

Fluid Frames Reading Guide #6: Finding Your Voice

Finding Your Voice pp.11-28

1. Every film. . . will take the viewer on a journey. Sometimes it is a journey through a _____; sometimes the journey revolves around a _____; sometimes it is a _____.
2. We are _____ in slow motion under the camera, and the key to good performance are the _____ that go into it.
3. Sometimes _____ can be jumpstarted by imposing _____ on a creative project.
4. It is impossible to tell an animator exactly how to start a film. Studios have their own protocols for _____ development, but when it comes to an individual artist, _____.
5. For independent animators, there is an _____ number of ways you can storyboard and script a film. How you approach these will depend on what _____ you need to record for yourself and what you need to _____ with others.
6. Whether you are working with a narrative structure or non-narrative structure, making a strong film is a balancing act between _____ and _____ with an audience.
9. If you know a particular shot is going to be a _____, do it early in production when you have _____ and _____ and time to address the challenges.