

Week 8 - Dialog

Aloha! Our story resumes on my first acting shot - which is all polished up and allegedly "finished" now. I say allegedly, because I couldn't polish it up quite as well as I'd hoped to - some unexpected six-day weeks were required at work to finally push Avatar out the door, and six day weeks have a well-established track record of playing merry hell with my AM assignments... So this one will probably need some more polishing love at some point:

This text will be replaced

```
var so405 = new SWFObject('/scripts/player.swf','mpl','480','360','9');
so405.addParam('allowfullscreen','false');
so405.addParam('flashvars','&duration=13&file=http://www.kreanimate.co.uk/Animations/2009_10_AMGriefPolish/am405_GriefPolish.flv&image=http://www.kreanimate.co.uk/Animations/2009_10_AMGriefPolish/thumbnail.jpg');
so405.write('player405');
```

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At the moment we're on our first dialog shots, which is incredibly exciting! Our first task was to find three sound clips, and film ourselves acting them out. It was actually really great fun (especially the more psychotic line, which is slightly worrying!!):

This text will be replaced

```
var so406 = new SWFObject('/scripts/player.swf','mpl','480','360','9');
so406.addParam('allowfullscreen','false');
so406.addParam('flashvars','&duration=42&file=http://www.kreanimate.co.uk/Animations/2009_11_AMVideoReference/am406_VideoReference.flv&image=http://www.kreanimate.co.uk/Animations/2009_11_AMVideoReference/thumbnail.jpg');
so406.write('player406');
```

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Generally people seemed to enjoy the second clip the most, so that's the one that I chose to go ahead with. However, I'm not gonna post last week's first blocking of it, since it was... *ahem*... rubbish. I hit "the wall" last week, and had real trouble focusing on my assignment. Burnout is thoroughly unpleasant at the best of times, and I'm actually quite surprised this is the first time I've hit it whilst at AM. A gentle week with plenty of sleep and book-reading seemed to work wonders though, and I'm now much happier with the direction it's going in:

This text will be replaced

```
var so408 = new SWFObject('/scripts/player.swf','mpl','480','360','9');
so408.addParam('allowfullscreen','false');
so408.addParam('flashvars','&duration=13&file=http://www.kreanimate.co.uk/Animations/2009_11_AMActingBlockingPlus/am408_ActingBlockingPlus.flv&image=http://www.kreanimate.co.uk/Animations/2009_11_AMActingBlockingPlus/thumbnail.jpg');
so408.write('player408');
```

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Now onto splining! :)