

Production for Screen Presentation questions

Pick one question each. I've provided 10 questions to give options

1. Processes & Problem Solving

Can you explain the narrative you were responding to and justify the processes you selected to realise a 1720s pirate environment for screen? How did testing and revision inform those choices?

2. Research & Critical Understanding

How did your historical and visual research into the Golden Age of Pirates influence your design decisions, and how is this evidenced through your work, testing, or white card models?

3. Prop Making & Scenic Art Techniques

Which prop-making or scenic painting techniques did you investigate for this project, and why were they appropriate for representing 18th-century pirate materials and textures on screen?

4. Testing & Technical Development

Describe a process, material or finish you tested that did not initially work as expected. What problem arose, and how did you adapt your technique or process to achieve a screen-ready result?

5. Sourcing & Production Constraints

How did sourcing constraints (budget, availability, scale, or reuse) influence your creative solutions, and how did you ensure the final outcome remained believable within a 1720s pirate context?

6. Progress Documentation & Reflection

Demonstrate the evolution of your set, props, or scenic finishes from initial concept to final realisation?

7. Technical Drawings & Communication

In what ways did your technical drawings support problem solving, construction accuracy, and communication with others in the production team?

8. Model Making & Spatial Planning

How did white card or sketch models help you resolve spatial, structural, or filming challenges such as camera angles, set access, or scale within your pirate setting?

9. Application of Advanced Knowledge

How did you apply your understanding of screen-specific requirements—such as camera proximity, texture detail, and durability—when constructing and finishing the working set?

10. Evaluation of the Completed Working Set

Looking at the finished set, what problem-solving decisions best demonstrate your critical understanding of process, technique, and screen production needs, and what would you refine in a future iteration?