**Evaluation**

**Pre-Production**

The Pre-Production process was by far the most successful part of the entire process. Coming up with an idea and what I was going to use was not difficult because I had collected hundreds of different toy and lego sets when I was younger, I still had access to them all. I knew I wanted to do a *Buffy the Vampire Slayer* piece mostly because I remembered the figures themselves had flexible arms and moving pieces so I was able to do more with them and also because I had a library set piece to stage them on. Writing up my brief and proposal was done quickly, detailing the necessary components needed to create the pieces, including camera, lighting and overall story for the short.

**Production**

This was the most difficult piece simply because I underestimated the difficulty of stop-motion. I shot my entire *Buffy* piece in roughly 5 hours and had edited it together, however I was no happy with the way it looked and felt. It looked dim, choppy and poor overall. So I decided to change my piece all together and use *Star Wars Lego*. I had watched several short stop-motion films made using lego on YouTube and thought it would be easier. After re-writing my pre-production work and beginning my stop motion again, I found out it wasn’t easier and in fact was more difficult. Half way through this process I switched back to using *Buffy* figures and re-shot the entire piece.

**Post-Production**

This was a very short part of the process as I uploaded my footage onto Movie Maker because I knew it was easier to edit photos on there rather than on final cut. I shortened the length of clips down to 0.25 fps and it gave the motion seen in the final piece. I then uploaded the exported piece to Final Cut and added the sound effects heard in the piece - Final Cut giving me more flexibility when it came to editing sound than Movie Maker did.

If I were to do this task again, I would spend a lot more time practising and testing out the stop-motion instead of jumping straight in. However due to the time limit and deadlines, I wasn’t able to spend a lengthily amount of time practising. Based on the time we were given and my level of knowledge in physically shooting stop-motion, I am overall happy with the final piece and believe it looks much better than the previous attempts.