The Dream Stalker

Audio & Video Post Production Technology

Group Members

Our team consists of five dedicated members, each contributing a unique and critical role to the post-production of our short horror film:

- [A.D.R.A.Amandakoon-MMW/21/B1/33]: Editing

- [H.M.I.U.Deshapriya-MMW/21/B1/43 : Sound Design

- [W.A.H.A.Perera-MMW/21/B1/20]: VFX and Graphics

- [W.A.D.Weerasingha-MMW/21/B1/31]: Color Grading

We reviewed the visual and audio cues together so the goal and aesthetic of a horror movie was achieved.

Introduction

As being a short horror movie, the goal of evoke is combined with suspense and fear as a result of an engaging plot, setting, and sound effects. This post production was the duty of our team, which worked to turn the raw footage into a final edited piece delineating between editing, sound, VFX, color grading, and a final finish.

The following is a description of the distribution of our work flow; The team began by categorizing raw footages and audios. In the putting together and special effects, we used Premiere Pro as the editing software, while color grading was done using DaVinci Resolve and using After Effect for logo design. The specific function of each member was decided with the goal of hitting all targets in terms of quality and time.

Tools and Software

To ensure high-quality output, we used two primary tools:

Adobe Premiere Pro: This software was used actively in compilation of raw materials, adding visual effects, and even modifying the transitions. It gave options for freedom and accuracy in that cutting process, critical to an excellent horror film to build tension and pacing.

DaVinci Resolve: This tool would apply to apply high-end colour correction. It enabled us to maintain painting set of visual interrelated pieces into a unity and, thus, boost the film's overall uncanniness. This option about grading leveraged rich functionality involving brightness, contrast and color balance adjustments.

Adobe After Effects: This software was used to design the logo, giving it a professional and scary look that matched the theme of the movie.

Workflow Process

Our post-production process was structured and methodical, divided into several key stages, with each member contributing based on their assigned role:

Editing (Editor):

- **Workflow:**

  The first step of editing was to import all footage to Adobe Premiere Pro and sort everything by scenes. So to develop the pacing and timing of the picture we cut together a rough assembly. After that, transitions were made, enhancement on visuals achieved, and accurate cuts in order to keep the suspense on. In the last stage, the process of synching the footage with sound and establishing shot to shot consistency was done.

- **Self-Reflection:**

  As editor I found it difficult to regulate the pace which kept the drama alive without aggravating the sluggishness. Practically and as a result of my interactions with my team as well as the viewers who watched my video, I was able to develop on my technical proficiencies as well as my narrative talents. Such a role helped me to realize how cutting influences the overall affect of the film.

Audio (Sound Balancer):

- **Workflow:**

Most importantly the aspect of sound design was important in achieving the horror experience. Starting from Premiere Pro, I overlaid the dialogue, introduced whispers and creaks as background sounds and incorporated beat, with sound jumps for screams. Background music was found and remixed to the scenes and when overlaying the music, the volumes were normalized for intelligibility.

- **Self-Reflection:**

By contributing to sound design I realized the role of audio in support of graphic narratives. Controlling various aspects of the sound was a challenge that needed resolution, and feedback enhanced the general sonorous landscape. The job was demanding, but the satisfaction was gained because it gave life to horror.

VFX and Graphics

- **Workflow:**

The text appears and fades, transitions, and other effects were added with help of Premiere Pro added effects where the most attention was paid to the light effects, the apparitional effect of suppressing and the digital distortions effects. Certain scenes needed fog to be included and overall, shadow effects needed to be increased for suspense. I also prepared opening and ending credits texts as graphics that also reflect the applied theme – horror.

- **Self-Reflection:**

Creating VFX was quite challenging because it tolerated both creative and technical efforts. Over the course of the original movie, I got to discover how nuanced improvements can greatly boost the horror experience. It made me appreciate the process of planning and drawing out a plan on how to go about the whole process to get a realistic outcome.

Color Grading and Finishing

- **Workflow:**

In color grading I employed DaVinci Resolve to improve on the mood as I continued on with the editing process. To achieve the cold and disturbing mood appropriate lighting temperature was used most of the time, besides, the direction of light and dark areas was accentuated. The finalizing was done by watching the movie to correct the errors in the color so that different scenes would look somewhat similar.

- **Self-Reflection:**

This position involved a lot of attention to detail and basic concepts of colorology. As clumsy as it sounds, I found myself struggling with how to find balance a lot between different scenes; however, that definitely proved to be an advantage when it came to my color grading. I felt quite happy how color created the mood of the movie.

Final Output

Our dead line of the short horror film is clear evidence that post-production is critical in determining the quality of the final product. From the standpoint of horror: perfect editing, sharp turns at every couple of minutes, deep color grading, sound mix – all elements combined well. These elements include specific scenes which are for example, the figure that appears from the darkness and the blood red sky were things made possible through our contribution in post production.

Challenges Faced

During post-production, we encountered several challenges:

1 ## Scene Transitions:

Co-ordinating scenes: This meant having to carefully coordinate the change from one complicated scene to another without losing the flow.

2 ## Visual Realism:

It was particularly difficult to concentrate on the dramatic effects and, at the same time, avoid overstating them as this might distract from the essence of the work.

3 ## Time Management:

When it comes to communication and organization among the group members as well as ensuring the timely completion of the necessary tasks within the framework of the project, it emerged as quite efficient.

Conclusion

This project was very beneficial in my understanding of technical and creative aspects of post- production. Working with a group made this project meaningful because we grasped the actual processes of filmmaking and how to solve emerging problems. Using the collective intelligence of all cast and crew and with software such as Adobe Premiere Pro and the DaVinci Resolve, we converted a stack of unprocessed footage into a convincing independent horror movie. This led to realizing the importance of post-production in a storyline especially in the genre in which appeal to visual and audio aspects is as important as in a movie.