

UWE Portfolio

Pitches

Pitch 1 – Short Film - ‘Memoria’

In ‘Memoria’ a young man wakes up in the middle of nowhere, a giant field surrounded by woods. He wakes with no memory of how he got there and doesn’t know how to find his way home. He then searches around for any clues to his situation and finds several reoccurring complications that cause a number of short flashbacks that don’t quite make sense to begin with. However, as he finds more and more peculiar clues to why he has ended up here, it assists him to his escape and understanding of what happened in this mysterious event.

Pitch 2 – Documentary - ‘Foxes Never Quit’

In ‘Foxes Never Quit’ we follow the unbelievable story of Leicester City Football Club. It will begin following the events of their championship victory in 2014, promoting them to the premiere league. To then almost being relegated the next season in 2015. However, the majority of the climax and build up in this story will come from the fairy-tale like drama in their battle and eventual victory of the Premiere League Title. This film will follow significant members of the club such as Claudio Ranieri and Jamie Vardy, highlighting themes of perseverance, belief and the overall idea of ‘the underdog’.

90 edit
and voice
over (link on
website)



Music video/short films are available to watch on my website.

Damselfly music video materials

This music video was part of my BTEC in Creative Digital Media and extracts from the full production portfolio are shown here.

Treatment – Damselfly (Loyle Carner)

The music video starts with opening shots of all the locations that will be shown throughout, as well as showcasing the instruments played as they start to come in, including the voice.

Then when the rapping begins, we are introduced to a protagonist who is seen alone lip syncing to the bars until we are shown him talking to a new girl on his phone. At first, he isn't seen to be too interested but gradually as the music video progresses, he unexpectedly falls for her more and more – something that isn't really like him to do, as he's never really 'opened up'.

From as soon as he wakes up in the morning, we see him constantly texting her/ on the phone showing him laughing and smiling throughout the entire day.

The camera continuously cuts between shots of a band playing the song in a studio and of the character lip syncing as well as showing him falling for this girl over text, whilst his friends seem to be making fun of the fact that he is in love as they are too immature and 'young'.

To show this we then see the phone notification come up when his friend says 'yo she texted you' until we see that's its not actually her, which provides us with an annoyed reaction from the man.

Then when the chorus plays, we see the man lip syncing directly to the camera and then when he says 'I was too young for you' we see that he's talking to her on the phone and saying that – possibly being in the future when their relationship didn't work out.

We are then shown a conflict caused between this couple due to the man's friends and his lifestyle. in the next shot the couple are together with the man's friends and his friends are talking about something that she clearly disapproves of and so storms off whilst the man tries to get her to stay. We see his friends simply laughing and him getting angry at them. And then we see her outside shouting at him and breaking it off with him.

The lip syncing then continues with the man being alone now in every shot, reminiscing about the past, looking at old texts etc.

The music video then finishes in a sombre and melancholic way ending with shots of the instruments being played and finally a fading out shot of the man.

Storyboard

INT. MUSIC STUDIO	Shot Number: 64
	Description: Man plays saxophone
	Camera: Medium/close-up
	Dialogue: *
	Sound: *
	Transition: Still
INT. MUSIC STUDIO	Duration: 1 second
	Shot Number: 65
	Description: Can see multiple people playing instruments
	Camera: Medium-shot
	Dialogue: *
	Sound: *
INT. MUSIC STUDIO	Transition: Still
	Duration: 3 seconds
	Shot number: 66
	Description: Man playing drums
	Camera: Medium/close-up, high angle
	Dialogue: *
INT. MUSIC STUDIO	Sound: *
	Transition: Still
	Duration: 1 second

A Nice Day

Shooting Script

This short film was part of my film studies A level, and I chose to produce a shooting script to help with the on-set production.

Shooting Script –
Film Name: A Nice Day

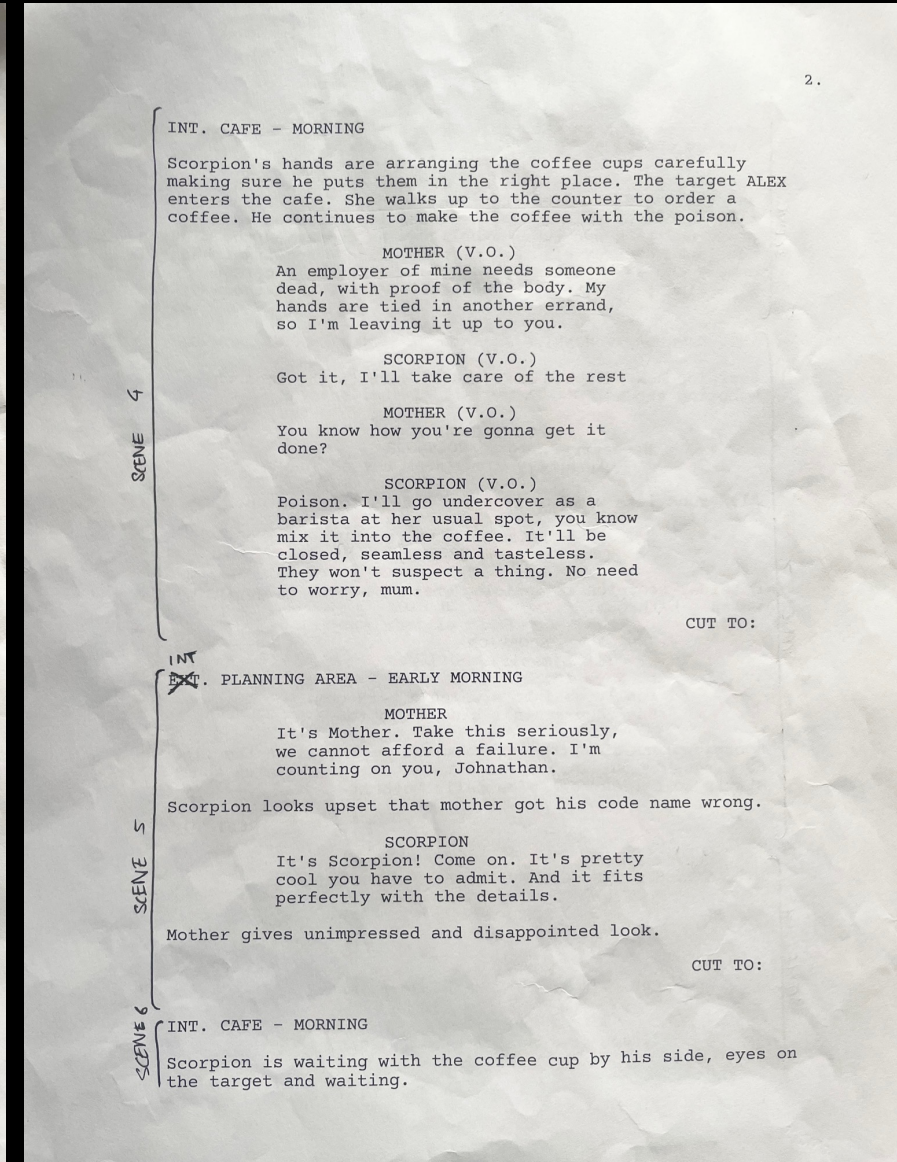
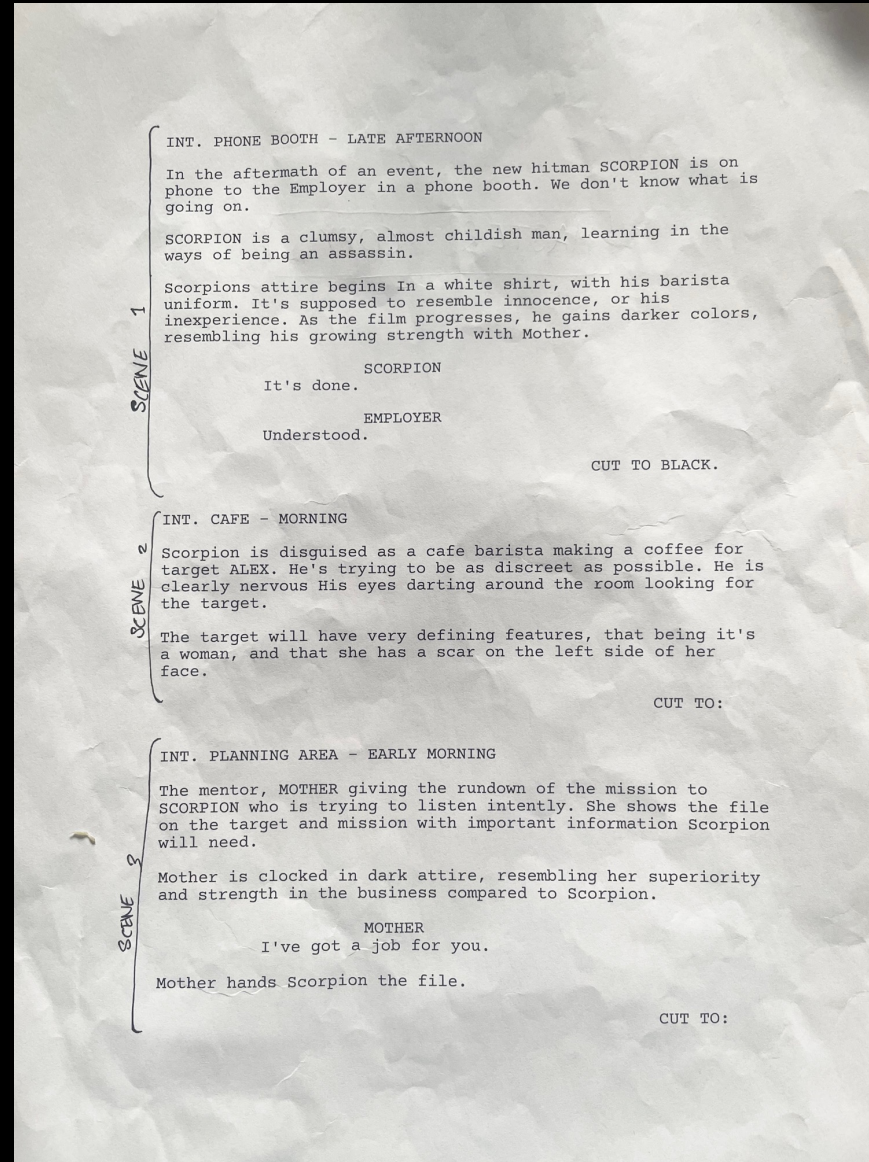
Director: George Grant

Shot	Camera/Action	Time	Audio/Sound
1	Medium shot as Camera tracks Simon as a dolly shot facing him, whilst he is walking	8	Narration
2	Close up of Simon's face as he spots someone	4	Narration
3	reverse shot/wide shot of person walking towards him	4	Narration
4	similar reverse shot of Simon	4	Narration
5	medium two shot of them interacting	10	Narration
6	low canted angle of Simon walking away when the interaction goes wrong and glances at camera	6	Narration
7	Medium shot as Camera tracks Simon as a dolly shot facing him, whilst he is walking	5	Narration
8	Close up of Simon's face as he spots his girlfriend on the bench	4	Narration
9	Medium shot of Margot on bench looking at the camera	3	Narration
10	extreme close up of Margot's eyes	3	Narration
11	extreme close up of Simon's eyes	3	Narration
12	wide shot of Simon looking away and then pulling out his phone	4	Narration
13	Medium shot as Camera tracks Simon as a dolly shot facing him, whilst he is walking with his phone	5	Narration
14	camera tracks Simon walking towards the bench until he sits down and it is a still medium two shot of them both	6	Narration

15	over the shoulder shot from Simon looking at Margot and her reactions to him breaking up with her	6	Narration
16	reverse shot of Simon looking at her as she gets upset and stays only on his face throughout entire conversation	10	White noise with muffled voice
17	extreme close up of his emotionless eyes	5	White noise with muffled voice
18	extreme wide angle of the two on the bench	4	White noise with muffled voice
19	over the shoulder from Simon looking at Margot as she asks if he's listening	3	White noise is gone and cuts to regular sound and dialogue with narration
20	reverse over the shoulder shot as Simon glances at the camera and Margot turns around	5	Narration
21	high angle onto Margot as Simon stands up	5	Narration
22	reverse low angle as we see his face until he turns to walk off	8	Narration
23	Shaky POV of Simon looking at his feet as he's walking until he stops and looks right at someone	8	narration
24	Reverse close up shows his expression	3	narration
25	long shot of person he is looking at	4	narration
26	Reverse medium close up of Simon talking to them	5	Narration + dialogue
27	Reverse shot of person looking at Simon from over the shoulder shot	4	Narration + dialogue
28	Medium long shot of the same angle	4	Narration
29	Medium close up of the same angle	4	Narration starts to get drowned out by white noise
30	Close up of person's face looking past the camera	4	

Hitman screenplay

This is my section of the original screenplay of the short film *Hitman* that I contributed to producing in the 2023 Met Film Young Filmmakers' Academy.



Artist Research

This is some of my artist research of Photographer James Mollison, that I have done for my recent photography project, which heavily inspired the Bedroom Photoshoot I have shown in the next slide.

James Mollison – Where children sleep

I was immediately drawn to this artist and this style of work because of the interesting ways that he portrays a portrait of someone from where they sleep. I found it so interesting to have quite a regular portrait where you can't really see into who they are as a person apart from their clothing to how rich in personality and emotion the photo of where they sleep is.

Obviously, I can't do exactly the same thing with mine as some of these show the much less fortunate situations of certain children and their living conditions, but I still love the idea of using a person's room as a way to portray them.

First of all, in the photo I have chosen as an example shows a young girl in front of a white background, who is compared to her bedroom which is full of life and personality.

One of the first things that sticks out to me is the colour pallet of this images. The different warm shades of brown and orange are really bold which is especially effective because the girl is wearing a similar colour pallet, on her clothes as well as matching her hair too. These colours reflect passion, happiness, enthusiasm and energy, which is mirrored in the objects that can be seen in the photo. This can be seen with the musical objects in the corner of the room such as a keyboard, microphone and radio, that all represent her as a person and her passions for music. This is one of the things that I love about this project – the childlike wonder of the many passions that are possible in the world that have a strong impact on a young person's personality moving forward with life. This is why this shoot is so important as a child's room isn't just the place where they sleep, but it's a place where they can treasure all their favourite things in life in a way that expresses who they are, and these photos emphasise that.





Bedroom photoshoots

For an A level photography project, I chose to take portraits of people next to photos of their bedrooms to try and express their personality. This one is of identical twins, who each have very different characteristics, shown in each of the places they spend most of their time at home. The use of colour exemplifies this well as it portrays and visually exaggerates the tones of their rooms.

(Photography Portfolio can be viewed on website)

This Photograph was part of my **Home Documentary photoshoot** in which over a few days I went around the house and took photos of everyday things that I found held some personal meaning and interest.

This one was my favourite out of the shoot as it really captures the tone of my family life, from the use of form and black and white.

It has recently been accepted into a photography exhibition at the Leicester New Walk Museum.



This photo was from a project on portraiture. I wanted to take a more creative approach and researched the work of Kieron Cropper, who seems to be inspired by the Cubist art movement. One of his works that inspired me is reproduced below.



Kieron Cropper



Media Studies – Film Poster/DVD

"Best zombie movie of all time" - The Sun

VIOLENCE, CONFLICT, ZOMBIES... FELIX AND A GROUP OF MISGUIDED TEENS JOURNEY TO ESCAPE THE DESTRUCTION AND DEATH THAT IS FOLLOWING CLOSE BEHIND. A DANGEROUS SCIENCE EXPERIMENT GOES WRONG IN THEIR HOMETOWN AND NOW THEY MUST TRAVEL ACROSS THE COUNTRYSIDE OF ENGLAND FROM JUST THEIR SMALL VILLAGE CALLED GROBY TO FIND THE CURE FOR THIS HORRIBLE INFECTION. HOWEVER THE JOURNEY IS NOT EASY AND THEY MUST FIGHT THEIR WAY THROUGH THE HORDES OF ZOMBIES WHO COULD BE FAMILY, FRIENDS AND PEOPLE THEY LOVED. FELIX AND THE OTHER SURVIVORS WILL GO THROUGH AN ADVENTURE OF DESPAIR, GUILT AND BETRAYAL AS THEY TRY TO ESCAPE THE TERRIFYING INFECTION THAT FOLLOWS THEM...

The Times

The Guardian

The Sun



Infection Z

SONY PICTURES PRESENTS / KEVIN FEIGE FILM BY GEORGE GRANT ALEX HIGGINSBOTTOM LOUIS BUDEK "INFECTION Z"

MUSIC BY JOHN WILLIAMS COSTUME DESIGNER MAPALO MAKWEO EDITED BY TOBY WOODAL PRODUCTION DESIGNER COREY O'BRIEN

DIRECTOR OF PHOTOGRAPHY JAMES GOODWIN EXECUTIVE PRODUCERS OLIVIA JONES MAYA PATEL PRODUCED BY KEVIN FEIGE J.J. ABRAMS

STORY BY GEORGE GRANT SCREENPLAY BY JASMINE BROGAN DIRECTED BY TRISTAN EVANS

LANGUAGES	English, French (Doublé au Québec), English - Audio Description Track 5.1 Dolby Digital	3.8.11
SUBTITLES	English, English SDH, French, Spanish	4.0.11
 	APPROX. 130 Minutes	COLOR



www.sonypictures.com/dvd




130020 W. Washington Blvd., Culver City, California 90230-3195
 © 2013 Screen Gems LLC. All Rights Reserved.
 © 2013 Layout and Design Sony Pictures Home Entertainment Inc. All Rights Reserved.
 This product is a trademark of Sony Pictures Home Entertainment Inc. All Rights Reserved.
 All other marks are the property of their respective owners.

This is a film poster/DVD cover that I made for my media studies coursework in GCSE which I received a grade 9 for. This is an early example of my design capabilities and creativity, when it comes to film.

George Grant Louis Budek Alex Higginbottom

Infection Z

Life in their hands, Death close behind

15

George Grant Louis Budek Alex Higginbottom

Infection Z

Life in their hands, Death close behind



SONY PICTURES PRESENTS A KEVIN FEIGE FILM BY GEORGE GRANT ALEX HIGGINBOTTOM LOUIS BUDEK "INFECTION Z"
MUSIC BY JOHN WILLIAMS COSTUME DESIGNER MAPALO MAKWEBO EDITED BY TOBY WOODAL PRODUCTION DESIGNER COREY O'BRIEN
DIRECTOR OF PHOTOGRAPHY JAMES GOODWIN EXECUTIVE PRODUCER OLIVIA JONES MAYA PATEL PRODUCED BY KEVIN FEIGE J.J. ABRAMS
STORY BY GEORGE GRANT SCREENPLAY BY JASMINE BROGAN DIRECTED BY TRISTAN EVANS

SONY Coming Soon

