

Thesis committee review notes and reactions

“The opening shot should be a close up on a child's face listening to the story.”

I agree, the current opening shot already felt awkward for me to start on.

“Smoother transitions entering and exiting story sequence”

I also got feedback on this sequence from my post production professor who made technical suggestions I can use to improve upon the story sequence.

“Pacing needs fine tuning, some shots to quick”

I agree, some shots are too quick and some are too slow, a lot of this has to do with revising the animatic so often I hadn't had a lot of time to go back and fine tune. I hope to fix that over the break. Some shots I think could benefit being held onto for a few seconds longer.

“Ending still not entirely clear”

I wonder how much of this is now due to having too rough sketches? I tried to have character pay attention to the fur early on, but I don't think it's quite there yet. Getting close though.

“Footsteps clue not clear- utilize a land mark”

I had a land mark at one point (the land bridge from earlier versions). It was removed after deciding Sköll and the warg shouldn't travel anywhere during their fight. I think I will add something in. Nothing as complex as a land bridge, but clear enough to help audience determine where they are on this trail.

“Cut reflection scene as Sköll reaches the end of the tracks”

I had a subtle reason for it at one point, but I can see how it's not helpful now. It was something about having Sköll following a monster's trail and then seeing his own face? It was an experimental Easter egg, but If it doesn't work, it doesn't work.

“Make the warg character distinct as a human. Think differing cultures”

I intended to do this, glad it was mentioned.

“Push action poses”

I agree, this is a matter of practice and loosening up on my end. I understand the concept of squash and stretch, but have to be more conscious about using it. Now that most of the story is essentially finalized maybe I can have a little fun.

“When the girl pulls off the fur, use that to reveal the face of the man”

I like that, could help audience understand there is no werewolf transformation happening

“End shot too objective. Instead close in over the shoulder shot as the “warg” man's pov”

I hadn't noticed that before, glad it was pointed out.

“Sound to help associate pov”

I had considered something like this. Peter and the Wolf comes to mind with how instruments were used to represent each character. Something to look into.

“Show person's eyes before cutting to a pov shot”

That could help, worth looking into

“Shot 70 tighter on frame, make clear a pov shot”

I agree

Over all

I'm pretty confident in the story beats, I think it's now a matter of communicating clearly visually. Safe to say I agreed with the majority of the feedback I got.