

Evaluation Statement

“Time Perspectives”

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After working a lot on research, I realised that nothing gave me more joy than having a point of interest which I could explore as deep as I wanted to. Since I started with a clue of what that point could be (“Time”), it was easy to organise my life since there was a lot of research on it.

I started by going as simple as possible and just searched for a dictionary definition of time. I made lists of all the good films I found related to Time Travel and Science and all the museums in London where I could get something out of it and people’s recommendations were amazing as well. I had already been reading the Stephen Hawking’s book ‘A briefer history of time’ so I was learning a lot about the physic possibilities to travel through space/time. The idea for my main character appeared while reading about him, Kurt Godel, in the book and when I searched for him I found his life really interesting and I needed to do something about it. I had to brainstorm about my ideas and their approachable angles for I realised Time can be approached in infinite ways. As I started to get deeper and deeper, after getting all the lists and resources together in the action plan, I realised that ideas were naturally crossing my mind, from interesting videos to texts, there was always something inspiring about everything I was experiencing.



I believe something has gotten clear in my head after going through all that information: Since I am justifying my work, it suddenly exists for a reason even if just as a research method in a particular area. Imagination, confidence and general knowledge are being improved every minute I am learning new things.

My reflections were divided in two books, the research one (where I reflected everyday on my action plan) and a new Log Book I created for my personal reflections that without them I would have forgotten everything I’ve learned since the beginning.

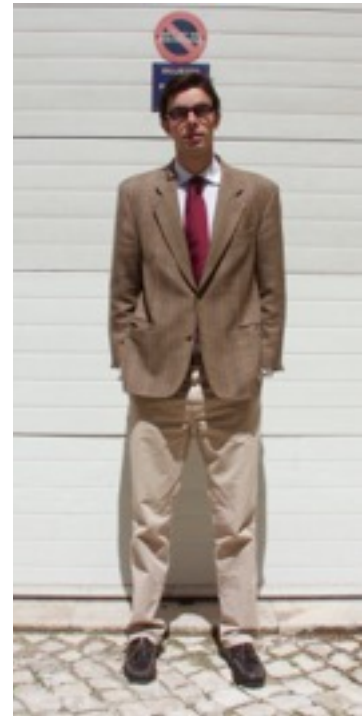
After developing the story while researching, I started working on my characters’s design and I thought it was important to the development of the story and to the process of turning it into a film.

On the character design I had to pay attention to the different occasions and places the characters are going to be in, wether more formal or chilled, crazy or simple. The different scenarios require different outfits and behaviours. I believe I didn’t develop my characters enough for I thought that because my character was based on real person, I just had to research on him and print some pictures, but the real problem was because my actors were in Portugal and I was in London so it was hard to find quality time with them to try different outfits, different details and drawings. Now I know that the first thing to do would be drawings of how I want my characters to be, amongst with their personalities written with some special

details that could easily show it. Take pictures of the different outfits once I find the actors and organise them during the days left in the schedule.

Later, I started by creating a Mood Board and a color pattern and pallet by the covers of my project's books. The choice of light brown was natural. I had just bought the first book and realised that it's colour was exactly the one I imagined my film to be so I developed it with the covers of other books, created a new Log Book, an A3 block, an outfit for my main character and developed a Mood Board where Time is represented as light brown ring separating the present from the future.

I am afraid the outcome of my Mood Board is too conceptual and less abstract and I am still not sure wether it can tell a story or wether it has to be strictly environmental. Either ways, it helped me notice that my story is a contradiction of moods: Happy, sunny, colourful and free (2016) or Miserable, lonely, Black and white craziness (1943). My influence on this subject was Woody Allen in "Midnight in Paris" who created a French environment by the images and soundtrack and story transmitted. I learned that the Mood Board is the easiest straightforward way to transmit a film.



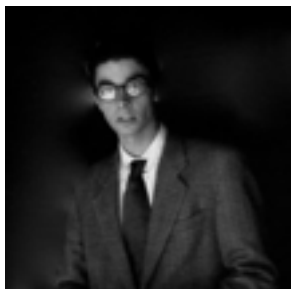
As I started writing the script, I noticed that I needed to organise it through visualising the scenes so I did it along with drawings of the shooting's angles on the storyboard. I used Google Maps to guide me with the possible places I wanted my story to happen in. So, in the end, I was developing the Script, the Storyboard and the Scenario design at the same time, what was confusing. For my next projects, if I only feel comfortable to work this way again, I need to organise each one of the three aspects individually in the end to make sure no detail is missing.

To write the script, I searched for the correct design of the presentation on the internet and I was also reading a book (Alexander Mackendrick; On Filmmaking) where I realised something interesting: The audience is like a baby who needs to understand everything in indirect ways and for that reason there is usually a character who exists to ask the questions which the audience wants to know the answers. From now on, my scripts will be reduced to the essential because I believe it worked well in this project "Time Perspectives". I want the script to be a big part of the soul of the films and that requires getting back through all the research.

On the Storyboard, I have to risk more and be perfectionist while drawing it because the fear I have of the things I can't control will be 100 times worse in the actual time of the shootings, like what happened this time.

For the scenario Design, no matter how simple I think it is, I have to reflect on it, learn about it draw in maps and take pictures. I organised the script with all the scenes in each place and all the materials required.

Also, I worked on a detail, a fake biography so I edited a document on wikipedia and worked on it, changed the pictures of the real Kurt and replaced them with my character.



When everything was set and ready for the shootings, I just had to learn how to work with the different cameras, stick to the script and make sure nothing was missing in order to complete the schedule so it was simple.

The editing time was too short so the presentation isn't perfect as I wanted it to be. I had problems during the shootings in Madrid what made the first minute really confusing and my main actress gave up in short notice so other parts had to change as well. The last thing I want to change before the exhibition would be the design of the lettering and sound. Other than that, I'm happy with the film and everything I've learned.

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