

hindhukolhu

unit3

channel26

cycle 1

DATE

SCENE

TAKE



DAY 1 : CONCEPT

We to meet at Akko's place, Akko and Allo was listening the track 'Netheehey' song by Akko and was the inspiration for the reverse transitions in the video which was rough edit. Decided to combine this ideas with Ammadey's 2020 concept. This was how the story or rather the concept started.

DAY 2 : METHOD

We presented the storyboard to the development assistance sessions. After talking with critics we found that the story was complicated, had many scenes interfering with the main story. Upon their suggestions we refined the story based on these basic rules:

- 1 a start,
- 2 a middle and
- 3 an ending.

We wanted a hopeful ending and after a lot of talk we got the ending for the story, where the character finds life, like a plant surviving in a harsh environment.

That night we sat down to change the storyboard with the basic rules but after some time we decided to go with the flow. We made a schedule to shoot in Thilafushi and then in Male'

DAY 3 : DOLDRUMS

Things didn't go as planned. We canceled the shoot. No one bothered about the story development or a real shot list. Its a real mistake.

DAY 4 : SHOOT

Around 4pm started filming in Male' in 4 different locations for the reverse shots.

DAY 5 : AND MORE SHOOTING

We met at Ammadey's studio and from there we left to Thilafushi at 12:00pm with the old storyboard with shots that we are not going to shoot.

Started work with only the concept but without knowing what we had to face by working without a story. Reached the dump <Thilafushi>. Searched for locations for the the shots based on the storyboard. Took stills for compositions for scenes as we went on. Some locations were unbearable with smoke, heat and small explosions or unreachable with quick-sand like mud and too dangerous as it was toxic. Gathered props for the scenes and designed the set from found materials.

The sky was a bit clear for the opening scene and got a beautiful shot with birds flying in for the zoom in. Happy with the opening scene and fill in shots. Next shots were the frustrating scene and the dragging scene and finally found locations for the ending scene.

Went back to Male' and met later to check the footage but was too tired to work.

DAY 6 : NOT TOTALLY OUR STORY

Finished a rough edit with the available footage for the critics' session that night. We found that the footage was giving us a story but not totally our story :) , it was too late to change anything so we went on with that. Rough edit was 3 minutes and 8 seconds.

That night almost everyone told us that the character getting frustrated wasn't going well with the story and cuts were quick and everything happened too fast in a rush, we wanted to keep it simple and felt we could achieve a better flow.

DAY 7 : THIS IS IT

Went to a coffee and worked on a technical method by lying out footages on layers, like paint on a palette and composing the scenes more puzzle like way. Worked with each and every scene separately with lots of editing, fine tuned the flow by taking out and putting in X footages, until we reached a point where we knew that this was it.

DAY 8 : CHECK AND RECHECK

The tight schedule was making us go crazy. Made so many mistakes with rendering and format issues. Later started working with the opening and closing credits and then rendering, checking, rendering and more rendering.