Bryan Choque ENT 4499 Professor Ryoya Terao May 1st 2024

Progress report 2

So far since the last progress report filming has started and we are soon to be done. All scenes featuring actors that aren't Julia are done. We had some hiccups with scheduling and filming stuff on time but thankfully all of our actors have been gracious enough to offer up more time to film what we weren't able to on the prior sessions they have been compensated with food and friendship.

Editing has begun and we have our demo that we've shown in the meeting with professor Ryoya that was done rather brief in a temporary adobe premiere file we are in the process of recreating it in a new project that will be the official short film since we have most of the footage with our actors im focusing on editing those scenes and segments. The editing has gone rather smoothly since we have such a clear idea of the way we want scenes to play. Julia has been reviewing the footage for any technical errors that it may have like the footage not being in focus or any small details I may not catch.

Struggles that we've encountered so far have been the weather conditions of filming the cold has been very hard to work with especially the windy conditions that have been present. When filming I act as a cameraman and having to handle the equipment in the cold has been a very consistent issue. I've started carrying gloves with me. This has really solved that issue since now my hands have extra warmth.

Communicating with Julia has been rather smooth but there are times where we miscommunicate or end up doing a shot multiple times in different ways so we can get the shot we need. An issue that has been present throughout the production is that I struggle to tell if the shot is in focus due to this we need to check multiple times to see if the focus is on point. I have been getting better at focusing the camera; it's barely been an issue as of more recently.

Overall we are making a good amount of progress despite scheduling weather and illness delays.