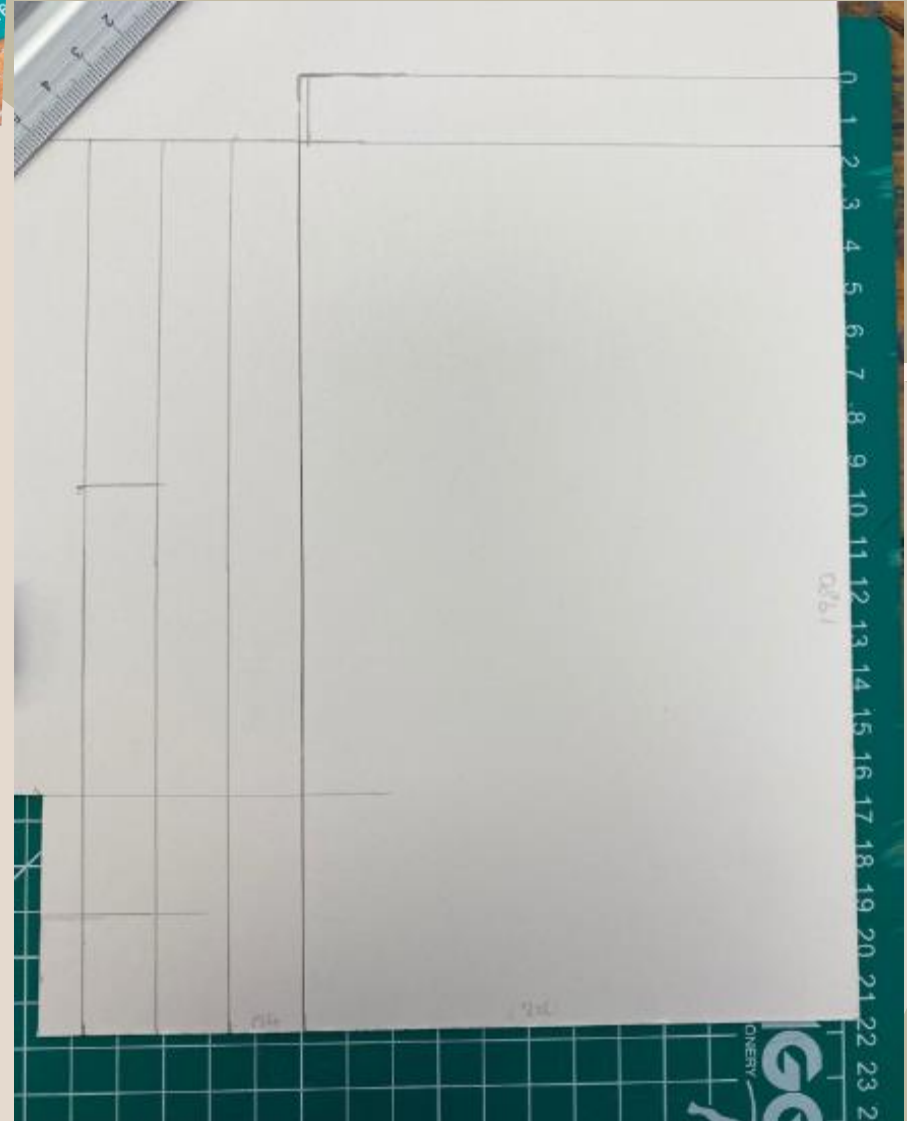
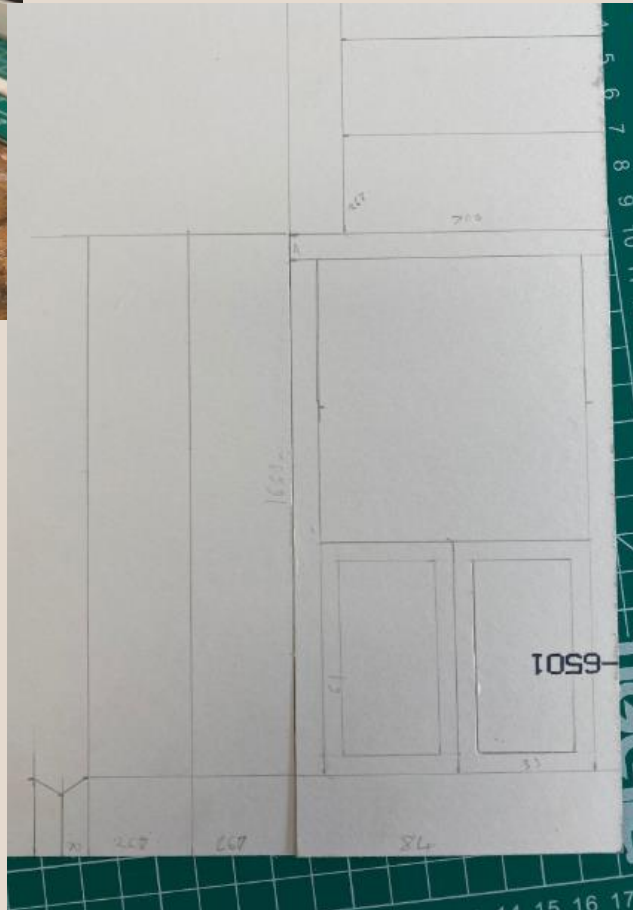
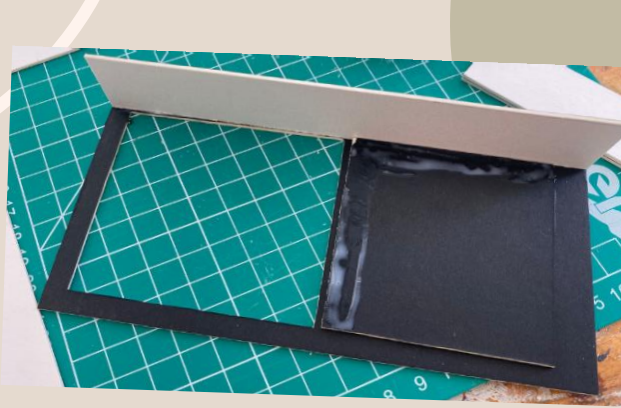
1:10 scale model

Due to 1:10 scale being the size that is often used within film and this project that we are working on going to be filmed I felt that it was important that I did a model in this scale so that I could better understand and how it can be useful in these more screen-based settings.

I have to say that this was quite a change for me to begin with, wrapping my head around this new scale that I haven't really ever used before and my brain just keep on wanting to go back to the 1:25 scale. That why I think that this was a really good change for me to do and learn as it will be another tool that I will be able to add to my tool kit. I can see why in film working in this scale can be a very useful tool as it allow you to look more deeply into the smaller detail that you are creating that might be a bit more lost in the 1:25 scale, as you can see so much more and really start to appreciate how big this is going to be and what you will need to fill it with so that it will look right on screen. As we have to thing that everything will be sceen in so much more detail and quite often we see in show that they will slowly travel around the space focusing on the set to help tell the story of the place that they are in such as within the downstairs area of the bridgerton house in the 4 season. I also think that this allows for people like set decorates to see what they will need to add to make the place come alive as well as feel that it can allow for more indepth discussions about the place and things that might need adjusted before making the really thing. Therefore I feel that both the 1:25 and 1:10 scale are both invaluable to the design process as the fill different needs and roles, so that we are able to create the best things that we can. Some for future is that also working at the 1:10 scale might be a useful thing for me to use when creating props as it will help to give me a better early understanding of what I am working towards.



Building shelf and roster 1:10 scale



1:10 Finish white card model



One thing that I would have really liked to have done was to have painted this model however with not feeling the best for this module this is something that I ran out of time to however I am really please with how well my model making skill have come along over this year which is something that do feel will be a skill that will serve me well as I do feel that is a way that works really well for me to be able to understand and communicate a space that I am working with.

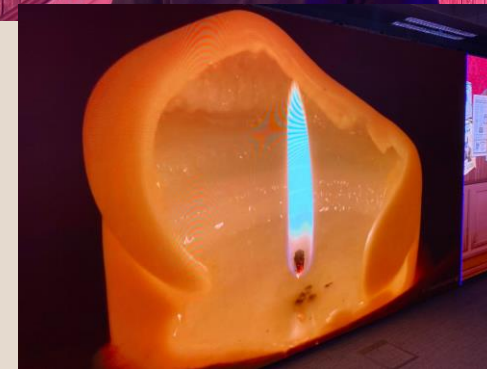
Thinking about light and driting down



One of the first things that we noted down about are piece when it was up on the projection board was that it was rather red in appearance so this is something that we needed to think about when it came to the bar and shelves that we would propely need to make them more redder to if with this. We also decide after talking to Dave that we would need to try and darken down the appearance of the place to fit with the atmosphere that we usually think about when we think of saloon due to the lighting that there would have been at the time. This is something that I feel I need to make key reminders of for the future as due to being more under the weather and having to take thinks at a different pace I sort of forgot about some of that as I was to focues on other thing.



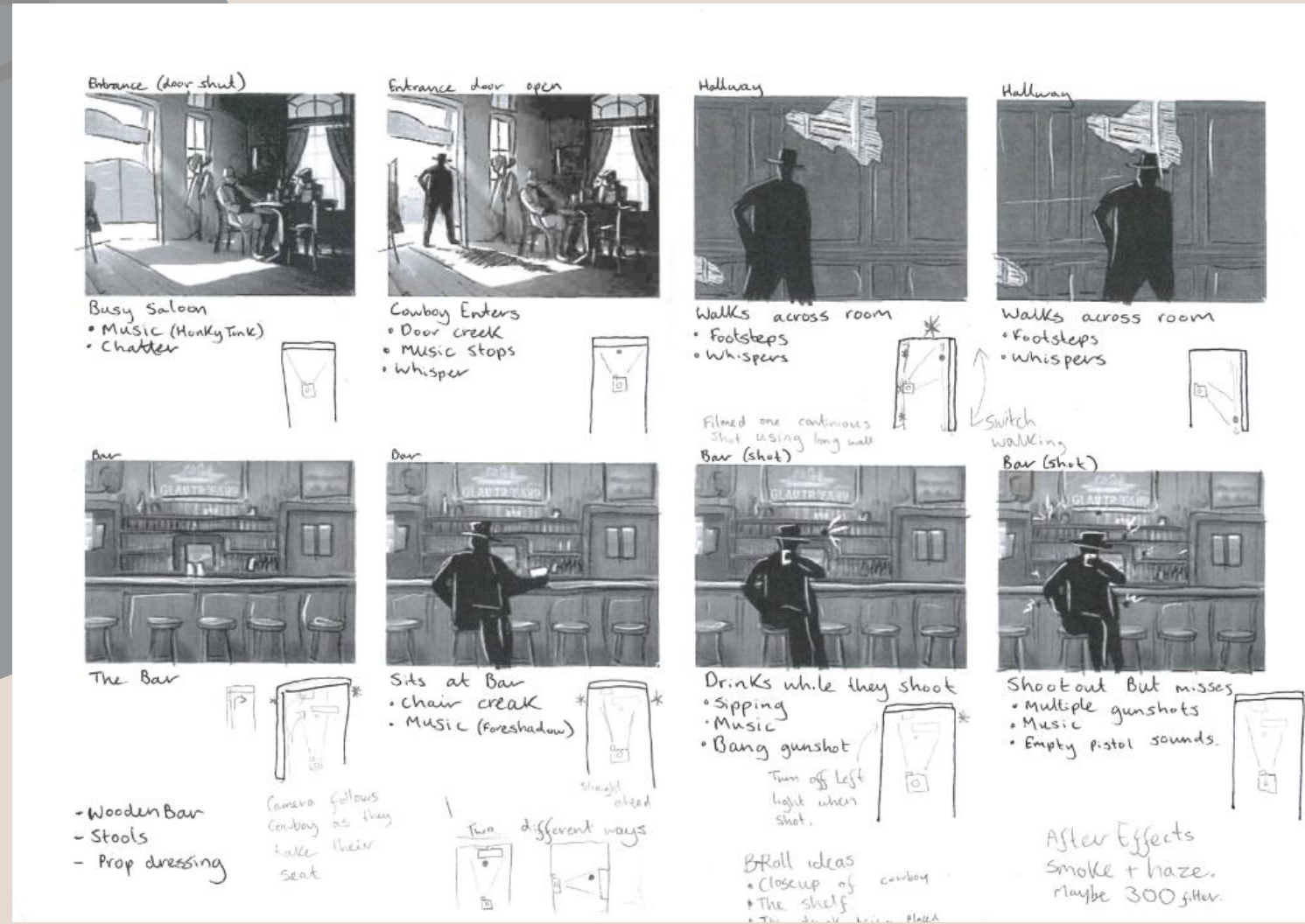
Some else that we could think about was how the light that we have from the other walls could effect the look of the person or objects as it has a different type of colour to it so the lighting is different, so we could play about with having a more striking image being create by the different colour. We also look at the effect that I moving light like a candle could create this was rather sutle and could only really be seen from close up.



Working out planning for filming

Using a story board we started to work out where we might want to film so that we could get the shot that we were wanting to achieve thinking about how we would be able to move around the room as we had found early that we could be impacted by the other walls of the room and where they are position meaning that we could only move about so far before we would hit them. We also had to think about what other walls we might want to help light are set and the effect that we could create by filming in different locations, it was helpful that we had played about with this early that way we already know that type of way we could do things in the space with this.

I think that this sort of process so very useful to do as it allowed me to think in ways that I wouldn't have really thought about otherwise which is something that I will be able to bring forward from this project whether I am working within an immersive room or just a normally set of thinking of how to work within the space and the things that I might build in to get certain shots or angles. The lighting that we played about with is something to think more deeply of in the future as even though it might not be my department the thing I design will be affected by it in many different ways and I could also maybe add in things like windows or something else to have light hitting were I want to give an effect to the space.



Building the shelves

When it came to building the shelf I was really glad to have the opportunity to help with this part and see it all come together as this is something that I haven't really done since last year. So this was a great time for me to be able to get back into this and to gain confidence within this area, as this will make me a more rounded practitioner therefore this is something that I want to continue coming back to as having this understanding of building will be very useful to me in all aspects of design.

We in the end, ended up changing a couple of things from the original CAD drawing as the wood that we were working with was thinner than what was planned. It was good to be able to work on it so that we could still complete the piece very similar to what was planned just with a few adjustments. This will be useful in the future as not everything is going to go exactly to plan therefore learning how to work with it will be an asset to me with future modules and industry. We also ended up breaking part of the wood in a way that left a fragment missing for it but as this is a more worn-down scene we decided to embrace it so we put it to the front of the piece to show how the piece had been damaged.





This tool was really useful for creating the rounded top for are skirting board at the bottom of the shelves. This is definitely something that I will keep in mind in the future about some of the different things that we can do.



We added this piece into the back of the cupboard of are shelves so that they would stay aligned more without warping this worked really well for us. This is something that I want to keep in mind for the future is that there are always same tricks that you can do to help you achieve the thing that you are working towards.



Painting shelf



Painting and problem solving

After are testing within the immersive room we found that are screen was coming of very red so to help get rid of this and have everything tied together we decided that we would darken down the background to help combat this as well as help to give the atmosphere that we wanted for are saloon. To help both the physical set and digital set work together and help match up so that they would combine well together so that they would feel like one space when it came to the washes we made them more red so that they would both fit together. This worked really well for use and made them both feel as one. This is something to keep in mind in the future so that I can always make sure that the piece that I am working on works with everything else that has been made so that they feel of one world, as the tone that it has really can effect this so it would be good to keep an eye on what everything is looking like with the space.

Due to use running low on time we decided that instead of completely stripping down the bar that we would use the wood graining that it already had. However this wasn't so simple as what we thoughts was just dirt was actually from the glaze that had been put on originally having been applied will the temperature was too hot, we tried to clean it off which appear to work but as it dried it started to come back but not as bad, we then looked at sanding down this areas but was just removing to much of the paint. So after talking to Beth she advised that we should add more washes with glaze, this worked out well as we already had to make it more different to fit in with are set. Adding the multiple layer of wash help to get rid of the white effect that there was. In the end we were really happy with how this turn out and was a great experience for use in learning how we could repurpose pieces that had already been made which I feel will be something that will serve me well in the future as it means that I will be able to reuse piece meaning that I will be able to save on materials and be more sustainable which is a key thing for are industry so being able to make things work into a piece will also upon more creative opportunity I feel as it will make you think of how you can create a shape in a different way.



Putting everything together



We put in the hinge so that we could make sure that the cabinet would stay in place and be a safe measure to the LED screen so that we wouldn't damage it by having the cabinet move and fall over. This is always going to be something to keep in mind when working with this screen due to them being so expensive to replace.



When it came to setting up the bar area I had to make sure to leave room for the digital bottle to go in. We were able to do this rather well with a bit of playing about however sadly the bottle exploding didn't end up working for us in the end so wasn't something that we were able to do.

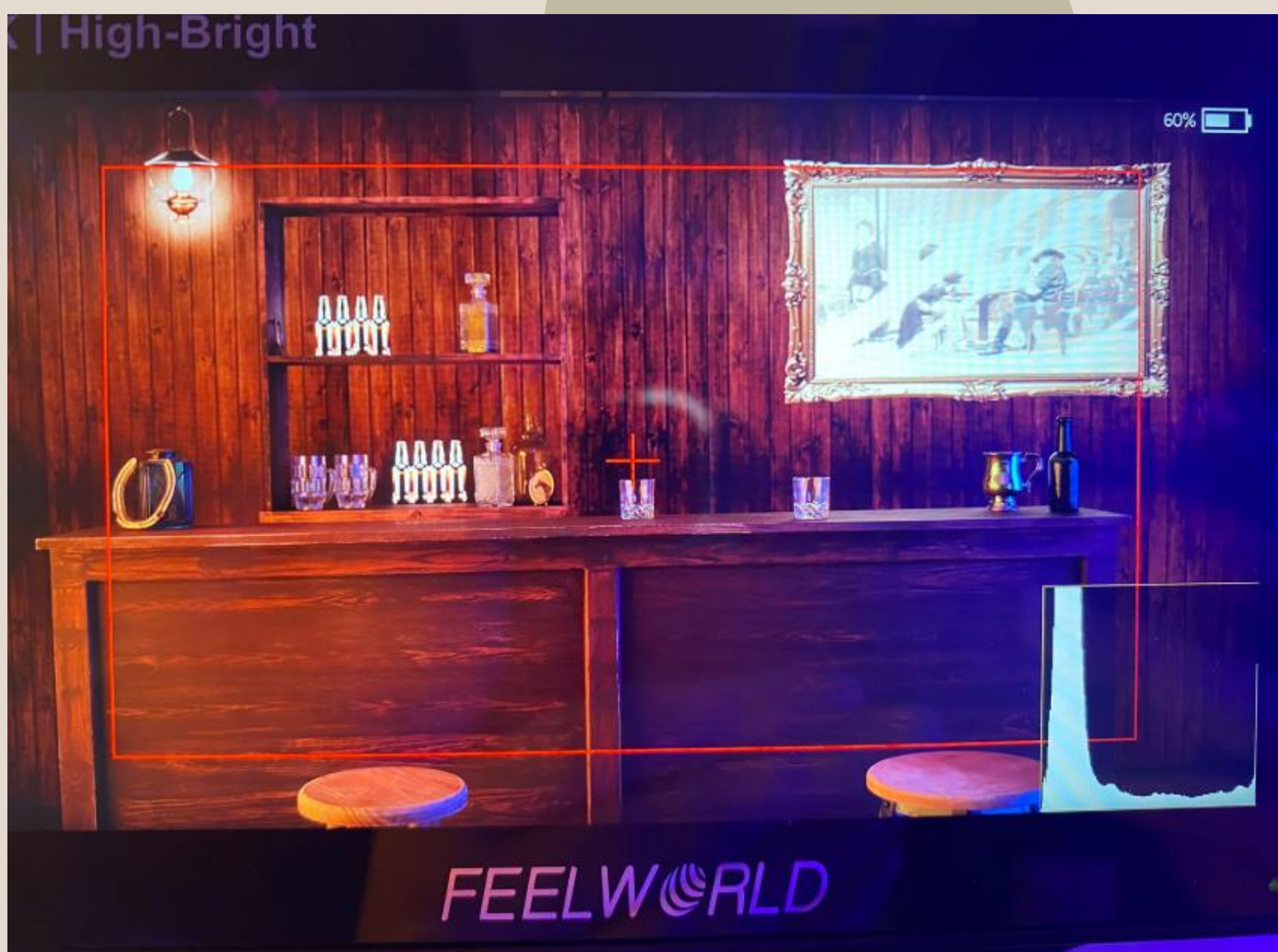


I have to say that the experience of shooting today was a super fun experience seeing everything come together and how it looked on camera. I think that it really shows what we can create even with very minimal pieces as it all came together really nicely when everything was put together. I have to say that I wasn't completely sure how it would look as we only really had the bar, the shelves and the digital background but when all set up together you really did start to become immersed in the space. The simple dress setting that we had really helped to build on it which I feel shows why it is so important to think through this thing and put attention to them. I have to say that I really love the role that I had in putting this all together and is definitely something that I would like to explore more of in the future.



What the main bar area looked like on screen

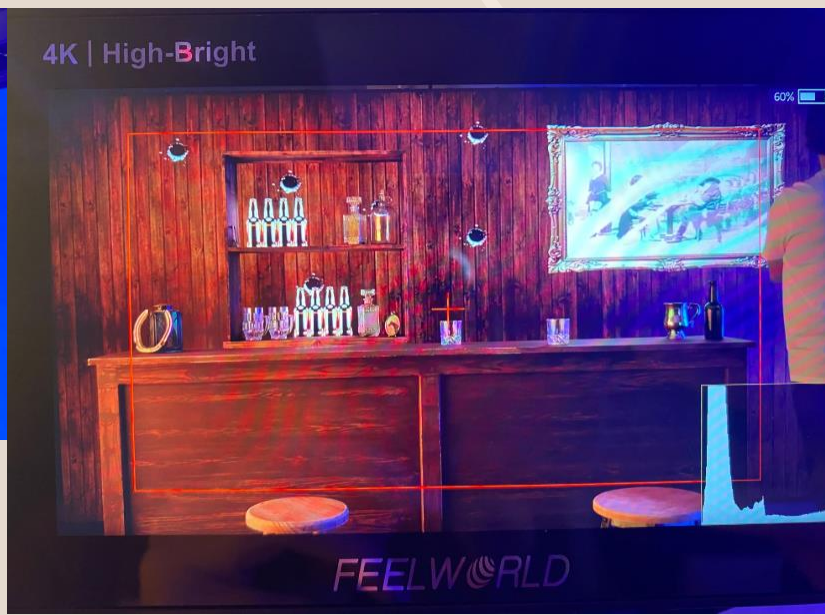
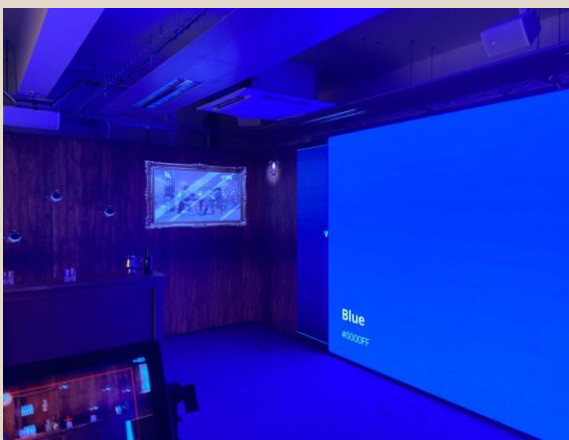
I have to say on the whole I was surprised by how life like it all looked together and how you really could feel like you were in this space with both the combination of the physical and digital sets. I think that within this model that at this point I was really starting to see what this type of technology can do for us in the creative setting when both are used together. This is definitely something that I would be very happy to use in the future as a creative tool to be able to help create a scene that we were wanting to make and feel that I have now got a good starting point for this. I have to say that the digital side of it wouldn't be for me but working on a piece that I could bring into the space to help create the look of a place would be the area that I would want to focus on.



Filming process of how we created it

I really enjoy being apart of the filming process and this is something that I haven't really had much experience in before to day but it was great to get a better idea of how this work and the different things that we could do with the space that we had. I think that having this experiece will really help me in the future as it will allow me to think better how the set and it's dressing could be used with filming to create a scene that really draw you into the space and how I could create areas to capture certain angles for shots like some of the be really shoots that we were able to capture which were some of my favourite things that we created.





Playing with the lighting and how it affected the set depends on where it was set on the different wall was something that I feel the immersion room worked really well for us as we were able to do this really easily just pulling it about to the area that it would create the look that we were happy with how it all lined up.



Planning sheet for filming

Cowboy Saloon by Alaya, Ant, Sarah

14:30-14:45 Time Travelers Get Out

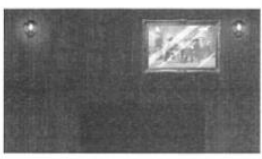
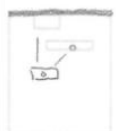
14:45-15:00 Get In

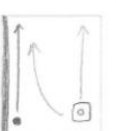
15:00-17:00 Filming

17:00-17:15 Get Out

- Actor
- camera
- ↑ motion
- * lights
- // View

Storyboard in order of filming	Room Plan	Scene	Time (15 minutes left)	Notes
		VPP Entrance Background Cowboy stands in doorway, Silhouette is seen Eyelevel Wide shot Straight	10 minutes	Side panels dark to emphasise centre *
		VPP Entrance Background B-Roll of Cowboy Smirking under hat, costume shots, Clear Face Reveal Zoom In Closeups	15 minutes	
		SET UP NEXT SCENE	5 minutes	

		VPP Bar Background and Set (Paused) Cowboy pours himself a drink, takes a long measured sip Wide shot Straight	10 minutes	
		VPP Bar Background and Set Bullets begin shooting at bar. Cowboy doesn't flinch from drinking. Gets up and leaves when done Continuous wide shot Can try tracking as he leaves	15 minutes	
		VPP Bar Background and Set B-Roll of light smashing, bottle breaking, gunshots, the glass on the bar, shelves Closeups, Panning shots, Experiment with angles *	10 minutes	

		VPP Hallway Background Cowboy walks down the hallway, taking his time. Nonchalant and smug Tracking shot following Cowboy	20 minutes	Blue light opposite wall for contrast *
		VPP Hallway Background Shot of him with Wanted Posters. Cowboy scoffs and keeps walking Shoulder shot	10 minutes	
		SET UP NEXT SCENE	20 minutes	
		VPP Bar Background and Set (Paused) The empty Bar before cowboy walks over and sits Establishing shot Wide shot from a slight angle	10 minutes	Blue light continues flickering if possible *

This sheet allowed us to know exactly what we were going to be doing when filming and the rough time frame that we thought that we need for each. This helped us to be very organized on the day as we didn't have to waste anytime. We did end up changing our plans a little in filming order as we got the bar in first during some free time that we had to save time later so it made sense to start filming with this instead first as it was already there, however I feel that this is something to do that we could be flexible with what we were doing as it ended up working better for us and this is something that we will need to be able to do within the industry as plans will change and you have to be able to adapt. There are a lot of skill from doing this that I will be able to take forward when working through things in the future and understanding this type of sheet will allow me to use it to my best benefit in the future.

Roughly what I said in personation

2. One of the major initial things that informed my design process was this old photos that I was able to find from different saloons that were all taken within around the time preide that we were setting our saloon in of around the late 1800s.

- This images really helped me to gain a perspective of what this space would have look like within this time as well as the type of things that might have been

happening within in the space to allow me to get an idea of the atmosphere that there would have been. Things that I found interesting within this images was how there was cigar case within one of the saloon or how there was a pool table this helped to show the social aspect of this place.

- How this images were of facery type of places as they happen mostly within hotels

- How we have a morria in our design overall

- The bar was pretty simplistic in style just some details on there that make them look a little more stylish which would work for the type of clientele that they would have been having within there.

- As we were doing a ~~simpler~~ gun fight scene we felt that it would happen in a simple ~~ste~~ style

- I looked into ~~the~~ what saloon were ^{for back} ~~then~~ ~~scene~~ ~~as~~ and found that they first started pop up when the american west was being explored and were used to serve a wide array of people for many different social backgrounds like Cowboys, Soldiers, lumberjacks, businessmen, lawmen, miners and gamblers. This was a quite interesting for the time period as the class structure at the time would have prevented this type of gathering within all ^{other} one place.

- However due to the nature of this been seen as "watering trough" that people would have stopped at when on the move between this areas this would ~~be~~ made it a lot more open to having this variety of people.

- Saloon established themselves as a social space were you could get drinks, food, lodging as well as dance, gamble or even brothels. Serves could be acquired at some ~~so~~ showing darker side that this places could have

Knowing this details allow us to established our basic understanding of this places which could help inform our decision as we went forward with this design for a space.

Thoughts for the future

- More mood board or word board that focus on key aspect that you want to focus on within the space so that when we are going through the creative process we do not forget about those think and how they are important to achieve the right effect that we are going for. Like atmosphere, what is happening, key points
- How sketch modelling is so important when developing a space as it let you see so much more of what you are working with. This is something that I might have missed within the first module as I was only thinking of the end product that I had create, but how instead a sketch module should be something that I am working on very early on and developing more as it is a key point for me to understand and generate idea about the think that I am creating. As well as a communication tool for me to talk thought it with other like I was able to do in this project.
- I want to keep on looking into more piece of inspiration and knowledge so that I can draw more from them, as that is something that I feel I lacked in this module especially when it came to piece using this technology. Doing this will help me to become a better designer in all the things that I do.
- Creating to do list so that I can help to keep track of different things that I needed to be working on in an more organize manner.
- Pushing myself to be more experimental in the things that I do so that I can challenge myself and think more outside the box about things that I do so that I can have more understanding of how to work towards the goals that I want.
- Using tools like procreate in my working process to develop design as well as in the future experimenting with other tools that will help to give me an idea of the space that I am creating. That could also be used as an other tool for me to use when communicating my ideas.
- I really enjoyed the dress setting that I was able to do within this module and feel that it turn out rather well for making the space feel real this is something that I would like to develop more in the future and learn how I could add to this.

Evaluation

This module gave me a great starting point for me to really start to understand how both a physical piece and the LED screen can be used together to help us to create an immersive environment that can be used to capture scenes that we are wanting to create. I feel we should embrace this new form of technology so that we can use it as a part of our tool kit in the future. The opportunity has opened various possibilities for us to enhance the work that we do, which might have not been possible to create using green screens to the same extent. I do however still feel that both will continue to be used in the future as both have benefits of their own.

I really enjoyed the creative role that I was able to take within this module in starting to design what the bar area would look like for us, which informed a lot of the design. Something that I feel that worked rather well for me in this module was that I had just started creating very early on with the sketches, which allowed me to start focusing on what the design would be early on. This gave the group a clear type of vision of what I was thinking of. Consequently, this took a lot of the stress away from me that I had experienced in earlier module so is something to keep in mind for the future. Starting to create the plans early helps to inform your decisions and to provide direction. Overall, I was really pleased with how the final piece came together and feel that both the physical and digital came together effectively to provide the illusion that you were really within the space.

Due to my recent illness, I was still very much affected by not being at my best throughout this module. On reflection I realise that the illness had a significant impact on the work that I created but I feel as though this is good practice for the future as not everything always goes as originally planned. Luckily, I was able to work through this, whilst continuing to protect my health; this is something that I feel I will need to be more conscious of in the future as our overall health can determine our work performance. Despite feeling unwell, I was pleased with the work that I was able to do.

I thoroughly enjoyed the design process and putting everything together. Working within a digital environment helped in achieving my original goals. Moving forward, I plan to focus more on the design process in the future as it is the area within creative roles that I felt most passionate about.

Throughout this module, I was able to develop and build upon a range of skills, which have contributed significantly to my personal development. These skills have strengthened my confidence and improved my ability to develop ideas more effectively such as model making, building, wood graining, CAD and working with a digital environment. I also aim to be more inquisitive by researching additional sources to gain a deeper understanding of my work. Moving forward, I plan to be more experimental when I am working towards a goal, and I hope that taking more creative risks will increase my confidence.

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