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<div align="center">Culmination Project Reflection</div>

       With our culmination came a bunch of different obstacles to overcome and a ton of putting together what we've learned throughout the years to make our final product *Abuela*, which was a short film about the struggles that our main character, Sam, goes through when she loses her abuela, which is Spanish for grandma. We originally had different ideas, like making a short horror film somewhere in upstate, but we realized that it was going to be extremely hard to pull off our horror film vision due to things like our budget, props, etc., so we came up with the story of Abuela, which is relatable unfortunately for a lot of people, especially with these last 2 years with coronavirus and such.

       When we were writing the film before the semester started, we had a bunch of different ideas of how we wanted to structure our film, who it was going to be, but we decided that it would be more relatable for us if we did a college student because we have a better understanding of college students right now than someone who is older than us, or someone who is younger than us, even though losses of a loved one are devastating no matter what age a person is. We had planned out how we wanted the beginning and the ending to be, but we ended up having issues coming up with things to fill in the middle to guide everyone to the end while keeping everyone's attention. We ended up figuring out the path to the ending, but it took us about a week to finish the script and to be happy with it.

       Once we were finished with the script, school had started and we were doing the budget sheet, which we were trying to keep reasonable, since we're college students who don't have a fortune to spend. Originally, we wanted to get something like a RED camera and drones with cameras with help from student government, but we understood that especially during a pandemic, student government was not going to fund us, and if they did have funds, they would be better off spending it on people who need the money than four film students who want to make a short film. So once we moved on from that idea, we thought that it'd be a pretty good idea if we tried to start up the video club again, so we could get access to old video club cameras/equipment to use for our shoot while also doing other projects with the video club members, but it ultimately failed to come to fruition. We tried our best to recruit people like friends from the major, and even asked Leah if she could help us email out our club information, but we just couldn't get enough people because it's extremely hard to find people through online resources. At the end of budgeting, Jorge ended up getting a pretty good deal on a Canon EOS C200 plus lens, so we luckily got a great camera to work with at the end, plus we got lighting, mics, and other equipment to make the film look and sound as good as possible. What we had to cut out of our budget was an Airbnb and an actress, due to time constraints and limited budget, so we settled for Marilyn and her house as the actress/location, and we had to use ourselves as the side characters for the short film.

       Once we were done with all the pre-production phase, we went to the production phase, which was shooting the whole film. We ended up taking 5 weeks to shoot the whole project, with

the 5th week being an urgent shoot for the missing parts we had after I started editing, and the shots that we thought would look better if we re-shot them. During the first few weeks, we had a bunch of mic issues, and we first thought it was an issue with the tip being a TS cable, so we bought an TRS adapter cable, before we realized the next week that it was just a mic compatibility issue, which made us have to use our on-camera mic for the subway and school shots. We thought about taking the train to the B&H in Manhattan, but due to time constraints, that was no possible. The following weeks, we got a compatible mic and audio issues were pretty much done with. Some other issues we had during filming was weather, but we found a way to work around it and it actually added to the short film. Other than those issues, production went pretty smooth and fun, but used a lot more time than we thought.

Once we were done with the production, Jorge color corrected the footage and sent over the footage for me to organize and start cutting. Originally, we thought that the video files were going to be huge, but we ended up only needing about 30 GB of storage for the film, which was great for me since I didn't have much space on my SSDs. Once I started cutting things into the timeline, I found myself procrastinating too much, but once it reaches around midnight, I always got back into it and finished what I could before I had to go to sleep. I feel like 1 reason why we shot so late was because I procrastinated too much and told them what shots didn't work too late. Another big issue that I had during the post-production process was my PC crashing. At first, I thought it was a GPU issue since my PC RGB lights were still working, fans were still spinning, and I could still hear audio, but after some asking around, I found out that it was a power supply issue the whole time, so after I crashed and lost 2 hours' worth of editing, I ended up ordering a new power supply that was suggested to me by a PC expert, and with a bunch of struggle, switched out my power supply the next day. I ended up finishing the edit 2 days before Yamil presented, which was not ideal, but it taught me to have better time management.

Overall, I learned a lot throughout the whole culmination process, and am glad to have experienced it in college instead of in a workplace, since I won't get in as much trouble for my errors. My big takeaways were to manage my time better, and always have more than just a single back up plan. Time management is the cliche answer, but if I managed my time better, we wouldn't have had to stress about deadlines, and if we had more than 1 back up plan, we wouldn't have had to use the on-camera mic. Overall, the project was a big success, and we got most of what we wanted out of the short film. It was fun and we hope to continue the project and make more projects soon.