



Final Play - Canterbury

Note: Two alternate cuts for this film were submitted that were very different to each other. Here are my notes for the official final version of the film, while below that are notes for the older, alternate cut.

- A really well-executed horror concept that manages to be both creepy and concise.
- Clever less-is-more approach to depicting the monster. We only see the Husher in brief, dimly-lit glimpses, and this peaks the interest of the audience. This is a technique used in many classic horror films.
- The sound effects and musical stings help to create a tense atmosphere.
- While the previous edit with the same actor playing all the characters worked well, it's great that you found a way to interpret the same script so that more actors could be involved. Setting up the scene as an online gaming session is clever, and you get a better sense of each character's personality when they are played by different characters.
- Since we're seeing the same shot/angle of these actors for pretty much the whole film, some more attention to production design in the backgrounds would have been nice. (Eg. the character with the onesie has a nice depth to his background, and the lamp is a great touch. Details like these could have been added to the other 2 backgrounds too.) It's a pretty good rule in general that shots tend to look better when there is lots of distance between the actor and the walls. However, it's understandable this may not have been possible due to filming restrictions. Even so, the blank white wall behind one of the character's could have easily been decorated with posters.
- The ACDA logo is missing from the end! But good use of credits. Delaying the title of the film until the end credits is a good technique for short films in general, but especially for horror shorts.

Final Play (Alternate Edit) Notes

Here are some additional notes I wrote for the previous edit of Final Play

- This is a great alternate edit! The use of a mask to create a clone effect at 0:09 and 1:57 really helps to make it more believable that one actor is playing multiple characters. The one at 0:09 is especially clever as having the other character's shoulder just at the edge of frame is such a fine detail but it makes a lot of difference.
- The VFX on this first shot however are a little less polished than the second - it seems like the camera might have been moved/nudged between shooting the coverage for each character. This is a nitpick, as the audience's eyes won't be on this part of the frame anyway. But you could overcome this by cropping in on the shot slightly, and then repositioning the footage of one character to match that of the other. It would also help to use a feathering tool to soften the edges of the mask a little more. Additionally, it would've also perhaps been nice to see a wide shot with all 3 characters at some point.
- The soft-focus opening shot is a nice touch, however the soft focus in the second shot with the dice roll feels less intentional and more like an error?