

## Chapter 6: Quiz

1. Accepting critique with dignity. Being able listen to another's input and realize when you're in the wrong. However, be passionate. A writer/director needs to know when he truly feels that his idea is right.
2. 2. Highlander 2 and Blade: Trinity both had the potential to be successful productions but failed. In Blade: Trinity they had the writer of the first films, David Goyer, become the director. Wesley Snipes, the main actor, and Goyer had contradicting ideas about the direction of the film. They enabled their differences to get the better of them rather than compromise and work together. This resulted in a mediocre film. Highlander 2 was subpar as well because they forced the director to create a sequel. This action created a snowball effect of sporadic themes, financial difficulties, and a completed failed production. A second director Russell Mulcahy took the film and added a few new actors and took it in a new direction. The previous Director, Christopher Lambert, saw these new ideas and instead of imposing them he decided to work with Mulcahy. If I were to handle the creative differences in Blade: Trinity I would sit down with both of them separately, listen to their problems, suggest some solutions and then talk to them in an open room together and me a mediator.
3. Highlander: The Renegade Cut was so unique because it took the footage of a completely different director and combined it with the new footage that Russell Mulcahy filmed. The two directors were able to re-edit the old footage and balance it out with the new footage and produce a film that wasn't intolerable to watch.
4. The lessons that can be learned is to not allow problematic issues become into huge difficulties. Be able to see a problem that may seem small and try and resolve it so that it doesn't become something that results into a huge ordeal. Also, I personally would never force a director to produce a movie that he had no interest in. If a director lacks the passion toward the film than it most likely won't succeed.
5. Without being able to take criticism, the filmmaker creates problems for himself because he doesn't allow for others insight. A filmmaker needs others creative ideas and to accept the possibility that one of their own ideas isn't exactly what's best for the film.