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Joe Trickey
**ON EDITING
FOR FILM**

JOE TRICKEY - FILM EDITOR



JOE IS OUR **BRILLIANT** 'FINGER FOOD' EDITOR.

He's been working professionally as an editor, sound designer and film maker for the last 5 years, most notably for the incredibly successful '*Answer In Progress*' YouTube channel. But his journey into HG4 began long before then...

HOW DID YOU GET INVOLVED WITH HG4 PRODUCTIONS?

Jacob and I are old friends from high school, where (and I'm sure he wouldn't want me telling this) we spent our time making Doctor Who fan films of varying degrees of badness. A few years later we worked together on a short film about sleeping zombies - a project that vastly bloomed out of scope of what he'd asked for, destroying Jacob's life for several months. Then earlier this year, he sent me a message asking if I wanted to come and ruin another film of his, and I was delighted to accept.

WHAT IS THE ROLE OF A FILM EDITOR?

An editor receives all the footage (camera and sound) from the production, synchronises the audio, and assembles it all into a smooth, cohesive story. While mostly everything is already decided by the script and production process, the editor has some control over which angle we see at which points, and can adjust the timing and selected take to convey the right emotions, as well as making sure the plot comes across as clearly as possible.

INTERVIEW CONTINUED NEXT PAGE...



(We can't wait to share the scene with you!)

WHAT WAS YOUR FAVOURITE PART OF THE EDITING PROCESS?

The tea scene in the living room has been my favourite part. The comedy is on point, and trying to find exactly the right timing of various moments is frustrating, but very rewarding when you finally get it right. When you watch it for the 100th time and laugh at something new, you've got it.

WHAT ARE THE KEY INGREDIENTS NEEDED TO BECOME AN EDITOR?

Basic experience with using an editing program like Premiere or Final Cut (doesn't matter which, the people who tell you one is great and the other sucks are lying to themselves), the ability to sit at a desk and concentrate for long periods of time (something I desperately lack), and a great sense of timing. For me it's all about the timing, knowing when a moment is dragging, or when a line needs more room to breathe.

YOU HAVE A REAL TALENT FOR SOUND DESIGN. WHERE DOES YOUR LOVE FOR IT COME FROM?

I used to love sound effects as a kid, particularly ones from Doctor Who (of course) and always had fun making my own, opening up Audacity and messing around with all the effects. I later spent a lot of time in music production, which taught me a lot about how sound works, and eventually found my way back to sound design in film editing. It's really fun creating the atmosphere of a space, and using sound to enhance characters and emotional moments.

WHAT WAS YOUR REACTION WHEN YOU RECEIVED THE FINGER FOOD SCRIPT?

I had no idea what I was reading, but it seemed fun! I loved the comedy moments, and was interested to see where some of the other elements could go, and what they could sound like.



WHAT ELEMENTS WENT INTO THE FILMS SOUND DESIGN, AND WHAT PURPOSE DID IT SERVE?

Well, I'm still in the thick of it as I answer this, but there's a lot of foley and sound design going into the film. I'm particularly enjoying doing the sounds of a large beaded necklace at the moment - it's always jangling around and being extremely annoying, but I hope it adds a lot to the character and the comedy of certain moments.

ANY STRANGE FOLEY RECREATIONS WE SHOULD LISTEN OUT FOR?

I spat a glass of water all down my chin the other day. I expect you'll be able to catch that one when the film comes out.

RIGHT:
Making foley from
everyday household items!



We'd like to thank Joe for his brilliant work, his friendship over the years, and for taking the time to talk to us.

You can find his work at trickeyjoe.com

and at [@TrickeyJoe](https://www.instagram.com/TrickeyJoe) on social media.



Truly a master of editing, sound design, and spit takes!



A NEW DEPARTMENT!

Today we are thrilled to announce the launch of 'HG4 Learning' - an Online Education Centre attached to our company that will be offering FREE guest lectures on the arts of Acting and Filmmaking.

For earnest students wishing to commit to regular study, there will also be a bi-weekly Acting course, and the option of Private Tuition.

To learn more you can visit www.hg4productions.com/classes

and feel free to email us at hg4productions@gmail.com if you have any queries about joining!

"HG4 is more than just a Production Company. We are a team of passionate individuals who recognise the importance of education in a field as guarded and abstract as the Entertainment Industry."

"With this in mind, we have now opened the doors to our 'HG4 Learning' centre, where people can enjoy Private Tuition, Group Classes and FREE Guest Lectures on topics such as Character Creation, Scene Dissection and Story Development."

- Jacob Dudman, Founder



THE FILM MAKER'S CORNER

Each issue we share a tip for people wanting to make their own films:

Mise-en-scène is a French term that translates to "Placing on stage". It pertains to all the elements that combine to make up the shot you are filming, including composition, art direction, lighting, costuming, makeup, and texture.

An understanding of it's mechanics can help improve your visual storytelling abilities, as you work to imbue everything on screen with relevance to the themes, moods and actions of the story.

We recommend the YouTube channels:

'StudioBinder'

'Every Frame A Painting'

'Film Riot'

for free educational content on the subject.