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CMN4200

PROFESSIONAL DEVELOPMENT PLAN

	SHORT TERM (6 months)	MEDIUM TERM (1 year)	LONG TERM (2-3 years)
GOAL	<p>Improve my storyboarding and drawing skills in general. The goal is to become able to draw from my own imagination without relying too much on photographs. Also improve in drawing buildings by respecting perspective rules, to create an accurate representation of reality. I would also like to draw using softwares such as Adobe Illustrator and get more comfortable with digital drawing using my Wacom tablet.</p>	<p>I want to expand my knowledge on Producer and First AD roles. I would love to learn more about pre-production and what it actually takes to plan a feature film. While I am already familiar with some of the required elements (such as call sheets, risk assessments, schedules), there is so much more that goes into pre-production. I also need to learn more about the financial/economic aspects, as budgeting and marketing strategies. I know a bit about EPKs and their function to promote films when submitted to festivals, but that is pretty much it as far as my current knowledge.</p>	<p>After having completed my degree at SAE, I would like to intern in a production company, or in the marketing department of a company involved in media-social media content production. Another thing I would like to do though is get a Master in Film Production. But most universities offer generic filmmaking master programs, while I would like to attend a specific course that focuses on the producer's job.</p>

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HOW	<p>I can achieve this by researching about drawing techniques and practising by sketching short stories in a comic-like style, putting those techniques into practice. There are also many useful videos on YouTube that focus on different techniques and styles. I will also take inspiration from graphic journalists. My favourites are Guy Delisle and Zerocalcare for their sense of humor and entertaining narration. I plan on learning how to use Adobe Illustrator and Photoshop, under the guidance of one of my friends.</p>	<p>I can become more familiar with these roles by helping others with their projects as First AD. It would be helpful to research about budgeting and marketing strategies. I can also ask one of my friends to help me, since she is studying business and marketing. I find looking at examples of big production's paperwork to be very useful.</p>	<p>First of all I will have to decide between an internship and or master degree, and I would have to do that probably in a year, or slightly over. In both cases though I will need a strong portfolio and a good final grade. Besides this there is also a lot of research that I would have to do to find the course or the internship I could benefit from the most, as well as back up options.</p>
REALISTIC & ACHIEVABLE	<p>I will try to storyboard as much as possible, for both my own short films and my classmates'. The most difficult thing for me is digital drawing, I struggle to understand how softwares work and it definitely takes longer and more effort than old fashion paper-sketching. I usually do not lack motivation if I have a goal in mind, but it is going to be difficult to find free time. I have to make it part of a weekly routine, so that I can stick to the plan.</p>	<p>As usual time is the biggest problem, but I think that making it part of my coursework by helping others is going to make it more achievable. I will also research and read about pre-production and marketing strategies outside of class. I am not sure what the best books, videos are to learn about these things, but I will do as much research as possible. Until last year I did not know anything about producers, but I am slowly becoming more familiar with their work.</p>	<p>In this case motivation might be a problem: while I think getting a good master will help my future career and it is only a commitment of one year, maximum two, it can sometimes be more boring than actually working. On the other hand I think that it will be very beneficial and I could definitely learn a lot and be more ready for an eventual internship/job.</p>

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TIME SCALE	<p>I would like to approach this 'plan' by starting with digital drawing, since it is the thing I struggle with the most. So I could dedicate time to that during the winter break, because I will definitely have more free time. During term time I will focus more on sketching and storyboarding on paper, while occasionally keep working on digital drawing, maybe once a week. I would also like to dedicate time once a week to exercises aimed to improve my overall drawing technique.</p>	<p>Being this a one year goal, I think I will dedicate less time to it during the first six months, so that I can work more on drawing. My plan is to work on researching about pre-production once every two weeks for the first six months. At that point I should have gained more confidence in my drawing skills. Obviously I want to continue drawing and constant practice is fundamental, but I think that once you learn new techniques, you have acquired them long term. So for the rest of the year I will be able to research about producing once a week.</p>	<p>As I said earlier I would have to decide what I want to do first. I guess starting to think about it now would be helpful. There are so many different options and opportunities that to make up my mind is going to take time. In both cases the best I can do is research about different programs and entry requirements and work in order to make sure that I can get there. One thing I read might be useful is to take a first aid course, which is useful for First ADs since they are responsible for Health & Safety, although only a few master programs require it in order to apply.</p>