Joel Adame

Film Report

General:

I am really happy with how my film came out. My idea did not stray far from the original idea, but multiple things affected the flow and how it ended up mainly due to sound and the voice lines. The only thing I wasn’t the happiest about was the title and end cards, where I wanted to do more than what it was but I couldn’t figure out Davinci Resolve fast enough and I realized it wasn’t too big of a deal.

Sound:

I recorded my voice lines with my own setup, in my closet with padded walls, on a PreSonus PX-1 microphone hooked into a Behringer U-Phoria UM2 interface. I recorded all the foley on my setup as well. Gabe’s lines were in the studio. One problem we ran into in the studio was that the Mac wasn’t seeing the right inputs on the Big Knob, but we didn’t try restarting it, we just ran it through a PreSonus interface instead with its preamp. The music and the explosion were nabbed from youtube. If I had more time I would have made some music for the second half during the call, although I feel ambience would have been fine. No sound does add a level of focus and tension but music would’ve helped. I did use ADR in my director’s cut but not in the final cut.

DaVinci Resolve:

The software is very beginner-friendly with its different workstations, so it was really simple to use for the edits and adding audio. Even robust color grading felt easy, although I couldn’t find how to copy edits until after. Like I said earlier with the title cards, there were some presets that I wanted to mess with and alter but it got to a point where I had to change settings in a chain of effects so I just gave up and settled for the classic fade in and out.