



Final Major Film Report

Intro

The film i have created over the past few months i started writing about a year ago, the development of my film was one that was filled with ups and downs but i'm mainly going to be speaking about my writing process and how i got the final film i have now.

What i'm going to be going over in this essay is my specialist and what i went through while writing my film luna and riley and also what kind of mental and emotional feels i wanted from the film and want i achieved with my directing style while also mentioning some of the research i did into the genres and references in an effort to make my film the best it could be to the best of my abilities which i think i did.

Writing

The structure of my film is something i have struggled with over the last few months as originally my film was about a girl finding an alien and then they both go on a small adventure to a landing place where the alien crash landed her ship but then when it came to the very early stages of planning the film it seemed a little too complicated too film but that didn't stop me wanting to use these character in some shape or form so i kept working the script and kept running with the idea, i eventually had a meeting with chris buxton about the progress of our scripts for final major project and this is where my confidence really took a beating, during this meeting chris went around the room and spoke to everyone about their films, he praised everyone for their film ideas until he got to me, chris read about half my script and began to critic my film quite harshly, this was also around the time of casting so we were having to take our almost completed script to actors to see who was interested, and

after chris basically ripped my film a new one my confidence was shot so badly i didn't touch my film for a few days.

I eventually came around and decided to press on with the film because i had grown attached and put so much love and attention into my back story so i didn't want to drop it just now, i set myself a rule i would not hand in a script i wasn't 110% about and also do not let chris buxton read my script at all costs, i told everyone i wasn't allowing him to read it and i'm pretty sure he knew i was avoiding him as well but i think it was for the better, to just focus on my own writing and having george read it from time to time was a lot easier and i think i came out with a film that is much better and much more toned to what i originally wanted for the characters.

The influences i have had for the film scattered all over the place, i basically would see an image on the internet or see a scene in a film and say "i want my film to look like that, i want it to be like this" and i would do that over and over again basically creating libraries on different websites and medias creating an overall feel and look for my film we eventually got given a small slice of wall outside of the class room where we could put some of our visual references for our films it was also used secondly as an advertisement to get crew for our production stages, which inevitable became a problem within itself which i will speak about later on in the report.

After watching films by pixar of all companies i became very interested with what i called emotionally story telling, there is probably a better, more professional way of saying it but that is how i described it at the time of pre-production, i became interested in how the director brad bird directed a film with such raw emotion and he directed it so effortlessly in animated films, and i wanted to try and replicate that within my film trying to make a small emotional piece that people would feel for and would feel with if you get where i'm coming from.

I also found a lot of inspiration from the film E.T, the game Life is Strange and the TV series Uncle, firstly i'd like to speak about my connection with E.T as much as people have compared my final script to E.T i'd very much argue that it is completely different to the narrative of that film because whereas in e.t is has a wonder and silly feel to it, i wanted to create a emotional and humble small story, with the budget and restrictions i was given i had to think outside the box with what i wanted to achieve and personally i think i did very well with what i had and again i wanted to achieve this because i wanted to seperate myself from the cliques of alien films whereas they normally try and get the alien away and get them back to its spaceship i thought luna and riley should be a bit more about the characters and i think it should be more about the idea of riley wanting to keep luna and them both hanging out with each other just becoming more like sisters.\

The sisters element came from the video game life is strange, when developing the characters of luna and riley i was in the process of playing through the game and i really enjoyed the character dynamics of the two main characters and again with the TV show Uncle i really like the dynamic between these two characters one being a witty smart ass and the other being a sarcastic bum.

The reason i wanted to the film like this is because george and i spoke about writing our films in a connected universe, like connecting the films together through small little details, one of those details was two of our characters riley from my film and may from his film being sisters, its mentioned in an off comment in my film and there is small picture of riley in may's room in george's film but this game me a huge creative burst to make this a sort of start to a big cinematic narrative, and i wanted to start this with a rather humble beginning and i wanted to focus on the two characters to set a tone for the world i built for them.

Narrative

The story was imperative to me because i wanted to get across the look and feel i wanted to show off visually within my writing which i think i achieved because after doing test readings everyone i spoke to about the script were very surprised with what the visuals i wanted and they all got it because the way i wrote the script.

I really tried to bring home what i wanted from the story, originally i wanted my story to be a big massive adventure and when i pitched the film to some of my lecturers they told me that the story is more of a feature length story and that that is something that i should focus on in the future, and i think maybe i would do it in the future but i still wanted to focus on the two character i have already written, doing this i had to shorten the script to hit the 15 minute limit so i eventually settled and was happy with the idea of it just be the beginning of the film as if they were about to go on a bigger adventure after the credit role and after re-reading my script i know there are parts that i'd like to rewrite and in the end i did

I know a story like this works because i have done research into the genre conventions and i extensively looked into the sci fi genre and i think when it comes genre conventions i really tried to stick to them so that people weren't too confused about my film but as a writer i wanted to create something a little more unique and i wanted to write something that i enjoyed and something i hadn't really seen don't before in student films i wanted to write something on a personal level what was quite humble, something that was more about the love for the characters that some big action set piece and i think i achieved that within my writing.

Character

The creation of the characters was very simple for me as the character of riley is based loosely on what i was like when i was 18, most of my friends had started uni and i was out of education for a year, all alone and not to start talking about my personal life her but i really wanted to explore the dark rut i got myself into in my year out again and imposing these ways of acting and thinking onto a character was really helpful for me but then the character luna the alien character is this small weird human-like alien who just landed on earth with no intentions, no evil plan, no hive mind virus she was just lost and naive and i think putting a character like that with riley was a nice and cute little duo and from the test readings and run throughs people seemed to really react well to the dynamic i wrote for the characters.

Directing

When it came down to the style i choose to create a very simple feel to the film, i wanted to recreate some of the feelings i felt within my life growing up, a lot of my writing over the last few years have been about feelings and about the emotion side of stories, as chris buxton will tell you a staple in my second year was the creation of the emotion board in the film pitching module, so when it comes to creating a film from the ground up once i have an idea in mind and a story i would like to tell it's usually about the emotion a character feels or the feeling something like a moment in time gives off.

With my films and with my future projects i understand i want to use them as a exploration of the boringness of the world around us, i want to rediscover the painfulness of growing up and becoming an adult within my work so i can show people the real feeling of the world for someone like me, a bit of a loser, with all my films my characters are bit of losers.

I've never wanted to write something about some big shot action hero because its been done before hundreds of times and every story about those guys have been told, i want to explore what it is to be a loser with a strong heart, i learnt from a early age in my life that despite all the pain that the world will throw at you, all the pain we go through and all the heartache that we suffer through, we always have time to laugh, there is always time to enjoy life and don't mean go to thailand once with your mates and say "i found myself" i mean discover what life really is holding back and the mundaneness of it all is something to laugh at.

My characters are written in such a way that they are what each other need in this world, my casting choices for my film were about 50/50 i think picking out ffion and carys was really well done for playing luna and riley but then going with dean and caroline could of maybe been sat on for a bit longer due to the nature of their acting backgrounds, dean and caroline said they specialise in drama films but whereas dean took to the comedy of the film very well i feel caroline lacked behind with some of the punchlines.

I did my best to directed them to get the performance that i wanted from them for the characters and i feel like despite some of the hiccups within my judgement i think they still did very well in what i wanted to achieve, that was a very polite and more subtle comedy style, i again as i mentioned earlier wanted to focus on the boring side of life and make that funny.

Genre

The reason i went with the genre i did with luna and riley which is adventure and sci fi was because over the last 3 years i have write and created many comedy films and videos and all have been pretty decent so when it came time to write my own final major project i wanted to focus on something else other than comedy because i knew with my writing style and my outlook on film making i knew if i wrote something interesting the comedy would just follow along with it, it was slightly out of my comfort zone as well because i hadn't done a sci fi film up until this point but it was a really fun project to do and i really enjoyed myself making it because of all the research i did into the genre itself and figuring out how i can go against the genre and make something somewhat new and exciting

Conclusion

To conclude on my report of my final major film i have to say that this project has been my favorite module of all because of the pure freedom within the field, we were allowed to just run wild with any idea and could create anything we wanted to and from a very personal stand i have to say that the last 10 months have been addicting, now that this film is over i've been writing and dabbling around with the begins of other films now and i can not wait to start them up now.

After coming off the high of my first short i am still incredibly proud of the work i have done and i can not wait to start on my next project

"We don't make movies to make money, we make money to make more movies."

— **Walt Disney**