

Candidate B

8

International Baccalaureate Form 6/FPPHCS

Film cover sheet: production portfolio

SUBMIT TO: MODERATOR ARRIVAL DATE: 20 APR (20 OCT) SESSION: May 2007

SCHOOL CODE: SCHOOL NAME:

- Type or write legibly using black ink and retain a copy of this form.
- Complete one copy of this form for each candidate.

SUBJECT: Film LEVEL: Higher

CANDIDATE NAME: Candidate B CAND NO:

Technology used: PANASONIC DVX-100A, MAC OS, FINAL CUT PRO,
ADOBE PHOTOSHOP, SOUNDTRACK PRO, LINETYPE, ADOBE AFTER EFFECTS

DETAILS OF PRODUCTION

Production Title: Host of Heaven

Principal role: (circle one role only)	Date of production:
<input checked="" type="radio"/> DIRECTOR	<u>01/07-04/07</u>
<input type="radio"/> WRITER	
<input type="radio"/> CINEMATOGRAPHER	
<input type="radio"/> SOUND DESIGNER/RECORDIST/MIXER	
<input type="radio"/> EDITOR	

FOR COMPLETION BY THE CANDIDATE

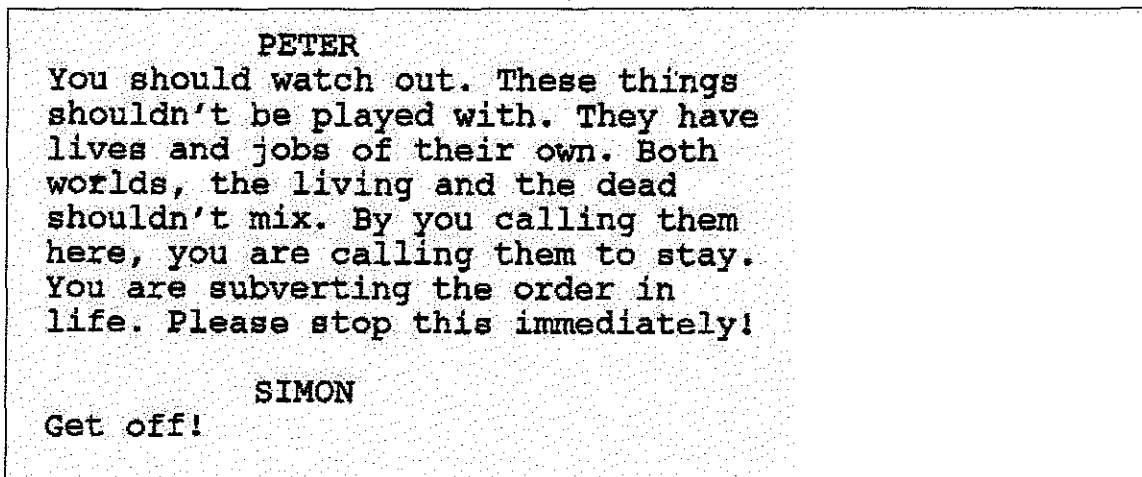
Candidate's contribution to film production:

You may wish to mention such issues as analytical, technical, creative, communication/teamwork, interpersonal, organizational and decision-making skills. — Creative, analytical

Original script done by myself, pre-production design, directing, editing, scoring, special effects, extensive research on horror genre

Individual Written Commentary of the film "Host of Heaven"

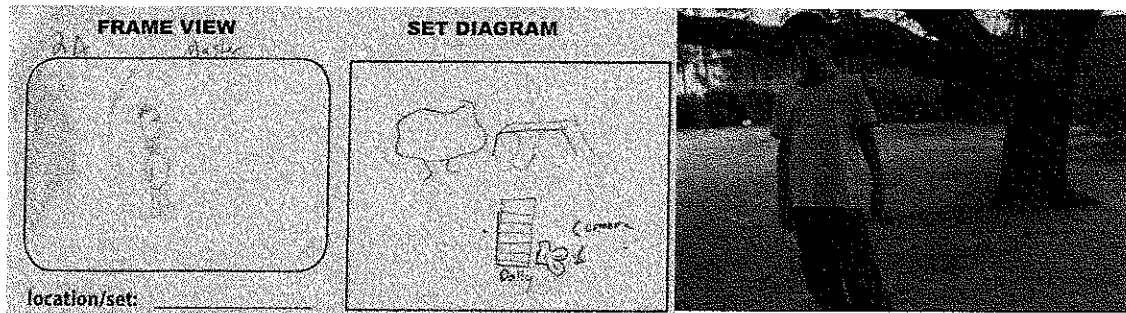
It all started in the endless trains of thought based on my dreams and fears. The idea of making a horror film was something very debatable. I was afraid that by making a bad horror movie, the target audience would find it cliché and predictable. I wanted to make something that would at least make some impact on people's dreams, not only scare them at the moment. My first draft of the script was a totally different idea. It involved a complex storyline, creating many subtle references to famous horror movies, such as "The Exorcist", "The Omen", "The Shining" and others. The dialogue was too complicated, affecting the understanding of the story. It was later thinned out, but soon this story was discarded.



Example of dialogue

There were though, a couple of scenes in which I had enjoyed, and so added in the creation of the next script, for example the swing scene in the beginning of my film. Right after creating the swing scene, I knew that I had to use it somehow in my trailer, for the suspense that this scene created was something I wanted to show in the trailer. Some time later, when making the trailer, I used this scene as my lead scene, to quickly summarize the film. This new script showed a much clearer plot, with more concrete characters and was heading to my main goal: not scare the audience at the moment, but leave an impression of the film in their heads. So came the macabre idea of a boy who dies, wants to come back and live again, and eventually gets hold of his best friend's body forever. After some adjustments to the film as a whole, such as the change of the title from "Ubiquity" to "Host of Heaven", were made, I had the final version of my script. The title was something I cared a lot about, and was not satisfied with it. After giving a quick glance at some classic books, I came to the title "Host of Heaven", which is a line from scene five in Shakespeare's play "Hamlet". It had everything to do with my idea, and it quickly turned into my title.

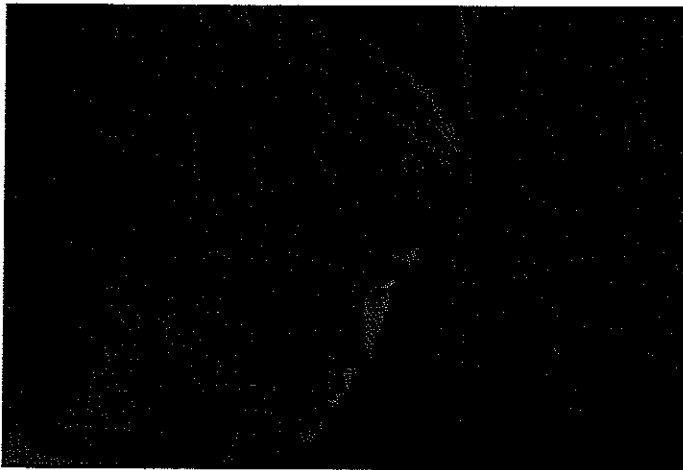
I knew that special effects would be an important factor to my film, so I started early on thinking about how to perform these tricks in the actual shoots, not relying on post-production computer effects. I had to make a chair, a chess piece, and a swing move. By talking to my physics teacher, I had several ideas to all effects and began trying them out, to find their weakness. At about the same time, the storyboarding process started. This helped me with the blocking of the crew, which was deeply influenced by the special effects. Much of the footage was based on the storyboards, but of course some shots were created at the time of the shooting, for they were interesting angles or styles.



Example of the swing scene; storyboard and actual film

With the storyboards drawn out, the search for actors, locations and crew began. I was very selective in the choice of the actors, for I had already in mind what I wanted. A menacing look for both of my young actors, and normal, but to some extent weird parents was the main target. The adult actors were soon found, but the young ones took more time. There was a long and arduous work of calling each ones' parents and explaining the goals of the film, the schedule, and guaranteeing their safety. The locations were fairly simple, for I needed a house, a backyard and a forest. Because it is a horror film, lighting was a very important factor. I watched many different horror films, analyzed their lighting, and tested different colors and intensities of light. It was decided that the principal color of the film would be blue, and that the movie would start with a more natural tone to it. Slowly as the film progresses, the blue lighting would appear more often. I talked to my directors of photography to find out the best possible shots based on my lighting, storyboards and worked on the mise-en-scene of each scene. I had already done a very useful research essay for the class about the horror genre, which helped in the pre-production of the film. Because of it, I knew many of the techniques, and measures that the directors took in this genre. As a result of these researches, more documents were created like lighting setups, call sheets, and prop lists. The film was ready to begin production.

The first day of filming went out well, with the crew, and cast on time; we started shooting at 3PM and ended the scenes of the day, which were scenes 3 and 4, at almost 8PM. The actors did a good job, and the camera angles and visuals went out well. It was the first day of shooting, but also the first day of trying out the special effects in front of the camera with the actors. It wasn't a hard process, but a long one, for many times the effect wouldn't work as we had predicted. We had to retake each scene since the beginning, to create a more realistic effect. Some close ups were used, especially in the chess moving parts, but in these we were able to manipulate later in the editing room. The other days of shooting were very much alike. Some minor problems would occur, but nothing that would affect the outcome of the film. Soon came the hardest scenes of the film. The forest scene and the last shot, where one of the characters turns around to reveal that he was taken over by his friend. The problems that occurred with the forest scenes were basically the location. The place was had a low lighting and because it was outdoors, it would be more complicated to use professional light setups. Also we had to make the death of the boy by slipping of the cliff realistic. To do this there were people holding the boy for him not to get hurt while he would slip and fall back into the pit. This was very tiring, and took practically the whole day until it got darker and the light faded away. The last scene of the film was not complicated or anything out of normal, but just the lighting of the scene and finding the perfect angle of his face to create the desired shadows took time to accomplish.



Frame of the last scene of the film, note to the shadows on the face

When all scenes were shot, the editing and post-production began. While I edited the footage based on the script, I also got voiceovers for the last scene of the film, where the mother's voice would be that of a little kid. It was basically going through the edit with the young actor, and practicing the lines so that the sync with the mother's voice would be perfect, and then we recorded it. Some effects were later added to the voice to create more depth, and also the pitch was changed to better suit the scenes. The editing went out fine, and the scenes had various angles to pick from, making it easier to edit. Color correction was used but little was applied to change the original lighting setup color, it was more to adjust the brightness of the scene. I began to start to score the film, and used some outside help, but mainly the score was created by me using Soundtrack Pro. By listening to the mood and expressions of the music in the professional horror films, I was able to use a mixture of strings and wind instruments to setup the mood of the scenes. Then, the edit was based on the music, for syncing purposes. The film was then screened to several of my film classmates, to find out their opinions on it, and later edited again.

Finally we got to the final version of the film. As a whole, I enjoyed working on this film, it was a hard process but definitively worth it. While shooting the film, I had my doubts about how it would look like, but after the post-production, my thoughts totally

changed. It all seemed to fit in perfectly, for the music and the images created the exact mood that I wanted. I was very satisfied with the final product. After seeing the final product, I noticed that the length of the film could've been longer, and I could've extended the story a bit more, to add to the dramatic feel of the film. It didn't affect the film, but it would be a good improvement and addition to the film. The trailer of the film is basically summarizing the whole film. The music was changed, and many quick scenes were placed to show how the film would be like. It has no audio except for the music, but at the end of the trailer, I used the same words as the end of the film. This is interesting, for no one will know what the words mean, but by watching the film, it will make sense and people will understand why these words are placed at the end of the trailer. Both, trailer and film showed exactly the ideas of life and death that I wanted to show, and how people deal with it. In conclusion, I was pleased with the film, and by my own luck, research and experience the process was smooth and the film was able to be created without major problems.

Word Count: 1612 words

“Host of Heaven” Rationale

The purpose of this film is to show life and death, and how people react to it. It shows this reaction on both sides, the dead child which wants to live his life again, and the child who is alive, that is to some extent traumatized by the death of the friend, for he never smiles in the progression of the film after the death of this friend. The film plays with this idea, and at the end subverts the order by the kid coming back to earth in the form of his friend.

Word Count: 94 words

“Host of Heaven” Trailer Rationale

The trailer of the film gives a brief explanation of the film by using text and original footage from the film. The scenes used were the swing scene, which is in my opinion a great hook to the film, and glimpse of other scenes throughout the film. The music is very extreme and powerful to show the intensity of the film. It gives out the last sentence of the film, but it won't spoil anything, for no one will understand it before they watch the film.

Word Count: 86 words