

Lauren Goodman

Independent Study & Mentorship

Mr. Speice 4A

23 March 2018

Product Progress Assessment #2

Date: March 23, 2018

Subject: The Incomparable Tediousness of Putting Together A Show

MLA Citations:

Hitchcock, Alfred, director. *Vertigo*. Paramount Pictures, 1958.

Miyamoto, Ken. "How to Sell Your TV Series the Stranger Things Way." *ScreenCraft*, 26 Oct. 2017.

Mugavero, Melissa. "Murder Made Me Famous." *The Unabomber*, performance by Brad Osborne, REELZ Channel.

Preminger, Otto. *Anatomy of a Murder*. Columbia Pictures Corporation, 1959.

Rhimes, Shonda. "Grey's Anatomy Original Pitch." *ABC Network*, 2004.

Zanuck, Darryl F. *All About Eve*. Performance by Bette Davis, and Marilyn Monroe, 20th Century Fox, 1950.

Assessment:

A lot has happened since my last progress assessment that has resulted in making great strides towards my final product. Still, though I realize that while I have accomplished a lot (pretty much even sticking to my calendar), there is more that needs to be done in order to finish my final product. I now seem to almost be at the halfway point of my final product and

throughout the last two months, I now have a better grip on understanding the essence of showrunning. What I have come to fully realize is that just because people say something is hard, you never truly get it until you're in that situation yourself. Saying that starting a TV show is hard is an understatement. The truth is although many well-known writers start TV shows all the time with ease, it is actually a marvel that they could accomplish so much and build a world under pressure, which makes them even more admirable in my book. In this assessment, I will be discussing highlights of this final product journey so far.

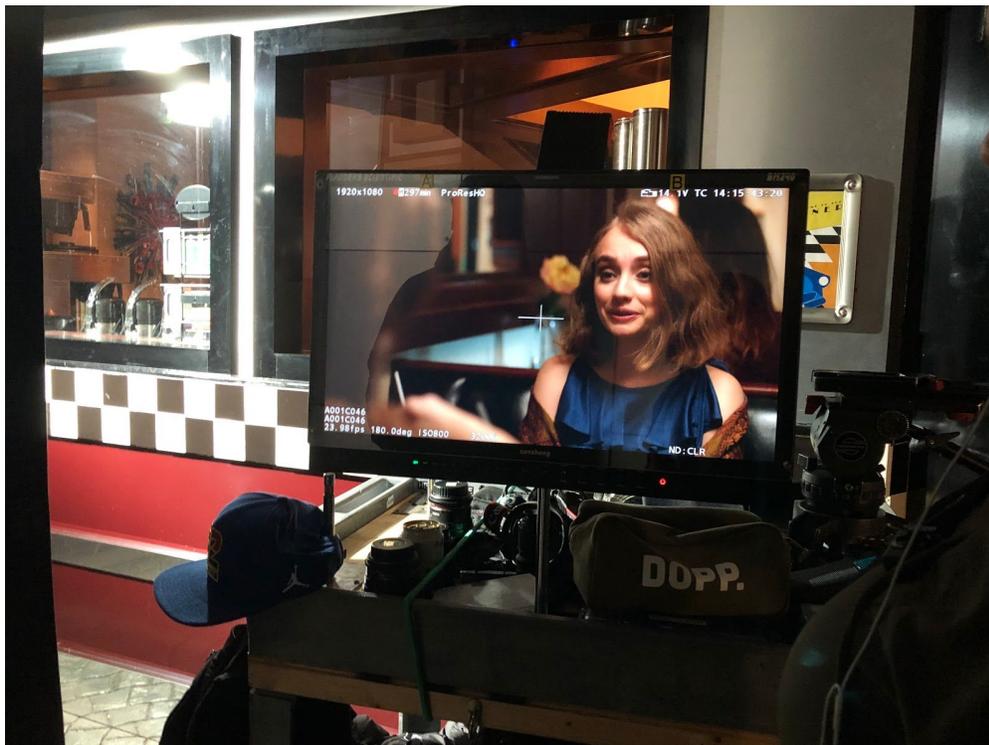
As I previously mentioned, you never know what something is like until you've actually been there. Obviously, this applies to showrunning. Sure, you can do the many google searches and read from others who have had that experience, but even those accurate testimonies undermine the meticulousness and grit showrunners need to have in order to be successful. I witnessed the dynamics of showrunning when in early February I went to my mentor's studio to the filming of the REELZ channel TV show "Murder Made Me Famous". There are a few aspects I would like to touch on that I found significant. First is the unexpected problems that tend to always arise in the middle of filming. With only a certain number of days that the studio is available to them, showrunners must think on their feet when something comes up. As a showrunner, you don't really have time to think of a solution, you simply do when needs to be done to get the shot. That day on set one of the many unintended problems that happened was during the filming of a scene that takes place in a diner. Although it is supposed to be a simple scene of two people on a date, recording it was a challenge because the diner used had mirrors lining its walls. This meant that the reflection of the cameras could be seen from all angles. To solve it cost an extra 30 minutes of reposition and putting up black canvas to hide the camera and lighting operators. Another aspect of a TV show is knowing your stuff accurately both in a factual context and aesthetically. When filming something that takes place in a different era, it's

important to know your facts and realize that there are certain modern technologies that don't belong in a period piece. In this case, with the subject area being the UNABOMBER, the crew actually built a life-size replica of the shack the killer made his bombs in, filled with props such as the tools and materials used to make the bombs to even period-specific objects, such as an 80s style colorblocked jacket. It really showed me that showrunners must be 100% dedicated to their projects in order to do the story justice.

While understanding the dynamics of showrunning is part of my final product work, another feature is the pitch book and pilot script of the show I've been working on. I didn't realize how annoying a pitch book would be until I started working on. The annoying part seemed to be style of the book since it is suppose to a reflection of the show itself, proving how important visual marketing is when pitching a show. I took way too much time to figure out what the logo would be and how to create it. I ended up outlining many cover page ideas and ended up making two of those ideas in photoshop. The route I took with the cover is that it is very reminiscent of the art deco minimalist movie posters used (Posters I used for inspiration were from "Vertigo", "All About Eve", and "Anatomy of a Murder"). Not only does it touch on the nostalgia factor the show brings with its allusions to classic Hollywood films, it also conveys the comical simplicity the show has. The rest of the pitch book was modeled after a script, just like the many the characters within the show use. While this may not seem important at first glance, showcasing the aesthetic of a show, even in a microconsum such as a pitch book, can make or a break show being picked up by a network. After many sleepless nights of sketching out designs and trying to figure out how to use graphic design, I am proud to say I have finished the pitch book, checking off another item off the long list of stuff I must do before presentation night.

While this assessment only featured a few things I worked on, that's because I am in the midst of working on my pilot script. Since my story bible, I have changed to outline of the pilot

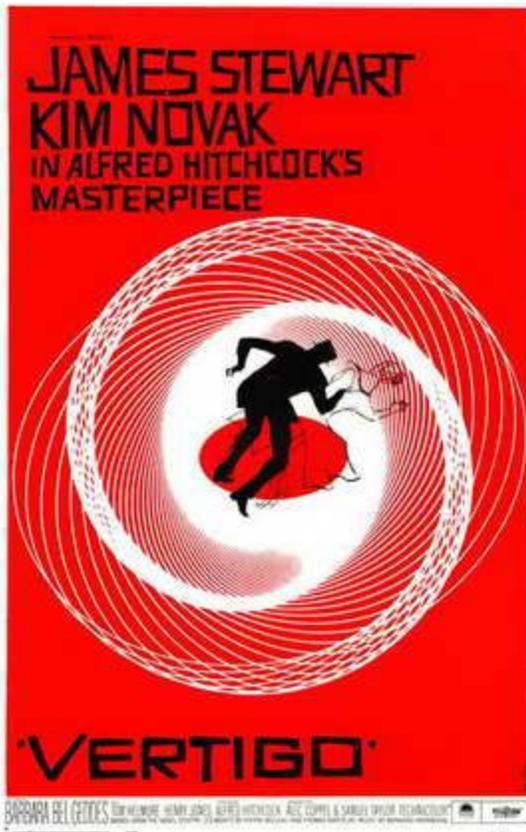
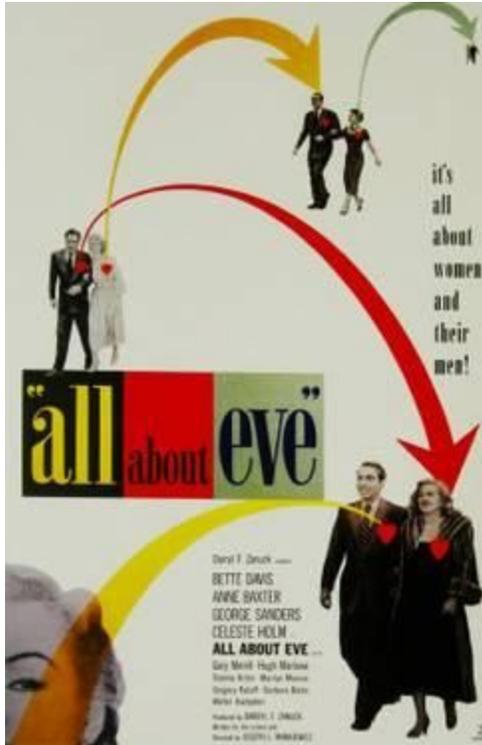
completely actually making another episode within the story bible my pilot, and even then changing some of the comical situations. Overall, it's reminded me of how different TV shows are as they have evolved from their story bibles. I am keeping it under wraps for now as I expect even more changes in the future, but I can say that writing so far has been "okay". I just keep on deleting and rewriting dialogue because I want to be the pilot as best as it can be and memorable enough to create an entire series from. This may be for a high school project, but I honestly can see this idea actually being produced by a major network maybe someday in the future as crazy as it sounds. Maybe it's because I like the concept so much that it is hard to picture it someday on television, but I am proud of this story I am creating so far as it has turned into a child of mine. More often than not, it is frustrating and heartbreaking all at once, but there are moments where I believe "yea, this might not be half bad".



Pictures from the set of "Murder Made Me Famous"



Pictures from the set of "Murder Made Me Famous"



Posters inspiring Starry Eyed Posters