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Final Reflection

Throughout this whole process I feel like I've improved and learned a lot from the planning stage all the way into post-production. Pre-production on this music video had really taught me the value of preparation. While stuff like the music and mask being finished were delayed, it allowed me to really wallow in pre-production time. I was able to create storyboards to a degree I probably normally never would have spent the time making and these were quite helpful. Having visual ideas documented so explicitly allowed me to reference them easily for figuring out where we should film and when. Outside of that, even just the practice I was doing within Adobe After Effects and trying to learn datamoshing and glitch art with outdated software also gave me some beneficial understanding on how to create certain visuals that I think I'll take with me into the future. I also should have definitely used After Effects instead of only doing effect editing in Avid Media Composer. After Effects could have definitely given me the granularity I wanted from certain effects in Avid. For example, when I was trying to straighten a shot through rotation in Avid I needed to rotate the shot to what Avid thought was such a minimal degree that it wouldn't let me. I need to know when to just close one program and open another, when I think the other can do the work easier and faster. I don't know how or why I developed this stubbornness, but it's a good thing to try to step away from now.

During filming and production I was also very mixed about my own camera skills because I was continually getting nonpurposeful blurry shots. I was chalking it up to my own abilities with a camera and thinking I wasn't fixing things fast or well enough when in the constantly shifting daylight or for not being well equipped in the low light shooting. Due to the lack of confidence, I practiced filming at night and in natural well lit settings and felt I really have come to understand cameras way better. However, I was still facing this blurry issue and only realized what was happening on one of the last shooting days. I was talking to Esme about where I would want her to be in the shot when the camera went into sleep mode. I immediately turned it back on, but it had lost the focus I had carefully set up. When I tried to manually focus, nothing happened. It stayed blurry. I tried looking up things then and there about why it wouldn't focus when it just had a few minutes before and came up with nothing. I tried calling a friend who I trust to know a lot about cameras, but he was out at the time and only got back to me a day later. I asked the people I was with to also check it out and see if they could find anything because I had spent 30 minutes trying things and looking things up to no avail. I then turned the camera off for a minute or two and when I turned it back on everything

was fine. This whole error was baffling and it immediately clicked that I wasn't having as many problems as I thought I was because of my own camera knowledge, but because of the camera itself. The battery then died because it took an hour for the camera to fix itself and when I put in the new battery and turned it back on again the blurry issue was back. It was harder for me to diagnose the problem because it was harder to tell when things were not focusing because of how small the viewfinder is, but this time I watched it happen and it was at night. I know for sure it's a camera problem, but I'm not exactly sure what. From all the research I've done I feel like it could be a problem with how the lens and body are communicating and that it's not making the proper connection every time or it could be because the camera is getting too cold and needs time to warm up again. I'm going to try to get the camera repaired in the coming week and hopefully find out what the problem was. I wish I had figured this out earlier instead of just thinking blurry shots were just from my ineptitude.

Post-production really made me worried before actually digging into it because of how many blurry shots I had. After sorting through everything, the camera problems ate up between 20-33% of my shots and rendered them unusable. However, my clear clips were looking so good I knew I could work it out. I used as many clear clips as possible and a few blurry ones that I felt were almost usable but very necessary. Editing felt really good because there was still enough footage and ways to work around the lost footage to create something more than acceptable. Editing was tedious in how I used jump cuts and video layering, where at times it was just like doing stop-motion animation. I don't think I set up my clips for an easy way to animate, so if I were to ever do this again I would like to create a better workflow for that. Lastly, I worked on color grading and that's always worrying for me because I'm partially color blind. I ended up choosing shots with colors I did like and just tried to match those throughout the video. I definitely leaned into the blues, when red and green are the colors I have trouble seeing.

All in all, I'm very proud of what I made even though there are so many things I would do differently if I could do this all again. During pre-production, I wish I knew slightly more about art and drawing so I could really get the right perspective on my storyboards. For production, I wish I had a monitor so I could have caught some of the blurriness earlier while shooting and also I know now that I should have just asked one of the many video professors here for advice when running into problems. I also definitely should have tried to bring in another crew member so I wasn't doing everything from planning and scheduling to editing and color grading. This point also would have made scheduling harder than it was, but I think the time saving it would also bring would not have had me finishing as close to the deadline as I did. I'm going to try to submit this to a few film festivals here in New York City that take music video submissions and hopefully get chosen for something.