

## Reading Guide #6 - Fluid Frames 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 i \_\_\_\_\_ 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.
7. If you know a particular shot is going to be a \_\_\_\_\_, do it early in production when you have energy and \_\_\_\_\_ and time to address the challenges.

### Notes for your Journal:

Write down any thoughts about this reading that you'd like to remember for your journal

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