As my link e mail was not successfully sent out, I will make this reflection paper base on my own understanding.

The first thing I am not satisfied with is the stability of the camera. I tried to solve this by fixing my phone to one place using tapes at first but the outcome does not match my expectation and it becomes more tricky when I want to change my camera position to the top of the objects. Though I have proposed this problem in the intent, I did not come up with a fisable idea to solve it. I searched several tutorials and for Windows users, there are certain apps which might be helpful for simulating more smooth camera movement, but they are not available for Mac users.

The second thing I can improve on is the back ground musics. I have chosen four different pieces of music for different characters or scenes in my video. For example, a rapid rhythm one for the main character, a more depressing one for the Boss , a japanese style music for the samurais and a mixture of heart beating voices along with sound of horror film to create a sense of being in space. Firstly, the transitions are not ideal, Most of them simply pop to another piece and switch back to the original one when the character appears again. Also, part of them covers the sound track I created for the scenes ( I did not encounter this problem until I saved the file as a video, the sound tracks were clear enough when I was rendering in premiere.)

The third aspect I can work on is the story. In this project, most of the scenes i create are simply my action figures fighting each other. And I added a part that exhibits my collection since I want to make it more related to the “tell something about myself” topic. Thinking about a more interesting story and add more conversations might be a direction for further improvement.

Finally, the movements of my action figures are not having the sound and visual effect I expected. When I watched some action movies, I found those fighting scenes much more exciting and dramatic. Maybe I should refer to some of those scenes to make my fighting scenes more appealing to audiences next time.