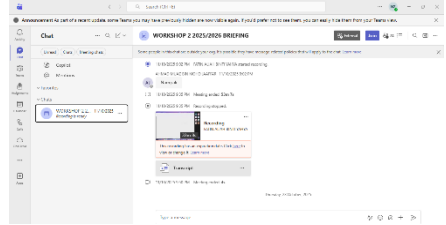



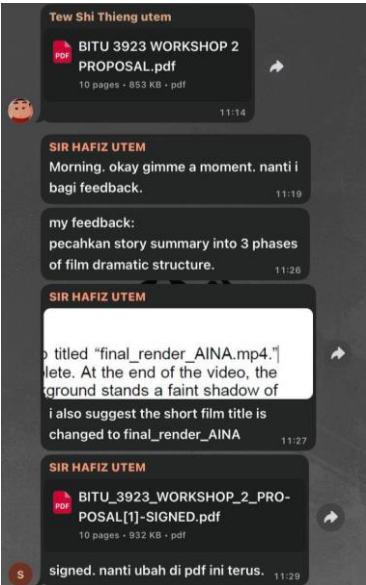



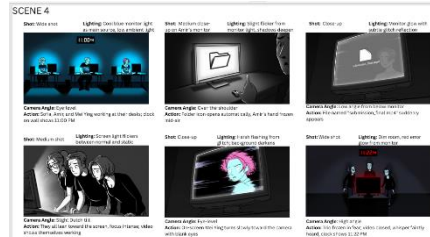

**FACULTY OF INFORMATION AND COMMUNICATION
TECHNOLOGY**


**BITU 3923
WORKSHOP II
SUPERVISION LOGBOOK**

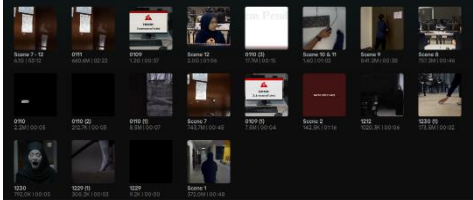

Student Name	NURUL FATIAH BINTI ZULKIFLI		
Matric No.	B032310573	Sem / Session	1
Programme	BITM	Group No.	4
E-mail	fatihahzulkilfi43@gmail.com	Contact No.	0176673236
Project Title	FINAL_RENDER		
Supervisor Name	ASSOC. PROF. DR. MOHD HAFIZ ZAKARIA		





Week: 1		Date: 15 OCTOBER 2025
Task	Problems/Solutions	Evidence
<p>Group members were formed and initial project briefing was attended.</p> <p>Workshop II requirements, assessment breakdown, and deliverables were reviewed.</p> <p>Early discussions were held on possible story ideas related to student stress and deadlines.</p> <p>The group explored themes of teamwork, pressure, and consequences in academic life.</p>	<p>Problem: The project direction was still broad and unfocused.</p> <p>Solutions: This was resolved by aligning ideas with the briefing guidelines and supervisor's advice.</p>	
Supervisor's feedback		Response to supervision
<p>The supervisor suggested narrowing the storyline and focusing on a strong moral message.</p>		<p>The group began refining the concept toward a psychological and emotional narrative.</p>
Student's Signature: 		



Week: 2		Date: 22 OCTOBER 2025
Task	Problems/Solutions	Evidence
<p>The proposal for Final_Render was developed based on a psychological horror concept.</p> <p>The storyline involving a haunted computer lab and unfinished student submission was finalized.</p> <p>Characters such as Sofia, Amir, Mei Ying, and Aina were clearly defined.</p> <p>The proposal was completed and submitted.</p>	<p>Problem: Combining supernatural elements with realistic student conflict was challenging.</p> <p>Solutions: The issue was addressed by grounding the horror elements in emotional tension and teamwork conflict.</p>	
Supervisor's feedback		Response to supervision
<p>The proposal was approved with suggestions to strengthen character motivation and emotional depth.</p>		<p>Character relationships and emotional conflicts were refined in the storyline.</p>
Student's Signature: 		

Week: 5		Date: 12 NOVEMBER 2025
Task	Problems/Solutions	Evidence
<p>The storyboard was developed based on the Final_Render script.</p> <p>Key scenes involving screen glitches, mirror reflections, and shadow appearances were planned.</p> <p>Camera movements and transitions between past and present timelines were structured.</p>	<p>Problem: Some supernatural scenes were difficult to visualize clearly.</p> <p>Solutions: This was resolved by separating scenes into smaller shots and planning VFX placement.</p>	
Supervisor's feedback		Response to supervision
Storyboard was acceptable but required clearer visual flow for VFX scenes.		Storyboard was refined to improve clarity and continuity.
Student's Signature: 		

Week: 7		Date: 26 NOVEMBER 2025																								
Task	Problems/Solutions	Evidence																								
<p>A detailed shooting schedule was prepared for filming in the computer lab.</p> <p>Scene order was arranged to efficiently capture night scenes and emotional moments.</p> <p>Actor availability and technical setup were coordinated.</p>	<p>Problem: Limited access time to the filming location was identified.</p> <p>Solutions: Priority scenes were scheduled first to maximize shooting efficiency.</p>	<div><p>SIR HAFIZ UTEM Nk guna studio atau makmal games? 12:06</p><p>~ نور فضيلة ~ +60 19-458 3407 Dua-dua Dr, tempat shooting utama kami dekat lab game, studio multimedia tu kami nak guna untuk part green screen 14:27</p><p>SIR HAFIZ UTEM okay, nak pakai bile? jumaat ke? 14:38</p><p>~ نور فضيلة ~ +60 19-458 3407 Buat mse terdekat ni kami tak guna lagi studio multimedia Dr 15:02</p><p>cuma untuk lab game kami nk guna jumaat ptg dgn rabu depan 15:03</p></div> <div><p>FINAL_RENDER — SHOOTING ORDER (BY LOCATION)</p><p>LOCATION 1: COMPUTER LAB (Main and longest shooting location — all main story scenes)</p><p>Cut: Aina, Teammate 1 & 2, Sofia, Amir, Mei Ying</p><table><thead><tr><th>Order/Scene</th><th>Cut</th><th>Description</th><th>Notes / Footage Source</th></tr></thead><tbody><tr><td>1</td><td>Scene 6 - Flashback (Past)</td><td>Aina's teammates argue, leave her alone.</td><td>Older setup props (cassette deck, papers), Frank extra and Aina's past tense.</td></tr><tr><td>2</td><td>Intro - The Last Night</td><td>Aina's suicide and monster flicker.</td><td>Low light, close-ups, flicker overlay.</td></tr><tr><td>3</td><td>Scene 3 - Amir Alone</td><td>Whisper and auto-tying moment.</td><td>Dark tone, same lab setting.</td></tr><tr><td>4</td><td>Scene 1 - Night Shift</td><td>Trio's first appearance: casual tone.</td><td>Bright lighting, normal lab vibe.</td></tr><tr><td>5</td><td>Scene 5 -</td><td>Heated fight, Amir storms</td><td>Use handheld shots for</td></tr></tbody></table></div>	Order/Scene	Cut	Description	Notes / Footage Source	1	Scene 6 - Flashback (Past)	Aina's teammates argue, leave her alone.	Older setup props (cassette deck, papers), Frank extra and Aina's past tense.	2	Intro - The Last Night	Aina's suicide and monster flicker.	Low light, close-ups, flicker overlay.	3	Scene 3 - Amir Alone	Whisper and auto-tying moment.	Dark tone, same lab setting.	4	Scene 1 - Night Shift	Trio's first appearance: casual tone.	Bright lighting, normal lab vibe.	5	Scene 5 -	Heated fight, Amir storms	Use handheld shots for
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Supervisor's feedback		Response to supervision																								
The shooting plan was realistic and well-organized.		Minor scheduling adjustments were made to ensure smooth filming.																								
Student's Signature:																										
																										

Week: 10		Date: 17 DECEMBER 2025
Task	Problems/Solutions	Evidence
<p>Recorded footage was reviewed and organized for editing.</p> <p>Initial editing process began, focusing on pacing and emotional buildup.</p> <p>Basic glitch effects, audio whispers, and screen playback were tested.</p>	<p>Problem: Some scenes lacked tension and atmosphere.</p> <p>Solutions: Colour grading, sound layering, and timing adjustments were planned to enhance mood.</p>	
Supervisor's feedback		Response to supervision
<p>Progress was satisfactory but required stronger emotional impact.</p>		<p>Editing and sound design were further refined.</p>
<p>Student's Signature:</p> 		

Week: 12		Date: 31 DECEMBER 2025
Task	Problems/Solutions	Evidence
<p>The official poster for Final_Render was designed based on the horror theme.</p> <p>T-shirt and merchandise concepts were created using the project's visual identity.</p> <p>Typography, colour palette, and imagery were aligned with the supernatural tone.</p>	<p>Problem: Maintaining consistent branding across designs was challenging.</p> <p>Solutions: A unified visual style and colour scheme were applied to all materials.</p>	  <p>Front</p> <p>Back</p> 
Supervisor's feedback		Response to supervision
<p>The designs were suitable and supported the project theme.</p>		<p>Minor visual refinements were applied based on feedback.</p>
<p>Student's Signature:</p> 		

Week: 14		Date: 12 JANUARY 2026	
Task	Problems/Solutions	Evidence	
<p>A thumbnail for the final video was designed to attract audience attention.</p> <p>A TikTok promotional video was produced highlighting key horror moments.</p> <p>The final version of Final_Render was reviewed for consistency and quality.</p>	<p>Problem: Balancing promotional appeal with academic requirements was challenging.</p> <p>Solutions: Promotional content was kept concise while maintaining the project message.</p>		
Supervisor's feedback		Response to supervision	
<p>The final outcome met the course objectives and expectations.</p>		<p>Final checks and minor adjustments were completed before submission.</p>	
Student's Signature:			
			

LOGBOOK APPROVAL BY WORKSHOP II SUPERVISOR

PROGRESS 1

Feedback:

The group has successfully formed and attended the initial briefing. Their proposed project concept demonstrates potential in exploring psychological and emotional themes related to student stress. The storyboard planning shows early understanding of scene structure and narrative flow. Focus on narrowing down the storyline and ensuring a clear moral message is recommended.


PROF. MADYA DR. MOHD HAFIZ ZAKARIA
 Jabatan Media Interaktif
 Fakulti Teknologi Maklumat dan Komunikasi
 Universiti Teknikal Malaysia Melaka (UTeM)

18 JANUARY 2026

PROGRESS 2

Feedback:

The proposal submission meets the course requirements and presents a clear psychological horror narrative. Character definitions and storyline are coherent, and the integration of supernatural and realistic student conflict is handled well. The group is advised to continue refining character motivations and emotional depth to enhance audience engagement.


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PROGRESS 3

Feedback:

The final render, storyboard, and promotional materials show significant progress and attention to detail. Video editing, sound design, and visual effects demonstrate improved emotional impact. The group maintained a consistent visual identity across all deliverables. Minor refinements were appropriately made, and the final output aligns with course objectives and expectations. Excellent work.


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 Fakulti Teknologi Maklumat dan Komunikasi
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