Budget:

The budget has been broken down into a higher and lower status, with the minimum spending to hopefully be achieved, this is due to personal funds being limited, however, a local business known as DMRLS has agreed to fund around £40 of the project, this will be put mostly towards transport and feeding of cast and crew.

It is expected to take roughly £25 for transport of the entire cast and crew, which will consist of one camera man, one mic operator and three actors, these will also require feeding whilst on set, small snacks could limited the budget but a full lunch may be required, this could add a further £30 to the budget.

An additional £200 could be required to buy a DSLR Camera however this could be circumvented by using the Sony FS7 from within the University itself, as this is free to use for all students it will not require any money to be put towards it however greater care will be required as to not risk damage to the Camera. The DSLR camera could be paid off in monthly instalments which would lower the immediate strain on the budget, however the Sony FS& is the preferable option.

The Microphones used will not incur any further budgetary increase as the home Microphone being used is a professional Microphone ordered from Amazon around a year ago and is fully functional. Any Microphones used on set will be taken from the University itself and therefore they will also not add any further strain to the budget.

The Editing software that is being used is paid for in a £16 a month subscription to Adobe Creative Cloud, this is easily factored into the personal budget anyways and will not affect the budget of the project all that much.

The most expensive part of the project will be the costumes, as each piece is available online for around £15 to £30 respectively.

The total budget will range from a minimum of £316 to around £500 maximum, with a heavier emphasis on keeping costs as low as possible.

Equipment:

The Camera used for this production will either be the Sony FS7 II or a Cannon DSLR camera, depending on filming dates and clashes with other production crews filming their Final Major Products, although either camera will suit the purpose of the film, the Cannon may suit better due to its easy manoeuvrability whilst on a fast paced action set.

Microphones will be a Professional home microphone like those used by certain YouTubers and Live Streamers, set up within my personal living quarters, whilst on set a Zoom or Rode Microphone will most likely be used to capture the more professional sounding audio of the production.

Adobe Premier Pro will be the editing software that is used for the production, this is because it is the one most used by the industry at this current time, the personal familiarity to the editing software will also allow for an easier editing process to take place within the allotted timescale.

Adobe After Effects will most likely be used to add in any of the special effects that will be included within the project, such as bullet impacts and the muzzle flash from the enemy rifles in the distance, although no weapons will be shown or used in the production phase of this project.

Finally, Adobe Audition and Audacity will be used to create the sound effects and clean-cut character dialog within the finished product, adding another layer of professionalism to the overall project.

Timeline:

October – During the month of October the final aspects of Idea Generation began to take shape, this was a collation of ideas I had over the course of the last year and over the summer, finally pen was put to paper and a pitch of various ideas was put into place, with the best being selected.

November – At this point the idea was more or less set in stone, with this, Location Scouting began, with test footage being taken at Hockley woods, at this point the story could be laid out to fit the area, with the exact path of the cast being walked by the Location Scouting team. Finally, a Script was written, and storyboards drawn Up. The pitch for the project was created and will be given on the 27th of November.

December – Further research to be undertaken for the Electronic Press Pack as well as casting for the production phase, three actors will be required for the shoot, so auditions will most likely be held amongst the acting courses whilst crew will be drawn up from within the crew itself.

January – Filming begins, this will hopefully be conducted during the earlier side of the month as it will allow more time for reshoots.

February – Reshoots, however, if no reshoots are required this be moved immediately to the editing phase, freeing up more time in March for promotional material, at this point it will be ideal to begin contacting certain video streaming services to see if they will play the short pilot.

March – Finally the editing process should begin in full swing, unless it was completed in February, in which case it will be advisable to attempt any further reshoots that could have been picked up during the editing process, at this point the finished short will be aired on YouTube and any other streaming service that has accepted the pilot episode to shown on their respective networks/websites.