

1. Accented Cinema. "How to Structure a Fight Scene | Video Essay." *YouTube*, 25 June 2020, www.youtube.com/watch?v=BPjG6fe-eTQ.

This source is truly integral to the entirety of my project. The biggest part of my story is the fighting that goes on and the story that it tells about the characters involved. Having this source I can find a clean and concise way to arrange the fight in a way that makes sense narratively but also in an entertaining way that engages the audience. The main argument around the video is that to create a good fight scene it needs to "Set the stage", "The rise", "The twist", and "The end". This provides an objective take on the subject. The creator is somewhat of an expert being a screenplay writer, but the biases come into the fact that 'good fight scenes' are subjective. The information is slightly up to date. The strength is the way the video is set up is efficient but some of the examples feel slightly misplaced.

2. "Character Analysis - What Makes Spider-Man so Compelling?" *YouTube*, YouTube, 25 Nov. 2022, www.youtube.com/watch?v=vPNODPi0sHw.

This source is especially useful in taking an in depth look at the character I'm focusing on. The author is by no means an expert, rather he's a fan who is trying to connect the dots on why Spider-man has become a cultural icon and a symbol of hope for millions of people. I think these are really important in telling a passionate and accurate story of Spider-man. While also highlighting parts of him that resonate with me. The information is up to date and the author presents an objective perspective. I do recognize that the biases come from him being American and a man. This could change his reasons for liking Spider-Man. The main argument is that

spider-man is relatable to the average citizen, and represents an unwillingness to give up. The strengths lie in his analysis of the character using good sources. The weakness is in some of the leaps in logic the creator takes.

3. “Dan Harmon Story Circle: 8 Proven Steps to Better Stories.” *YouTube*, YouTube, 17 Apr. 2018, www.youtube.com/watch?v=-XGUVkOmPTA.

This source adds to me constructing my project. This is because it adds valuable information. The author is relaying information from an expert in the field, in the form of Dan Harmon, who is a very accomplished screenplay writer. The evidence is relayed well by showing examples of why that structure of screenwriting is very good, by showing movies and tv shows that follow this style of writing. The information isn't necessarily up to date because the video was released half a decade ago. The author presents a very neutral perspective by showing why this way of writing adds to enrich stories. The biases are that this style isn't the best for every story and not all writers use it. However I still think that this style fits my writing very well and will instrumentally help in constructing the flow of my story. It shows a good base of how the story can work together to achieve my end goal. The main argument is that there are eight steps to writing better steps, and following such steps will improve your writing. The strengths are that they have really good examples of other media that have this base, but a weakness is sometimes under explaining some of the steps.

4. Daniel Ang Art. “Analysing the Art of Into the Spiderverse | Graphic Reduction.” *YouTube*, 27 Sept. 2021, www.youtube.com/watch?v=k3m_3u2FT30.

It again gives great context to the film series I referencing. Not only that but I plan to use this source as a way for me to understand the way in which I want the whole film to be stylized. The creator is more of an expert as a graphic designer themselves and an artist. This means the information comes from an expert's opinion. The evidence they demonstrate is very well researched and they provide evidence. The perspective is pretty neutral and the bias is they are an artist themselves so some things aren't as impressive to them. The information will be used to create a very similar blend of different artistic styles in my film to create something amazing. The main argument is that the art in the film is groundbreaking and enhanced the genre of art in movies as a whole. They are great at analyzing the art sets and different animations however there are some topics that they don't do great at explaining. The information being relatively up to date.

5. DBZimran. "MOST EVIL CURSED SPIRIT: Mahito | Jujutsu Kaisen Character Analysis." *YouTube*, 22 Aug. 2023, www.youtube.com/watch?v=KnG-po_JdMI.

It relates back to my question on how I can use my prior interests to inform my art. A major interest that I have in my life is Jujutsu Kaisen and anime in general. The creator isn't a mangaka or animator so they wouldn't be considered an expert. However, their insight on what makes one of the main antagonists in the series so hated by people is very useful in creating a menacing threat in my story. The creator takes a more objective perspective and alludes to 'Mahito', the villain, as being the most deplorable which is very debatable. The argument surrounding this lies in the fact that Mahito takes an immense amount of pleasure from ending people's lives and he does what he thinks he was created to do and that is to kill. The strength of this comes from dissecting the philosophy around if evil is formed or born, however the weakness is some of the

arguments are not very convincing. The information is very up to date and relevant. This source provides great context to writing villains again, especially in a manga style, which I am very privy to.

6. Film Courage. "If You Can't Answer These 6 Questions You Don't Have a Story - Glenn Gers." YouTube, 23 June 2021, www.youtube.com/watch?v=uL0atQFZzL8.

This source creates a system for me to stop and think about if my story has substance and contributes to an overall theme of some kind. The creator, Glenn Gers, is an author so I would consider them to be an expert of some kind. However this means they might have more of a bias to books than movies. The information is relatively up to date and offers up good information. The author presents an objective perspective on how stories should be conceived. This source is useful because it gives me a checklist in which I can check how much story I actually have. The main points are to stop and use six questions to recognize if you actually have a story. The questions are the video's strongest points and help me think more. However, a point it could work on is being a little more helpful on how to create a story that addresses these questions.

7. "How to Write Great Dialogue." *YouTube*, YouTube, 13 Feb. 2019, www.youtube.com/watch?v=hEgsIV98ZmU&t=611s.

I get value from this source because it is helping me inform the way I could write my script and make it more engaging for the audience. The narrator is not necessarily an expert and the evidence is mostly subjective and not objective. The information is four years old so it's not completely up to date. The narrator presents it in an objective perspective however it has a couple of biases. Such as a bias to Tarantino and the way he formulates his particular script.

However the source is good at providing good context, to the way certain world wide renown script writers make their dialogue gripping. The creator argues that a good script comes from dialogue that seems realistic but is slightly different, subtext, and purpose. This is the video's greatest strength is that it comes up with some advanced techniques I was unaware of. However a weakness is that it tends to contradict itself a lot and a good script is somewhat subjective.

8. "How to Write a Terrifying Villain - the Boys." *YouTube*, YouTube, 19 July 2022, www.youtube.com/watch?v=WC0DRhx6ThI.

It contributes information on how I should write my main antagonist, and craft his presence in the script. The author is an author themselves so perhaps they considered an expert. The information is supported by some evidence although alot of it is somewhat subjective. The information is very up to date and relates extremely well to how I want to write my villain. However the narrator presents a somewhat biased perspective to "good villains" in the media. While bashing other villains he sees them as "bad villains". The narrator's main argument is that there are 4 components on what makes a great antagonist. There are as listed: great power, credible motivation for evil, history of doing and choosing evil, and an aspect of uncertainty of what their next action should be. The strengths are that they have great analysis on villains in the media and explain why they are so menacing in the story. Which helps build an outline of how I can write it. A weakness is trying to fit many villains in a formulaic style when it's clear that that particular outline doesn't always need to be followed to deliver a great villain.

9. Mother's Basement. "The (Un)Subtle Genius of Across the Spider-Verse." *YouTube*, 10 June 2023, www.youtube.com/watch?v=xtSSjKo51Hs.

It gives more context behind the movie and story ideas I'm basing my short film around. With it discussing the last movie that was released only a year ago the information is very up to date. The creator is less an expert and more of a fan and does a great job looking at all the ways "Across the Spider-Verse" surpassed the original movie. This gives me great knowledge on some devices the director, screen writers, and animators used to improve the movie. The bias comes in when the creator thinks this movie surpassed the first one. This is a very subjective take and could mean that not all the facts given are extremely accurate. It provides a biased but objective viewpoint. The creator found that the movie's use of innovative art, improved fight set pieces, and character development, all better the sequel and elevate it over the original. The creator brings up very good points however some of the data isn't very conclusive and convincing. A lot of it comes down to personal opinion.

10. *"The Evolution of Stop-Motion Animation Technique through 120 Years of Technological Innovations:: Science Publishing Group."* *W*www.sciencepublishinggroup.com, www.sciencepublishinggroup.com/article/10.11648.j.ijla.20180603.12. Accessed 25 Jan. 2024.

This article contributes greatly to my knowledge of Stop motion animation as an artistic medium. It helps me understand how the craft has evolved throughout the times and the different ways other artists have interpreted it. The author is somewhat an expert as they work in the technology industry. They explain it in more technical terms in technology than the person being an actual artist in the field. They present an objective perspective and cite a timeline that shows how each new invention advanced the field of stop motion animation. It provides me relevant context on how the artform has been used by others and it informs how I could use it. The main argument is that by tracking how the medium has changed over the years we can somewhat predict how it

will continue to grow. Its strengths lie in their explanations of each major event but their greatest weakness is that they have a more open ended way of explaining the future of stop motion animation. It doesn't have great evidence to support their point.

