

Documentation of



THE CHOSEN ONE

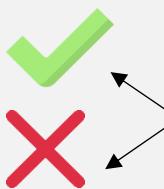
STUDENT-31795435

Multimedia Major Project 2019 - 31795435

Contents

Statement of Intent.....	4
RESEARCH	6
The Fundamentals of Production.....	7
Existing Music Production Analysis	12
Spotify Surf Search.....	13
Existing Video Production Analysis.....	15
Selection and Justification.....	18
Evaluation of Research	21
DEVELOPMENT OF IDEAS.....	22
Concept Brainstorm.....	23
Music Production Experimentation	24
Clip Planning, Sketching, Researching & Experimenting	25
Final Storyboard.....	34
DESIGN MODIFICATION.....	38
Quality Control	39
Efficiency	39
Peer Reviews/Suggestions	40
Music Production Changes	40
Video Production Changes	40
Timeline Plan - Gantt Chart	42
Evaluation of Timeline Plan.....	43
Finance Plan.....	44
Finance Plan Evaluation.....	45
EVIDENCE OF WHS.....	46
Safe Working Practises.....	47
Risk Assessment.....	50
RECORD OF PRODUCTION RANGE OF SKILLS	51
Music Production.....	52

Stop Motion.....	55
Keyframing – Door Opening Transition	56
Miniatures – Helicopter.....	57
Creating a Storm.....	58
Portal.....	59
Eye Colour Change.....	60
Lightening in hand.....	60
Motion Graphics Intro	61
Hologram.....	62
Glitch + Notification.....	63
Warp Stabilizer	64
Speed Effect.....	65
Cutting.....	66
Fire.....	67
Optimal Camera Settings	67
Slow Motion	68
Practical Effects – Blinking Eye.....	68
Colour Correcting/Colour Grading	69
Considerations to Design Principles.....	70
EVIDENCE OF PRACTICAL PROBLEM SOLVING	72
Cloud base storing (Dropbox)	73
Keyboard playback issues	73
Incorrect layering – Rotoscoping	74
Use of Appropriate Materials.....	76
Degree of difficulty	76

**Evaluation indicators**

Refer to these symbols as indicators to *positive* and *negative* evaluations throughout the folio.

**Problem-solving indicator**

Refer to this symbol as an indicator to evidence of practical problem-solving and improvements made throughout the folio.

Statement of Intent

"Narrative music videos are good at creating emotional bonds between the artist and the viewer" (quoted from 'Epik Music Videos').

.....

A Narrative music video tells a story through a chain of events that are put together to run parallel to each other. Narrative music videos require the production of both *music* and *film*, 'showing off' their distinct design elements and techniques using different but extensive skill and knowledge and work hand in hand to deliver an outstanding project to an array of viewers.

I intend to create a narrative music video to be enjoyed amongst my peers, using a range of skills to develop a more advanced understanding of both the production of *electronic* music and music videos. From this, I hope to learn and become capable in the areas of sound design, design and elements of film, a vast range of special effects, editing and the necessary programs that can assist and support the process of developing these skills. I look forward to also considering and experimenting with other forms of media to support the 'big picture' of my project. Whilst developing ideas for my project, I plan to use research on the basis of *appropriate* existing projects, processes and equipment/resources to guide, facilitate and inspire my music video.

Music production

I aim to create an original electronic track, avoiding as much possible outsourcing as I can with the help from the various programs/equipment I already own. I plan to create an electronic track since I have most of the equipment needed to create this. Additionally, the production of other categories of music will be more time consuming and expensive. With this in mind, I would much prefer to invest most of my time in the video production side of the project.

Things I intend to learn about music production:

- Creating (melodies, harmonies)
- Arranging ideas
- ~~Mixing and mastering~~
- ~~Sound Design~~

Video Production

I have been pondering and exploring that the storyline of my film will include a person who unexpectedly develops 'super powers'. I have purposely considered this storyline, not for the deep complexities to my plot, but rather because it gives me room to learn and implement a vast range of special effects such as super speed and the ability to use portals. The music video relates to similar ideas/methods to film, this will make my research from previous multimedia projects relevant, furthermore continuing to improve my skills within the film industry.

Things I intend to learn about video production:

- Angles/composition (including main functions of cameras)
- VFX – with an attempt to be realistic
- Colour correction/grading
- Lighting
- Frame rate

Limiting Factors



Time: There are a lot of processes needed to be done for my project which makes time a limiting factor for my project. Trying to factor in other school work in the given time frame would make it a challenge to perfect my major project.



Skills: Due to my lack of experience in film and creating electronic music, it will only mean I need to spend more time, and stress on my project.



Money: Money can often assist producing an outstanding project, helping within areas such as props, music/film equipment and software/plugins. However, I am limited to a certain degree of money. Considering this, whilst completing my project I intend to find cheaper alternatives, such as finding sales on certain items.

RESEARCH



The Fundamentals of Production

Area of research

- ❖ Existing project
- ❖ Processes
- ❖ Equipment/materials

Throughout my folio, the different types of research will be identified with the corresponding highlighted colour as shown above.

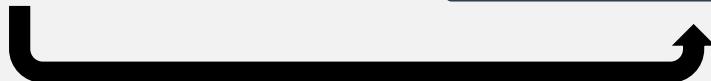
I will begin my research through finding the fundamentals of both music and video production. These fundamentals include design elements and principles and particular tips and tricks, so I can understand what makes existing projects (both music and video) standout and what essentially makes a "good" project. I also think that the more knowledge acquired, the more useful and relevant inspirational research becomes.

Music Production:

ELEMENT	Basic Related Terms
Rhythm:	(beat, meter, tempo, syncopation)
Dynamics:	(forte, piano, [etc.], crescendo, decrescendo)
Melody:	(pitch, theme, conjunct, disjunct)
Harmony:	(chord, progression, consonance, dissonance, key, tonality, atonality)
Tone color:	(register, range, instrumentation)
Texture:	(monophonic, homophonic, polyphonic, imitation, counterpoint)
Form:	(binary, ternary, strophic, through-composed)

I found this through my research on the internet with what about certain elements of music and what makes 'music' music. When producing all my music I may refer to this research as these are the fundamentals to all music compositions. The source I found this from also goes in more depth with each element, this will also be useful if I need to expand my knowledge about music elements. Although this is useful I probably won't go too in depth with these elements –

Processes <https://wmich.edu/mus-gened/mus150/Ch1-elements.pdf>





12 sound design tricks I use!

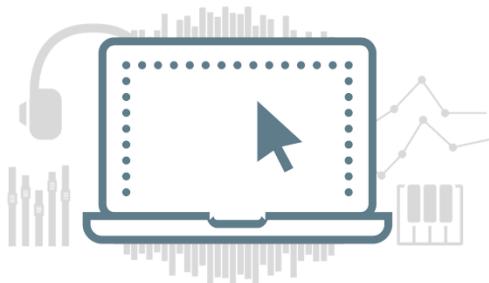
ANDREW HUANG 420K views • 5 months ago

Enter the giveaway! <https://gleam.io/IWOHe/andrew>
<http://bit.ly/subAndrewHuang> ...

Incredible tricks to consider for my music production! This will help me become capable in sound design - **Processes**

<https://www.youtube.com/watch?v=R30L1flKzpU&t=412s>

How to Make Electronic Music The In-Depth Guide to Being an EDM Producer



This guide to making EDM music (Sam Matla) is a great overview and introduction not just how to make music but rather the how the production should be approach. This guide is inspirational, and will help me act is guide for when I start my music production - **Processes**



One thing this guide talked about was the different learning approaches to production approach to production. Some of these approaches include:

- The blind 'trial and error' approach
- The formal approach
- The mentor/coach approach
- The 'hack it together' approach
- The **deliberate approach** → this is the recommended approach. Strategies include:
 - o Design a plan or "path" for learning
 - o Use systems to rapidly develop skills
 - o Focus on finishing not just theoretical learning

Video Production:

Shot Types:	Camera Angles:	Camera Move:	Audio:
WS – Wide Shot	Eye Level	Static	Boom
VWS – Very Wide Shot	High Angle	Pan	Lav(s)
MS – Mid Shot	Low Angle	Tilt	Lav & Boom
MCU – Medium Close Up	Dutch Angle/Tilt	Dolly	VO (Voice Over)
CU – Close-Up	Over the Shoulder (OTS)	Crane/Boom	
ECU – Extreme Close Up	Birds-Eye View	Handheld	
	Point of View (POV)	Zoom	
		Rack Focus	

Both make a helpful tool for my video production



Makes good reference to the existing types of camera shots there are when making videos. This research will become useful for my video production during planning/ deciding on the particular shots, angles, moves and audio I will use - **Processes**

Script /SB Ref.	Shot #	Interior Exterior	Shot	Camera Angle	Camera Move	Audio	Subject	Description of Shot
1	1	Exterior	WS	Eye Level	Static	VO	Paul and son	Paul and his young son are at the lake, fishing
6	2	Exterior	WS	Eye Level	Static	VO	Paul	Paul at the lake, fishing alone. He pulls out a photo of him and his son; he smiles.
9	3	Exterior	WS	Eye Level	Static	VO	Paul, son, grandson	Paul, his son, and grandson at the lake, fishing
2	4	Exterior	VWS	High Angle	Static	VO	Paul and son	Paul and son playing baseball in a backyard
3	5	Interior	MCU	Eye Level	Static	VO	Paul and son	Paul teaching his son how to drive
4	6	Interior	WS	Eye Level	Pan	VO	Paul, wife, and son	Paul and his wife at their son's high school graduation
5	7	Exterior	WS	Eye Level, Birds-Eye view	Static	VO	Paul, his wife, and son	Paul's son packs up a car, clearly leaving for college. He hugs Paul and his wife, and they both watch him as he drives away.
7	8	Interior	MS	Eye Level	Pan	VO	Paul at his son's wedding	Paul hugs his son before he walks out to the alter; they smile
8	9	Interior	MS	OTS	Static	VO	Paul's son and his wife	Paul's son is at the hospital with his wife; she's in labor, gives birth to a boy

The structure of this time table and the way it is organised. It clearly demonstrates what is going on for each particular shot. Using something like this for my planning and storyboarding will make my onset process easier to follow and replicate. - **Processes**

Rule of Thirds

- Rule can be broken by: centering subject → creates a calming effect and offer a balance or add tension.
- Golden ratio → highly aesthetically pleasing.

Adequate Headroom

- Medium shots must leave adequate Headroom
- Can be broken using extreme close ups

180 Degree Rule

- Different shots of multiple characters in film are usually 180 degrees apart

Eye-level Framing

- Filming subject from below = powerful
- Above = powerless

**Subject looks to the opposite direction**

- Creates a calming effect and offer a balance, or add tension

These 5 rules (and sometimes when broken) will be helpful to use in my project so I can know what to avoid during my video production - **Processes** <https://www.diyphotography.net/five-composition-rules-filmmaking-break/>

I like how this video starts by addressing that no one can achieve the 'film look' simply by pressing button, but rather it's about considering and applying different factors that can help get closer to the film look.

This video made it clear to me what SLR camera settings will make my project look better - **Processes** - https://www.youtube.com/watch?v=vD3oQ_B-bPg



Cinematic Film Look – DSLR Filmmaking Tutorial

Frame Rate

24 frames per second (fps) is the gold standard in the film making industry and has been for years . The human eyes perceive this as the 'film look'. I should use this frame rate as it is a standard of film making.

ISO

- One factor that determines how sensitive the image sensor is to light entering the camera
- Depends on lighting conditions
- High ISO → dark environments
- Low ISO → bright conditions
- ISO can affect digital noise
- Avoid high ISO

Shutter Speed

- Shutter speed should be double frame when recording video
- Should be set to 1/48th of a second to create more cinematic motion

Aperture

- Different f/stops determine the depth of field
- Smaller aperture → larger depth of field
- Larger aperture → smaller depth of field

White Balance

- Determines how warm and cold the colours look in the
- There is an auto and custom white balance setting in SLR cameras

Colour Grading

- Colour grading is a post-production tool to emphasize the warmth and cool colours to make the film more visually appealing
- There are plugins to make this more effective

ELEMENTS:	PRINCIPLES:
<ol style="list-style-type: none"> 1. Line 2. Shape 3. Form 4. Space 5. Value 6. Color 7. Texture 8. Type 	<ol style="list-style-type: none"> 1. Balance 2. Alignment 3. Emphasis 4. Proportion 5. Movement 6. Pattern 7. Contrast 8. Unity

This list of film design elements and principles will be a great tool for commenting on inspirational research, but also as a consideration for my video production - **Processes** http://hwwdigitalmediaarts.weebly.com/uploads/8/1/4/2/8142010/fsa2-designprinciplesinfilm_1.pdf



8 Tripod Tricks for Filmmakers

Film Riot 551K views • 1 year ago

A few ways to get creative with your tripod for some cinematic results. In collaboration with Benro - <http://bit.ly/benrousa> ...

This tutorial has some really effective but also cheap tricks for achieving really cinematic camera shots using tripods. For example, I like the way an elastic band is used to create a pan shot- **Processes** <https://www.youtube.com/watch?v=2gkJrwNllyY>



This 10 Easy Steps Will Make Your Video More CINEMATIC

Mathieu Stern 1.8M views • 1 year ago

This 10 Easy Steps Will Make Your Video More CINEMATIC Join the Weird lenses Here ...

Some more really useful tips that would add to my video production. such as footage stabilisation, and using in built camera histograms to avoid right over exposure - **Processes**

Existing Music Production Analysis



See Charlie Puth Break Down Emotional Hit Song, "Attention"

Rolling Stone 7.8M views • 1 year ago

Watch Charlie Puth explain how he wrote the Top 5 hit "Attention," which will appear on his upcoming album, 'Voice'

The making of Charlie Puth's "attention inspires me to create make my musical track. I like the fact that Charlie Puth starts ideas of his songs through audio recordings on his phone.

He states "It just popped into my head. It's so much easier for me to do that than write Eb Eb... I don't even honestly know how to do it, I just have it in my head." I might use this idea to save the trouble working note by note - Existing project

<https://www.youtube.com/watch?v=IU8BEMi8UyM>



5 LEVELS S1 • E5

Musician Explains One Concept in 5 Levels of Difficulty ft. Jacob Collier &...

WIRED 6.2M views • 1 year ago

23-year-old musician, composer and multi-instrumentalist Jac...

Shows the importance of harmony in music, I will consider these methods when making my track - Processes

<https://www.youtube.com/watch?v=cGUdDgKdEg8>



Recording on a frozen lake actually sounds AMAZING

ANDREW HUANG 258K views • 1 week ago

Listen to "Lake Louise" on all platforms:

<http://fanlink.to/lakelouise> Music video on its own:

I enjoy Andrew Huang's approach to music, that any sound could help produce a song. This video shows us the making of one of his songs and how he uses absolute random sounds, such as the take off noise of a helicopter on the way to the destination of where he was going to film the video clip....so random! However, I don't think I will record my own sounds. Processes/Existing project https://www.youtube.com/watch?v=RgRNTT_Q3d4&t=313s

Spotify Surf Search



This part of my project is where I 'surf' Spotify, analysing existing Electronic Dance Music and how they may become relevant towards my musical production – Existing projects

+ Coming Over

Dillon Franci...

Like the transition sounds between different parts of the track. Has instrument fill ins during parts of the song. Minor parts of tracks seem to subtly important.

+ Don't Look Down

Martin Garri...

I like how the sound of the kick drum is lengthened to move back to the verse. I like how there are many layers added to the build-up of the track e.g. the bass is added to the clap.

+ Where Are Ü Now (with Justin Bieber) Jack Ü, Skrill...

I like how the sound of the kick drum is lengthened to move back to the verse. I like how there are many layers added to the build-up of the track e.g. the bass is added to the clap.

+ Titanium (feat. Sia)

David Guett...

Both the arpeggio and echo make the guitar riff have better impact to the riff + The descending and ascending note progression bring the riff to life. I should carefully consider how I use my notes to create a more than decent melody.

+ Alone

Alan Walker

Dynamic changes in this track are incredible. the song starts quiet (Piano) and progresses through crescendos to reach louder track (forte). This is relevant to the making of my track → I should use dynamics correctly.

+ Without You (feat. Sandr... EXPLICIT Avicii, Sandr...

- I like the Chord progressions (piano)
- Soft sound transitions are used to break up different sections of the track → this is very common with EDM music.
- Like the structure to the song (verse, pre-chorus, chorus, verse, pre-chorus, chorus)
- Repetitive structure however it's changed (the second chorus has more instruments and is made more powerful)
- Instrumentation is used effectively → Although there lots of sounds used, they are used to make the track more powerful and dynamic rather than messy and chaotic.
- All these elements should be considered during my musical production.

Spotify Surf Search Evaluation

This analysis on existing EDM track helped me understand what is common in EDM music. I know that most of these songs all lead to a drop, so it is important to build up to the drops. Another important thing I picked up on is sound transitions are important for EDM tracks. They are usually used to introduce a new section or instrument in the song.



The negative side to these songs and production, is that these tracks are created by professionals in the industry, meaning they are more equipped and also have more knowledge and skills than I do. I have to keep this in mind when I make my music production, so I don't become too much of a perfectionist and spend too much time on my music production.



Existing Video Production Analysis



Put a Helicopter in Your Film!

Film Riot 508K views • 6 years ago

Today Ryan shows how you can put a **Helicopter**, Jet or any other kind of vehicle in your film using visual and special

This scene/tutorial of a helicopter toy made to look like a real helicopter in film is great! I think I might use this in my project because it will add a good touch to the music video and demonstrates the process of using miniatures as an illusion to something bigger in scale - **Processes / Existing project**

<https://www.youtube.com/watch?v=To0Cnm2kriE>



I think this shot is incredible. It is a nice wide shot to capture the scene and the lighting is used very well, especially the way it does not fully reveal the helicopter is a toy.



Doctor Strange (2016)

I really like the portal in this movie. I think the way the portal emits light creates a beauty of the contrast in the clip.



Teen Wolf (Television series)

I like how the eyes are contrasting and standout through the close up shot. This could work as an effect in my project - **Existing project**



[The Bridges of Madison County \(1995\)](#)

The close up and the rain go well together. I like this, however if I was to implement this in my project I would make it less sorrow and the actor might also be centred with symmetry. Additionally, this may go well with the eye colour modification clip - [Existing project](#)



[The conjuring \(2013\)](#)

The movement, emphasis and sound make this scene outstanding (girl getting flung across the room). I also enjoy the unexpectedness it gives the audience. This a good way to contribute to the narrative of the film and may also work effectively in my narrative music video - [Existing project](#)



[Star Wars: A New Hope \(1977\)](#)

I like the holograms used in Star Wars especially the way its used to communicate and inform people. I enjoy the effect used many Sci-Fi films and I will strongly consider using this in my project. - [Existing project](#)



[The Royal Tenenbaums](#)

I really like the use of jump cuts, so the audience gets the idea, so the clips are shortened down to make the clip less boring. I found this research as a part of a previous multimedia project however never used it. I think this technique will work well in my major project- [Existing project.](#)



Avengers: Age of Ultron (2015)

I really enjoy this effect. I think this special effect and the use of motion blur to create super speed will be cool element to add in my project. Existing project



Spider-Man 2 (2004)

I like how effective fires look in the dark in film. Perhaps this could work well in my project and may be worthwhile to use - Existing project



Harry Potter

This special effect that utilises chromakeying will be an interesting special effect to experiment with and may be a good scene to add in my video production - Existing project



infinity war

I like the idea that this scene uses lighting and a sky replacement to create an intense stormy scene. I also like the glowing blue colour as the lighting. I wish to explore this effect in my video production- Existing project

Selection and Justification

Material, Component or Process	Researched Options	Selected Option Details	Selection Justification
Music Production			
Digital Audio Work Station (DAW)	<ul style="list-style-type: none"> - Ableton Live 10 Lite - Garage Band - Logic Pro X - FL Studio - Pro Tools 	<p>A DAW station that is popular in the EDM industry. This program is used by many professionals.</p>	<p>I selected this option because it came with my keyboard controller. This free extension to my controller gave me the ability to still use professional processes other paid DAW stations would offer. The biggest disadvantage for using this software is that I am limited to only using 8 instruments. In this case other options could be more beneficial. However, the pros of this software outweighed the cons.</p>
Keyboard Controller	<ul style="list-style-type: none"> - Akai MPK MIDI Keyboard 25 - Akai MAX25 MIDI Keyboard - Novation LaunchKey Mini mk2 MIDI - 	<p>A USB keyboard controller with 25 keys.</p>	<p>The Akai MAX 25 is a piece of equipment I owned. Although keyboard controllers tend to come with a vast range of features such as pads and faders, I only found use in the keyboard itself with a easy input connection (USB) to work well with my laptop. This made this set up easy and portable and there was no need to buy another keyboard controller</p>
Headphones	<ul style="list-style-type: none"> - Hyper X Cloud Flight - Bose Quiet Comfort 35 - SENNHEISER PXC480 	<p>High quality sound, Wireless USB headphones, Designed for gaming</p>	<p>Great quality headphones, that show the the quality and minor details low quality headphones wouldn't. These headphones that are a part of my gaming headphones are ideal for listening to my music production.</p>
Music Mastering Service	<ul style="list-style-type: none"> - emaster - LANDR 	<p>Online music software for creators. Allows one time only track mastering.</p>	<p>I originally was going to use emaster to master my track, however you could only master a track through a monthly subscription. LANDR would offer the same service as a onetime offer.</p>

Material, Component or Process	Researched Options	Selected Option Details	Selection Justification
Video Production			
Camera	<ul style="list-style-type: none"> - Canon 80D - Canon 5D Mark III - Canon 1200D - Samsung Galaxy Note 8 	Ability to record in Full HD reaching frames up to 50 FPS.	This was a professional camera I had the easiest access to. I was able to freely use the camera settings to optimal levels to reach high quality footage.
Camera Lens	<ul style="list-style-type: none"> - Canon EF 24-70mm - Canon EF 18-135mm - Canon RF 24-105mm 	A decent Automatic focusing lens.	This lens fits its purpose and has the ability to assist the camera take high quality footage. It was the most available lens for me.
SD Card	<ul style="list-style-type: none"> - SanDisk Extreme Pro - SandDisk Ultra 	Reaches speeds of 90MB/s and holds up to 128GB of storage.	This SD card is one of the top models and has served its purpose with its high speeds and decent storage space. I have never had a problem with this. Buying another SD card would be pointless.
Compositing Software	<ul style="list-style-type: none"> - Adobe Creative Cloud - Final Cut Pro - Windows Movie Maker - Sony Vegas Pro 	Industry accepted. The creative cloud is made of multiple programs for multiple purposes. This includes premiere pro, AE & PS	The capabilities of this program suit my needs since the programs are relatively easy to use and are extremely popular programs meaning if a problem occurs, there are multiple sources to find an easy solution.
Tripod	<ul style="list-style-type: none"> - Inca i3530 - Manfrotto MT055XPRO3 - Silk Pro 700DX AMT 	A budget tripod with many different adjustment options, and multiple level indicators .	Although this isn't the best tripod on the market it was fit for its purpose because it allowed me to use it at different heights and position it to how I desired.
Sketching	<ul style="list-style-type: none"> - Pencil & paper - Samsung Galaxy Note 8 stylus and built in app 	Samsung Galaxy Note 8 stylus and built in app that provides users with a range of tools for drawings	Very helpful for when making drawings. I like how I could use sketching tools that I did not have access to. This virtual sketching app felt like drawing on pen and paper plus is easier to draw when 'on the go'.
Folio Documentation	<ul style="list-style-type: none"> - Indesign - Power Point - Word 	Graphical word processing unit that gives the ability to format text, shapes tables ect.	I knew InDesign was probably the most accepted in the industry. I felt there was no need to learn a new software in the short amount of time working on my project.

Material Component or Process	Researched Options	Selected Option Details	Selection Justification
Main Computer Hardware			
Graphics card	<ul style="list-style-type: none"> - NVIDIA GeForce GTX 1060 6GB - Leadtek Quadro RTX 6000 24GB - MSI GTX 1050 TI 4GB 	A decent graphics card with high rendering capabilities.	This Graphics Card is a part of my gaming set up and has never let me down when using high texture settings in video games. Comparing AE on other graphics cards (such as my laptop) the GTX 1060 is a much better option hence why I did most of my post-production using my desktop
CPU	<ul style="list-style-type: none"> - AMD Ryzen 5 1600 - AMD Ryzen 7 3800X 	A mid-range CPU with frequencies of 3.2GHz.	This CPU is not the best CPU available, however, when I built my desktop I didn't want to spend lots of money on a CPU because they do get very expensive. For my project, it is fit for its purpose.
Monitor	<ul style="list-style-type: none"> - Samsung S27F350FHE - 27" - ASUS ROG SWIFT PG27UQ 	Size: 27 Inch Resolution: 1920 x 1080	This monitor is a cheap end model, however it can operate Full HD resolution. I did not film any 4k footage so having a higher resolution wouldn't have really been much more useful. The large screen size made it easier to pay attention to the minor details in post-production.
SSD	<ul style="list-style-type: none"> - No SSD - Samsung 860 EVO Internal SSD SATA - WD Green SSD internal SATA - SanDisk SSD Plus 	A well-known SSD with high speeds of 6Gb's.	This is the SSD that is currently running on my desktop and allows me to launch the programs (such as AE) on my computers at high speeds. Having to wait a long time for programs to start up would be very inconvenient.
Mouse	<ul style="list-style-type: none"> - Logitech G502 	Popular gaming mouse with DPI-shift.	My hand fits around this mouse comfortably and this is the main mouse I use all the time.
Keyboard	<ul style="list-style-type: none"> - Corsair Gaming K70 RGB Mechanical Keyboard - Microsoft Wired Keyboard 600 	Very popular mechanical keyboard designed for fast typing and gaming.	I like the feel of mechanical keyboards. The K70 is also comfortable to use however it is very noisy.

Processes + Equipment/material

Evaluation of Research

Looks into the fundamentals of production



My research explores the essentials to know for both music and production. This will allow me to know the standards of the production and how I can expand and develop my own style based off these elements and principles. Knowing these 'fundamentals' will help me improve the overall quality of my production.



With this mind, it is easy to get too in depth with researching the design elements and principles. If I try to understand every single production technique this will leave less time to work on my actual production.



To overcome this limiting factor (time), I will need to manage my time correctly (e.g. sticking to my time plan) so most of time spent on major project isn't spent on things that may not be that necessary.

Existing project Analysis → Inspiration → Concept Guidance



Analysing various existing projects has allowed me to develop an inspiration from various techniques, elements and principles used in existing projects. From this it will help me with my concepts and shape certain ideas/scenes that I could use in my production. For example, from my inspirational research I wish to use many of the effects used in their productions such as I wish to create my own version of the scene made using a toy helicopter as a miniature.

Implementation



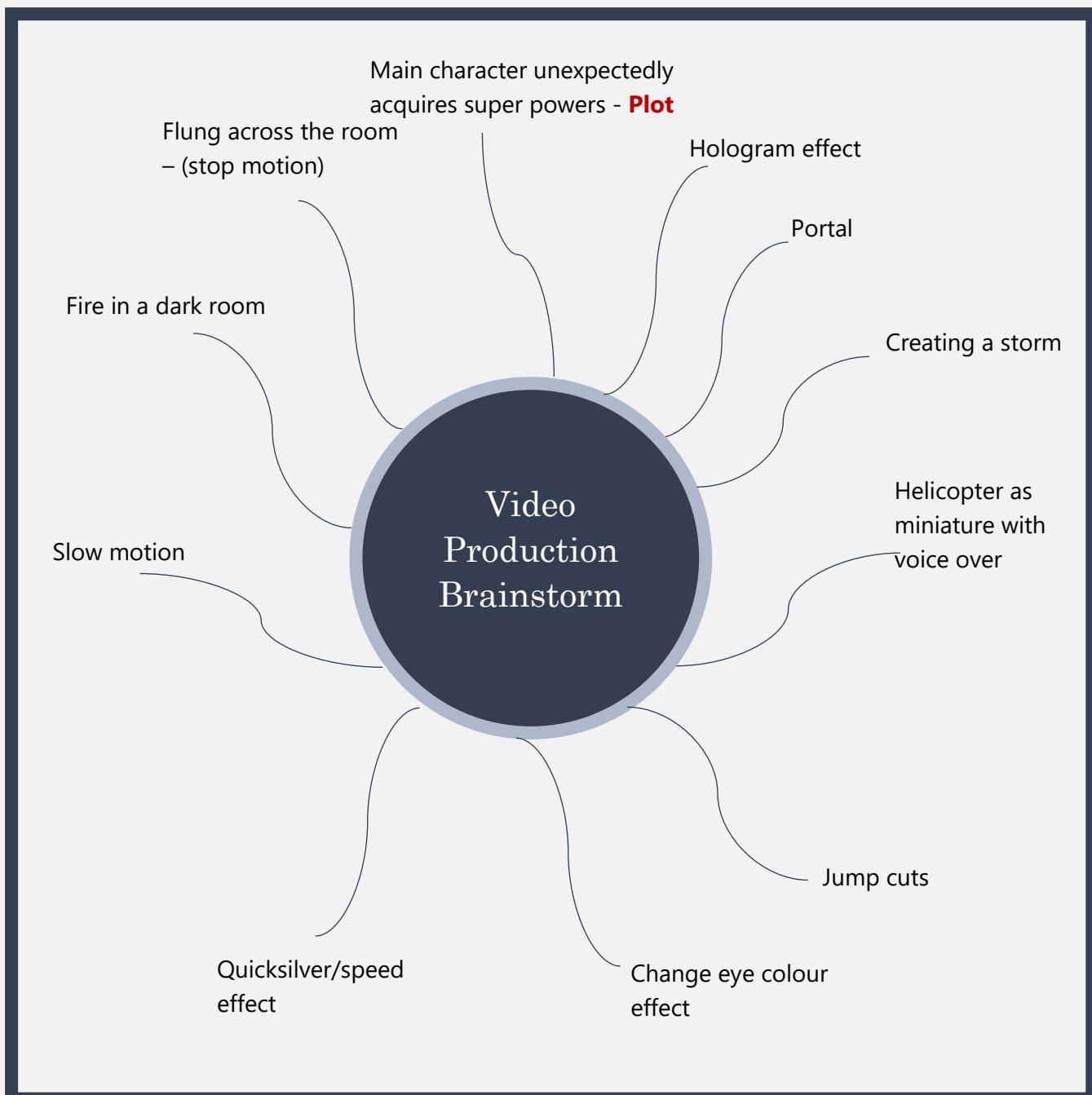
Although I learnt a tonne number of things from my research, I may struggle to implement everything I have researched. This means that some of my time may have been better off working on something else.

Note: Research and evaluation are also ongoing

DEVELOPMENT OF IDEAS

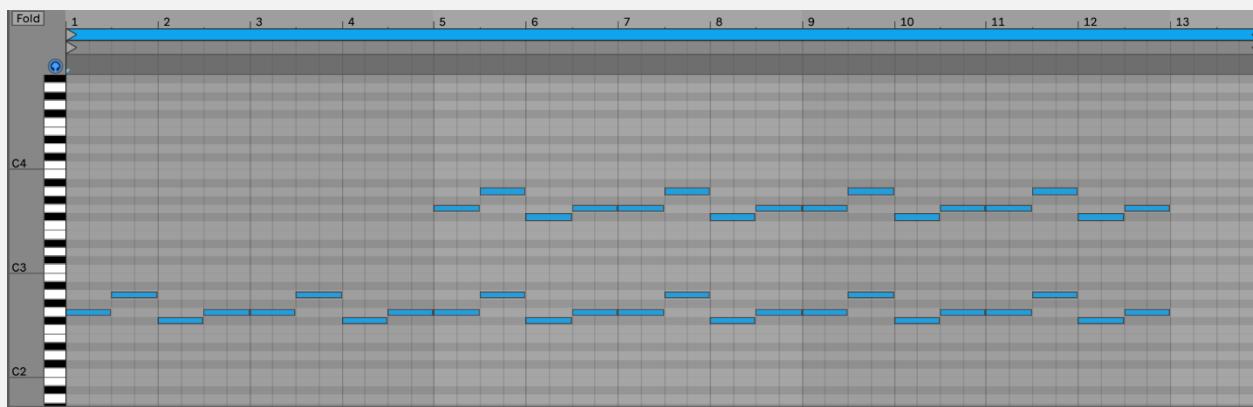


Concept Brainstorm

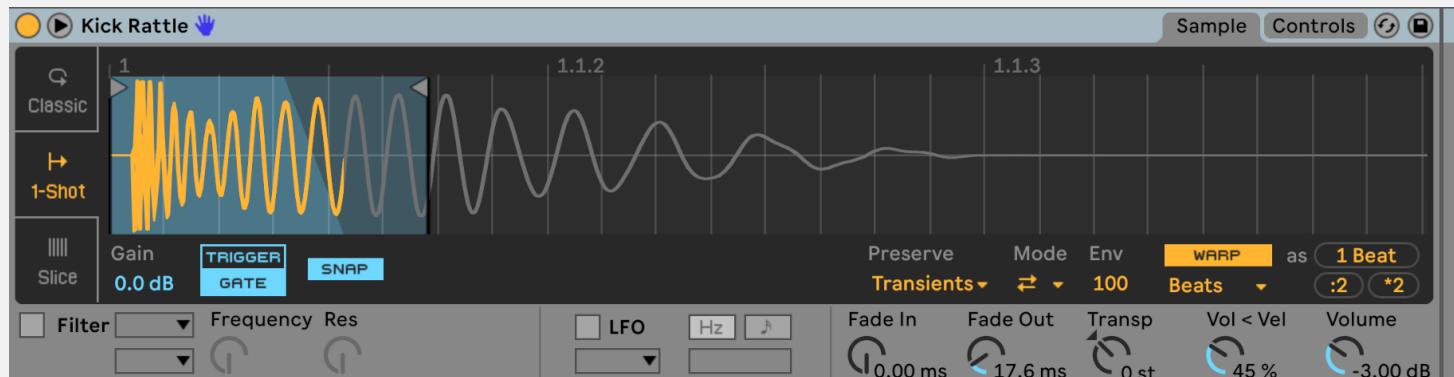


This brain storm gives me future insight to the conceptual development of my video production. This is the start of my inspirational research coming to life. It has helped me by acting as a reference to particular scenes/skills I could include in my music video that may add to the narrative and the array of skills present in my production.

Music Production Experimentation



My experimentation with respect the music production was to test and familiarise myself with Ableton Live 10 as Digital Audio Workstation (DAW). My experiment consisted of testing of things such as testing the pen tool in the software. This essentially meant that I was able to create a melody by plotting a notes on the *MIDI note editor*. This program is great for freely moving notes around, as result if something did not sound that great it was easy to modify in order to get the desired sound.



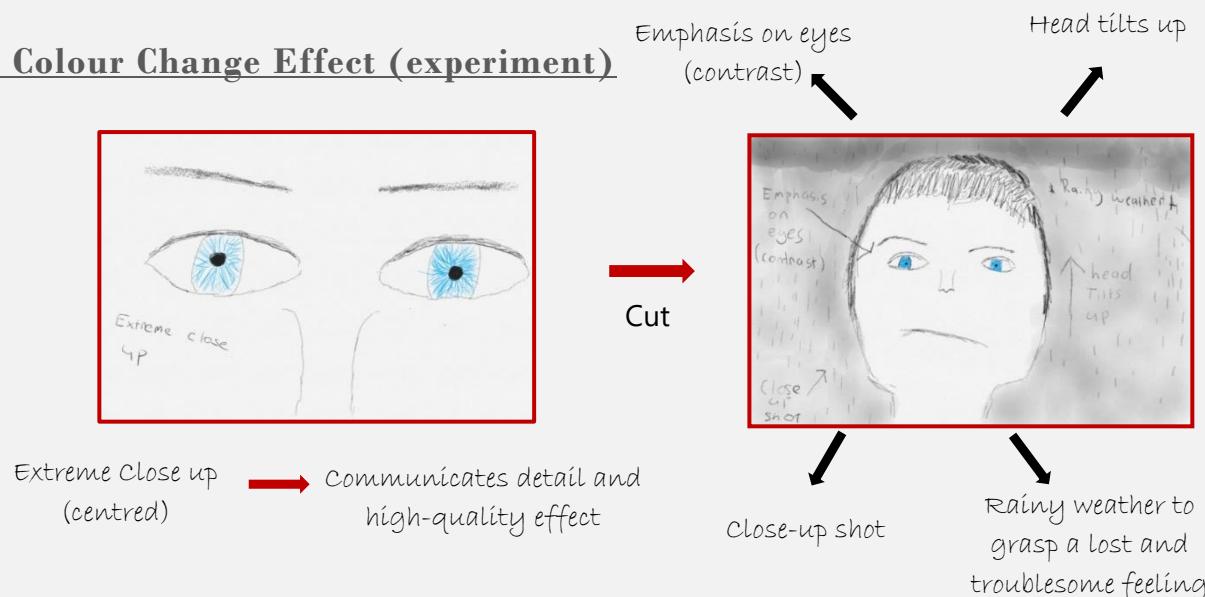
I also experimented with really basic sound design, by shorting the wave lengths of a kick drum sample. This would essentially shorten the sound of the sound from BOOOOOOM to BOOM. In this specific scenario I adjusted with the settings to get a different sound by adjusting fade in and fade out and also transposing the sound.

I also tested many other basic functionalities of the program which included changing the Beats Per Minute (and seeing what kind of temp I liked). Generally, EDM music approximately 125 BPM.

Clip Planning, Sketching, Researching & Experimenting

Sketches made for the conceptual development of my project were made using the Samsung notes app built in to my mobile phone (which includes a stylus). This app includes various drawing tools such as different pencils, brushes and texters. The app also has certain features such as changing the size of the eraser, thickness of tools and colours. Using these features of the app makes it possible to make my drawings/project more cost and time efficient (less tools to research/buy). I also find this technology easier to use and make clearer as opposed to pencil and paper.

Eye Colour Change Effect (experiment)



Ae



Zoom
400%



This eye colour change effect was done using after effect. This experiment was an effective experiment as it allowed me to understand motion tracking [my head was moving both vertically and horizontally to effectively test motion tracking] and using keyframes but also basic after effect techniques such as masking, feathering and post colour skills such as controlling the master hue, saturation exposure offset and gamma correction. After undertaking this experiment, I am strongly considering using this in my actual video production as it can display a high-quality technique.

Although this experiment was helpful I do need to improve the overall quality of this effect. For example, the masks at some points of the clip were either showing parts of the real eye or were overlapping parts of the real eye. Next time I also plan to expand in the skills I have already learnt from this test.



After Effects Tutorial - Changing Eye Color

Rachel 'Asivrs' Retana • 71K views • 3 years ago

Tutorial on how to change your eye color. Comment what tutorial I should do next. Footage: ...

This tutorial was extremely helpful for helping me understand how to create the eye colour changing effect using after effects. This tutorial provided step-by-step instructions and clearly explained everything so I was not stuck at really any part of the process – Processes

Rain Effect (*experiment*)

Although it is hard to see just from a still image there is rain edited



Rain direction

In my sketch of the eye colour effect I included that a rain effect could be added to this scene, I think using this the rain will grasp a lost troublesome feeling and will be great to add the narrative of the scene.

I achieved this effect by downloading a free rain element from production crate. There were paid effects, however I think that the paid ones will not add much significance as opposed to the free one. The free element still adds a realistic effect that can achieve a high-quality clip.

Evaluation of experiment

- ✓ Cost effective (free visual element).

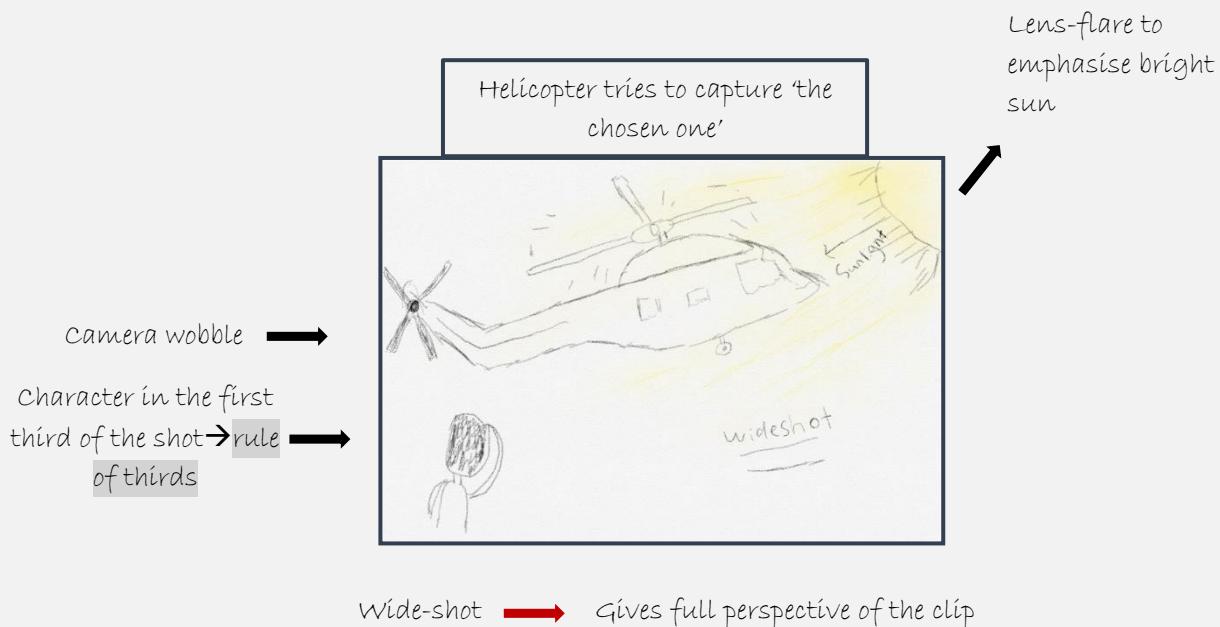


Outsourcing this element means I can spend more time on other parts of my project that are more worthwhile (time efficiency) + productioncrate.com specialise in creating visual elements → achieving a better element that I am capable producing myself.

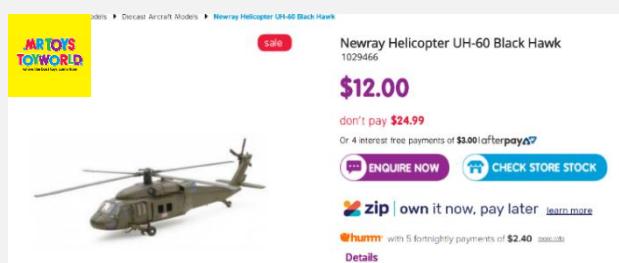
Improvements needed to be made: Although this is just an experiment next time I will have to work on camera aperture, lighting. I also should enhance this effect by filming this outside and also creating artificial wind (with leaf blower) so loose human parts can follow the direction of the rain movement of the. Additionally I will consider to apply some water on my actor's face so the actor does not look dry in the rain.

Although the rain effect was not a huge part of my video production, my evaluation helped me learn helped me improve other major clips in my project i.e. the leaf blower for the speed clip and visual elements used for the fire scene.

Helicopter Miniature Effect (experiment & preparation)



Wide-shot → Gives full perspective of the clip

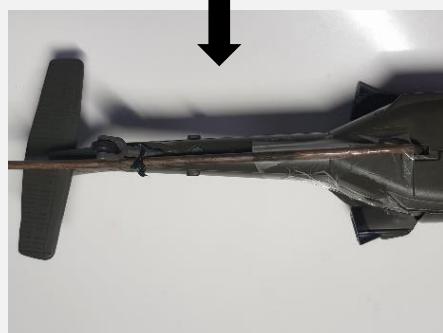


To capture this clip the way I wanted to, I needed to purchase a realistic helicopter toy to act as a miniature. I purchased this prop because it was realistic (scaled down version of Blackhawk helicopter) and it was relatively cheap. I evaluated this decision as necessary, because this purchase will add significance to the aesthetics of my project. The final cost of this prop was **\$12** (prop) + **\$10** (shipping) = **\$22** – Materials/equipment



After I received the prop, I needed to modify the prop in a way that it would work as a miniature. I needed to add an extension like a pole, so I had something to grab onto whilst I held the helicopter whilst I could take footage of it, without my hand being in the way.

I found a thin scrap pole laying around in my garage and attempted to fit in a hole I found at the bottom of the helicopter (originally designed for a stand as a display for the helicopter). It turned out the pole was too big for the hole. I fixed this problem by using a bench grinder that was in the garage to grind it to the right fitting size of the hole. After this I secured the pole to the helicopter using a cable tie, and some tape.





This experiment showed that this clip will be worthwhile adding into my video production because it has potential, however there are many improvements that need to be made for the actual clip in my production.

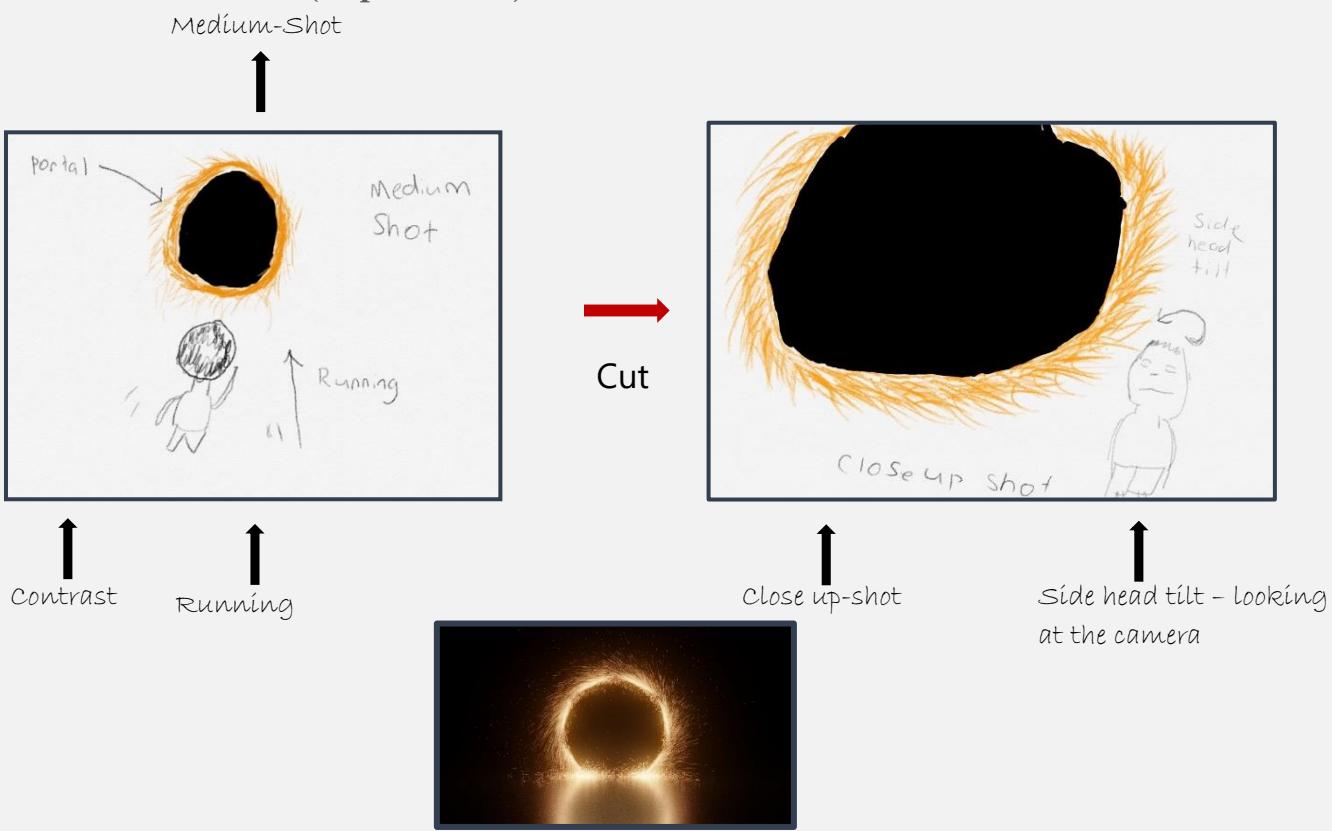
Evaluation of experiment

✓ **Effective aspects of experiment:** realistic prop, well-chosen shot type (wide shot), good location, camera wobble, 3D layer of blades.

✗ **Negative aspects of experiment:** Harsh lighting, off colour of prop (very yellow, shown in yellow circle), prop is too focused, colour problem with back blade.

💡 **How to improve:** to improve this shot I will need direct the camera shot more in the sun, add a lens flare and include a smoke/fog element to subtly hide the fact the prop is a toy, perhaps include a sound effect.

Portal Effect (experiment)





Adobe After Effects Beginner Tutorials - Doctor Strange Film Portal Effect
VFX Master • 316K views • 2 years ago
Hello All Dear This is My Toturial. I Want Provide you all How to Make Portal Effect In Doctor Strange Film in Adobe After



How To Create a Realistic Doctor Strange Portal Animation in After...
Ignace Aleya 90K views • 2 years ago
Check out my latest upload here! <https://goo.gl/p2c43v> BUY PROJECT FILE - <http://bit.ly/2mYhG1N> CreatorGalaxy Store

These two tutorials (on YouTube) both showed how to create a version of the Dr. Strange portal, however different steps and processes to creating the visual effect.

Easy step-by-step process which to create the rotating particle effect. The plug-ins necessary for the effect were for free.

I initially started off with this tutorial. Although the final result of the effect was better than the previous tutorial, it was more difficult to achieve the effect, hence why I had troubles trying to follow the tutorial. Additionally, to achieve the effect I needed a paid plug- in (Tripcode particular which is very expensive). I was using the free trial when experimenting, but I was worried I would not be able to make any modifications to the effect if the trial ran out during my actual production. I still used the bottom tutorial to assist my creation of this effect.

Portal is Rotating



Evaluation of Experiment

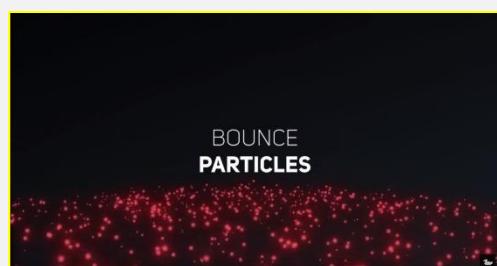
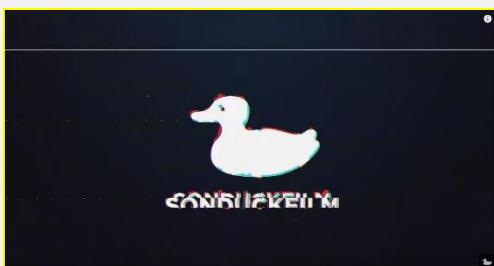
Other than the first experiment I tried using this effect, it worked quite well. To give better contrast I colour corrected the background by making it darker and increasing the blues present in the shot, and I really like the additional contrast it creates.



How to Improve

Adding reflections to create depth + *Turbulent Displacement* effect to give better perspective and make it seem more like a portal.

Put an actor in the scene with the portal to give perspective.

Motion Graphics Intro (research + preparation)

I like how this intro has a lot going on and looks really clean. I like the liquid movement of the font and the vast types of floating colourful shapes (✓). However, I do not think this intro style will go well with the style of my music video (✗) - Existing project

This intro is incredible! the glitch really adds to the quality of the intro. I really like the subtle dark blue gradient background against the white text and image. (✓) I think a glitch in the main intro suits my video music style and even has a link to the glitch effect in my film production (✓) - Existing project

Just like the glitch effect, this intro will go well with other parts in my video production. blue particles are used in other clips, so I think I will use this effect making the particles blue (✓) - Existing project

Typography – Font Selection

Before even starting research, I knew I wanted to go for a Sci-Fi look font style because it will look for the overall style of my music video.



I used it for the front cover of my folio

Prometheus

This Font really brings out the sci-fi style which is evident in the close lettering and the gaps in the letters. However, I do not think I will use this font because I don't like the 'c' and the 'N'.

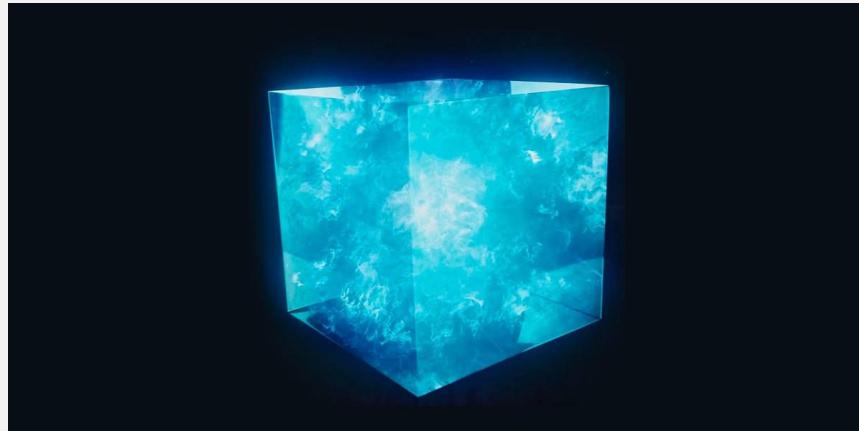
Anurati

This Font is readable yet still has an amazing aesthetic which includes both the gaps and the diagonal nature of the edges of each letter.

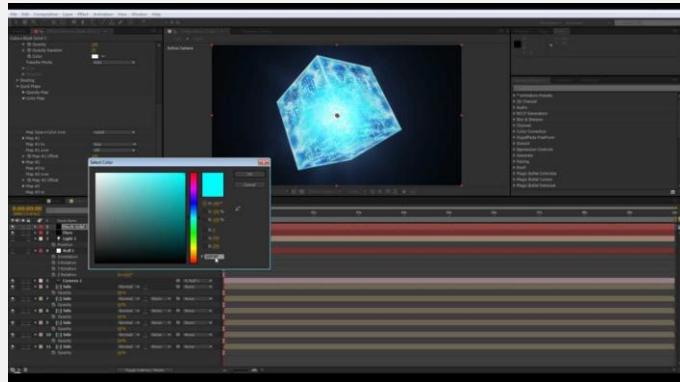
Voyager grotesque

I like the shapes of the letters of this font, but I don't think that this font will match the style as much as the Anurati font. However, I might use this as part of a font in my folio.

Mysterious Object (research + preparation)



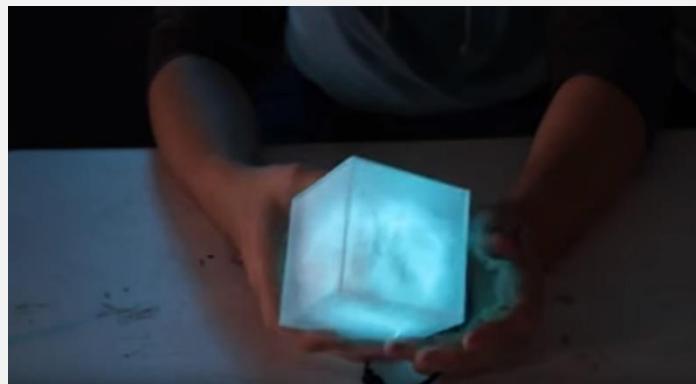
I want to put a reoccurrence of a mysterious object into my narrative. I have decided I wanted something very similar to Marvel's 'Tesseract' – [Existing project](#)



Option 1: Shows that it is possible to make it purely from after effects, however I feel this looks a little bit unrealistic and cheesy (goes against statement of intent of not being realistic)- [Existing project](#)



Option 2: Looks a little more realistic, however it is a lengthy editing process for just this prop. I will use complex editing processes for other clips rather than just this prop – [Existing project](#)

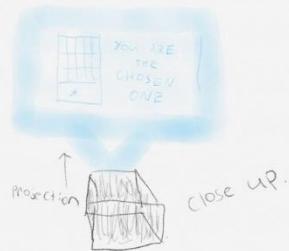


Option 3: This researched option is made using practical materials and no VFX. Even though I am avoiding learning a VFX skill I am still meeting my intention →(I look forward to also considering and experimenting with other forms of media to support the 'big picture' of my project) learning to make this prop will contribute to the big picture of my project. Additionally, this prop won't take long to make – Existing project

To make this prop I found an acrylic cube (old GoPro camera packaging) that was sanded using sand paper and bought an ice blue led light to go with the cube. After this I wrapped the light with cling wrap to diffuse the light. Finally, To supply power to I bought a female DC power adapter.



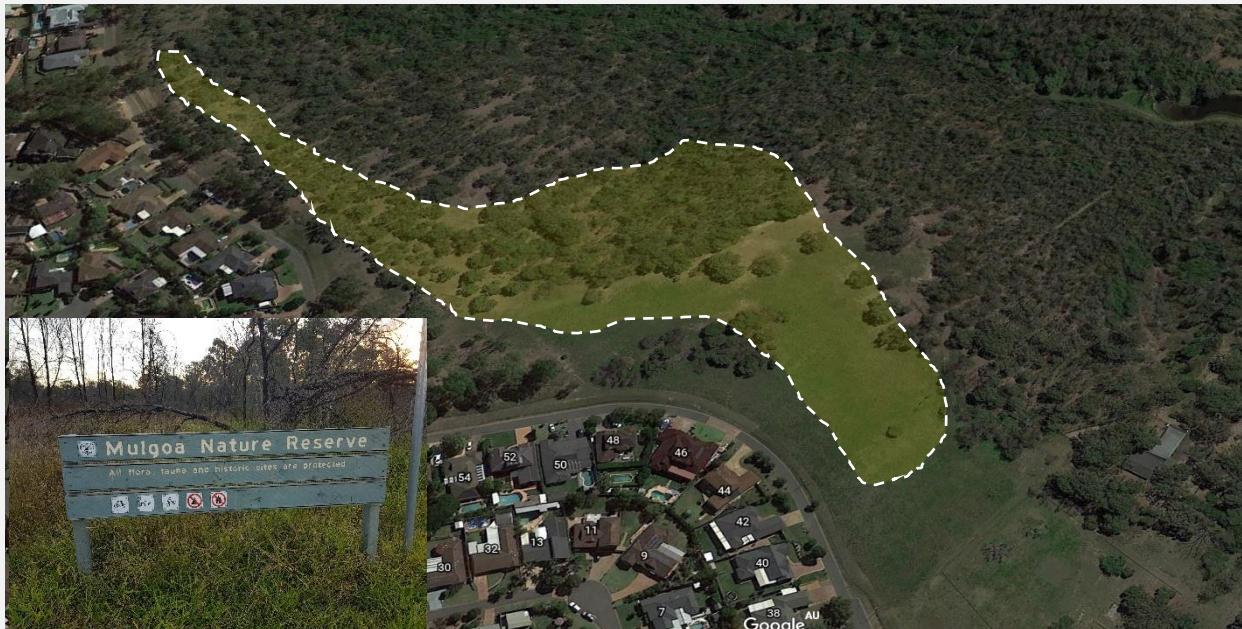
Final Result



I would like this this prop with a hologram effect, similar to this sketch

Location Selection

Mulgoa Reserve



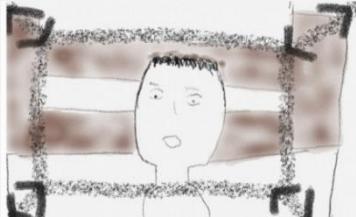
Mulgoa Nature Reserve is a great location for my music production. I like the idea of having clips filmed in the bush as it will suit the story of the narrative. I have specifically selected this location because It is about a 3-minute drive from my house and I am familiar with the location as well. I don't see why I would choose another location of the Mulgoa Reserve. I refreshed myself with the location by planning an afternoon where I would take pictures finding the best possible locations for my concepts. I also used this day to identify any safety risks in the reserve.

Home

I also wanted to have a domesticated setting for my film. I decided that my house would be a good location because its easily accessible and is relatively clean. I don't see why I would need to use someone else's house.



Final Storyboard



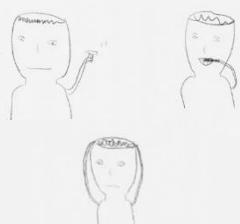
Shot Type: Close up | **Camera Angle:** Eye-level | **Camera Move:** Vertical Stretch | **Special Effect:** - | **Description:** Persona wakes up feeling uneasy, and senses something strange | **Production Specifications:** Actor needs to breathe heavy and camera needs to be zooming out. In post, use compositing program to zoom in to create the effect.



Shot Type: Mid shot | **Camera Angle:** Eye-level | **Camera Move:** Still | **Special Effect:** - | **Description:** Persona gets out of bed | **Production Specifications:** -



Shot Type: Mid shot | **Camera Angle:** Eye-level | **Camera Move:** Back dolly | **Special Effect:** - | **Description:** Persona gets out of bed | **Production Specifications:** - for a stabilized back dolly use the neck strap of the camera to create tension from the neck. A warp stabilizer may need to be used for a more stable shot.



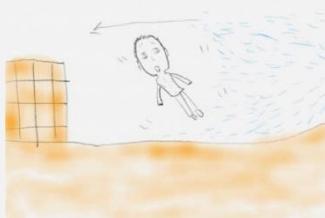
Shot Type: Close up | **Camera Angle:** Eye-level | **Camera Move:** Still | **Special Effect:** Jump cuts | **Description:** Persona doing different activities required to getting ready | **Production Specifications:** -



Shot Type: Wide shot | **Camera Angle:** Eye-level | **Camera Move:** Still | **Special Effect:** Clothes change cut | **Description:** Persona doing different activities required to getting ready | **Production Specifications:** keep camera still whilst at all time. When actor should be taking Pjs off when going in and putting on new clothes when going out.



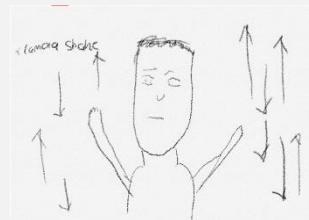
Shot Type: Mid shot | **Camera Angle:** Eye-level | **Camera Move:** Still | **Special Effect:** appear effect, Floating particles | **Description:** object appears in order to target persona | **Production Specifications:** - Be sure to hide wire that is powering the mysterious object



Shot Type: Wide shot | **Camera Angle:** Eye-level | **Camera Move:** manipulated | **Special Effect:** Stop motion | **Description:** Persona gets thrown into the air by the mysterious object and hits wall | **Production Specifications:** Get the actor to sit on a chair and take photos while the actor slides back every shot. A clean plate is needed for every camera position. Layer mask the chair out of the frame then add motion blur.



Shot Type: Close up | **Camera Angle:** Eye-level | **Camera Move:** Still | **Special Effect:** Glitch effect | **Description:** Persona glitches after getting hit against the wall | **Production Specifications:** -



Shot Type: Close-up | **Camera Angle:** eye level | **Camera Move:** Shake | **Special Effect:** Warp stabiliser | **Description:** persona's mind is going chaotic | **Production Specifications:** use warp stabiliser and keyframe actor into centre.



Shot Type: Medium-shot | **Camera Angle:** eye-level | **Camera Move:** - | **Special Effect:** - | **Description:** persona arrives to front door wanting to get away from the blue object | **Production Specifications:** -



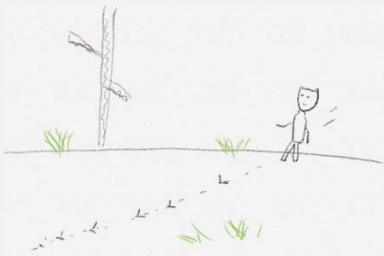
Shot Type: Medium-shot | **Camera Angle:** eye-level | **Camera Move:** - | **Special Effect:** Mask transition | **Description:** the audience is taken to a knew location | **Production Specifications:** invert the mask of the Door opening and key frame it. Ensure a smooth transision.



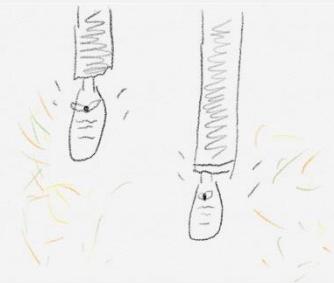
Shot Type: Medium shot | **Camera Angle:** eye-level | **Camera Move:** Follow | **Special Effect:** - | **Description:** Persona continues to run | **Production Specifications:** -



Shot Type: Close-up | **Camera Angle:** slight low-angle | **Camera Move:** Upwards pan | **Special Effect:** eye colour change | **Description:** Persona's eyes colour turn blue. He then shake it off. The colour of the mysterious object is following him | **Production Specifications:** Track to a null object. Ensure all key frames are smooth.



Shot Type: long shot | **Camera Angle:** eye level | **Camera Move:**- | **Special Effect:** speed (force motion blur) | **Description:** Persona discovers speed powers | **Production Specifications:** cut between beginning and end jolts and time stretch the clip in between



Shot Type: Close-up | **Camera Angle:** High angle | **Camera Move:** - | **Special Effect:** Speed | **Description:** - | **Production Specifications:** use leaf blower as a practical effect for wind .



Shot Type: Long shot | **Camera Angle:** eye-level | **Camera Move:** wiggle | **Special Effect:** Speed (force motion blur) | **Description:** Persona continues to discover speed | **Production Specifications:** previously explained.



Shot Type: long-shot | **Camera Angle:** eye level | **Camera Move:** - | **Special Effect:** Slow motion | **Description:** Persona continues to move through the bush | **Production Specifications:** Film in 50 FPS and convert it in post.

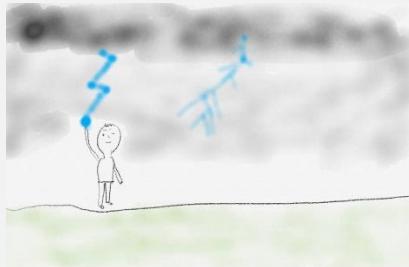


Shot Type: long-shot | **Camera Angle:** eye level | **Camera Move:** - | **Special Effect:** Fire (using outsourced elements) | **Description:** Persona is in world of chaos (fire being the symbol) | **Production Specifications:** the closer the flame the higher the opacity.

Shot Type: long-shot | **Camera Angle:** Slight – low angle | **Camera Move:** wiggle | **Special Effect:** Helicopter Miniature | **Description:** Persona discovers someone else is after him | **Production Specifications:** use green screen matching the lighting of the footage, add lens flare.



Shot Type: Close-up | **Camera Angle:** slight-high shot | **Camera Move:** - | **Special Effect:** motion tracking with the saber electric effect | **Description:** Persona discovers new super power | **Production Specifications:** Track all fingers and parent saber effect to different fingers.



Shot Type: long shot | **Camera Angle:** eye-level | **Camera Move:** Wiggle | **Special Effect:** creating a storm (advanced lightening) | **Description:** Persona scare helicopter | **Production Specifications:** Create a sky replacement and keyframe exposure.



Shot Type: Close-up | **Camera Angle:** low-angle | **Camera Move:** | **Special Effect:** | **Description:** persona thinks about next action | **Production Specifications:** ensure camera settings create high depth of field (higher aperture).



Shot Type: Medium-shot | **Camera Angle:** eye-level | **Camera Move:** - | **Special Effect:** Mr. Mercury | **Description:** Persona begins to create portal | **Production Specifications:** apply the Mr. Mercury effect



Shot Type: Long-shot | **Camera Angle:** eye-level | **Camera Move:** - | **Special Effect:** portal | **Description:** Persona jumps into portal | **Production Specifications:** use particle effect with the help saber and turbulent displacement effect



Shot Type: Medium shot | **Camera Angle:** eye-level | **Camera Move:** - | **Special Effect:** teleport | **Description:** person arrives home | **Production Specifications:** be sure to get a clean plate.

DESIGN MODIFICATION



Quality Control

In order to complete a demanding project, the quality quite thorough, which is why quality control strategies are extremely important to maintain quality throughout the project. It was important that I made changes to my project to improve the quality

Another part of maintain quality control was to make up for the external factors, which in my project was the brightness changing outside which had a major effect on my project. To avoid this I made sure I adjusted my camera settings after every location change. Although this did improve colour consistency, it was close to impossible for to get the same brightness of every shot, which is one limitation to my project. In addition, while on set the camera I used had a screen on it, which meant it had playback technology to check over footage after every shot. This screen was helpful however, it is small and is not sensitive to detail. As a result, I was unable to see how grainy my footage was in my first footage session which did have a negative impact to my project.

Outsourcing

In some cases, I opted to outsourcing because there were certain skills that I was unable to complete considering both time and skill. An example when I outsourced for my project was when I mastered my music production. Although mastering was a skill to fulfil on my statement of intent, I later found the difficulty in trying to properly master a track, so I outsourced. This meant that I was able to improve the quality in other parts of my project. I personally think outsourcing is the way to go if there it does not take over or hinder the major design elements and principles to the project.

Efficiency

Because of this project was to be done in a very short amount of time, This made it difficult to be able to great the most perfect final product. Although I tried my best to maintain quality processes, I knew I had many other things to do in order to complete my project. This meant I had to be time efficient order to have a result that would be un finished. This would did however bring the risk of many hinderances into my project, which meant that I found a massive tension between quality and efficiency.

Peer Reviews/Suggestions

A lot of multimedia Industries work in teams, so this meant it was important for me to include as many people into production as I could whilst being as independent as I could. My peers did not necessarily help with a lot of major design aspects of my project, but they certainly helped me refine many details that could lead to a better quality project.

My multimedia class had 'daileys' everyday towards the end of project due date. We would watch everyone's major projects and make comments and suggestions. Having my peers' eyes (or ears) on the project only meant I was making adjustments to the design aspect of my project more enjoyable or better in quality for my intended audience (shown in statement of intent). These changes included scale, duration and positioning of certain clips.

Music Production Changes

During the development of the melody of my music production, I had many different Ideas for a melody. I had decided on a melody and started to make song using the melody. After working on the for a little while I realised that the melody was not the style I was going for. Although the melody was catchy I feel that I did not have to sci-fi sound to it, additionally meaning that it wouldn't work 'hand in hand' (from statement of intent).

Originally learning *sound design* and *mastering* techniques for my music production, however I released delving deep into sound actual sound design would have been an extra skill that would have hindered other parts of my production Ultimately these choices were made to *optimise efficiency*.

Video Production Changes

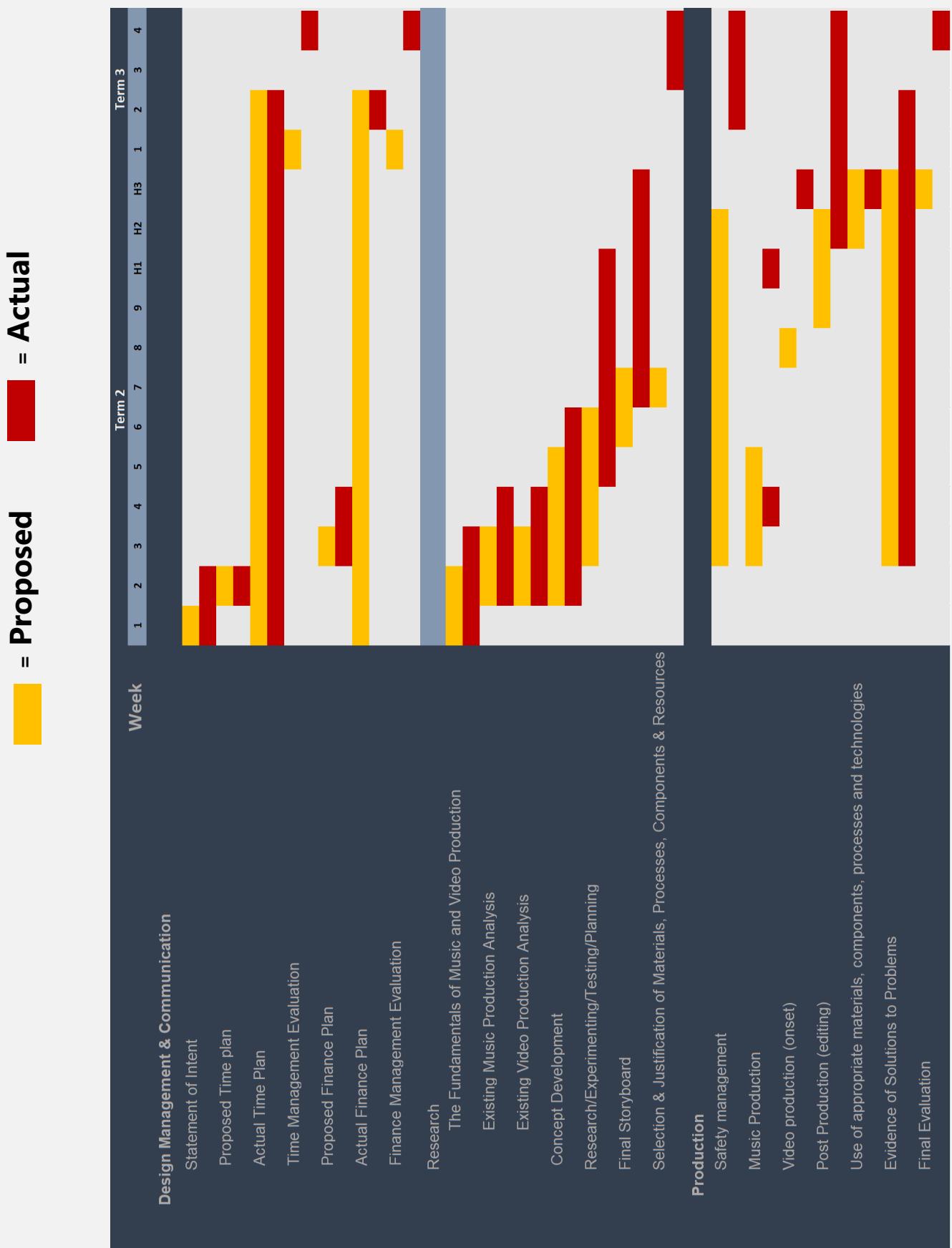
The last storyboard was cut out of my project. I decided to do this because I was running out of time and the clip did not really explore many new skills from the other clips in my projec

Note: Design Mortifications have happened all throughout production

EVIDENCE OF PROJECT MANAGEMENT



Timeline Plan - Gantt Chart



Evaluation of Timeline Plan

I chose to use a Gantt chart to manage my time throughout my production because it is a great planning tool and is well regarded across many industries when with respect to having tasks within in projected that need to be completed by a certain date.

Good weekly scale

setting tasks to be completed weekly was the ideal scale for planning the timeline, because having the scale higher in time or lower would have made it difficult to keep track of. For instance, if I was to allocate my tasks monthly, this would be ineffective because a lot of the tasks would be allocated to a single month. Additionally, most tasks are to be completed in less than a month so it would be difficult to plan when a task needed to be complete, hence the timeline plan wouldn't serve its purpose. On the other hand, planning daily would be way too specific. It would be extremely difficult to follow through a daily plan because sometimes tasks or factors outside of the major project may arise. This would also cause more stress to keep up with high project demand. However, I did plan daily outside of the Gantt chart. If I knew I had a busy week, I would allocate the tasks the week of.

External factors

Throughout the production of my project there were many factors out of my control this includes trying to factor in other school work, work and home obligations or any other event that may arise. My timeline plan was unable to forecast anything out of my control.

Timeline Plan Problems

Although I had a good plan to stick to, I failed through follow through most of my plan. After trying to plan my tasks realistically, the majority were delayed till after the proposed time. It would have been beneficial if I was more proactive with my timeline plan rather than working sporadically. Consequently, a lot of my tasks that were allocated to be ongoing were completed towards the end of my project. Even though my weekly scale attempted to reduce stress it unfortunately resulted into stress.

Completed Project

Even though my time management was inadequate, I was still satisfied with the quality outcome of my project.

Finance Plan

Proposed

Product	Supplier	Quantity	Value	Actual Expense
Hardware				
Canon 80D	Canon/Borrowed	1	\$ 1,300.00	\$ -
Canon EFS 18-135	Canon/Borrowed	1	\$ 750.00	\$ -
Sandisk 95MB/s - 128GB SD Card	Sandisk/Borrowed	1	\$ 80.00	\$ -
Dell XPS 15 Laptop	Dell/Personal	1	\$ 2,000.00	\$ -
Samsung 27 inch Monitor (FHD)	Samsung/Personal	1	\$ 120.00	\$ -
GeForce 1060 (6GB) Graphics Card	Asus/Personal	1	\$ 400.00	\$ -
Corsair Vengeance RAM	Corsair/Personal	2	\$ 140.00	\$ -
G502 Mouse	Logitech/Personal	1	\$ 40.00	\$ -
Hyper X Cloud Flight Headphones	JB-HI-FI/Personal	1	\$ 250.00	\$ -
MAX 25 Keyboard Controller	Akai/Personal	1	\$ 400.00	\$ -
Samsung Galaxy Note 8	Personal	1	\$ 1,500.00	\$ -
inca 1350D Tripod	JB-HI-FI/Borrowed	1	\$ 40.00	\$ -
Software				
Adobe Creative Cloud (4 months)	Adobe/School	1	\$ 308.00	\$ -
Office Home (includes Word, PP & Excel)	Microsoft/School	1	\$ 200.00	\$ -
Ableton Live 10 Lite (included with Keyboard)	Ableton/Personal	1	\$ -	\$ -
Other				
Internet (monthly)	iPrimus	4	\$ 320.00	
Printing & Binding	Unknown	1	Unknown	\$ -
Total			\$ 7,848.00	\$ -

Actual

Product	Supplier	Quantity	Value	Actual Expense
Hardware				
Canon 80D	Canon/Borrowed	1	\$ 1,300.00	\$ -
Canon EFS 18-135	Canon/Borrowed	1	\$ 750.00	\$ -
Sandisk 95MB/s - 128GB SD Card	Sandisk/Borrowed	1	\$ 80.00	\$ -
Dell XPS 15 Laptop	Dell/Personal	1	\$ 2,000.00	\$ -
Samsung 27 inch Monitor (FHD)	Samsung/Personal	1	\$ 120.00	\$ -
GeForce 1060 (6GB) Graphics Card	Asus/Personal	1	\$ 400.00	\$ -
Corsair Vengeance RAM	Corsair/Personal	2	\$ 140.00	\$ -
G502 Mouse	Logitech/Personal	1	\$ 40.00	\$ -
Hyper X Cloud Flight Headphones	JB-HI-FI/Personal	1	\$ 250.00	
MAX 25 Keyboard Controller	Akai/Personal	1	\$ 400.00	\$ -
Samsung Galaxy Note 8	Personal	1	\$ 1,500.00	\$ -
inca 1350D Tripod	JB-HI-FI/Borrowed	1	\$ 40.00	\$ -
Software				
Adobe Creative Cloud (4 months)	Adobe/School	1	\$ 308.00	\$ -
Office Home (includes Word, PP & Excel)	Microsoft/School	1	\$ 200.00	\$ -
Ableton Live 10 Lite (included with Keyboard)	Ableton/Personal	1	\$ -	\$ -
Other				
Newray Helicopter UH-60 Model	Mr. Toys Toyworld	1	\$ 36.00	\$ 36.00
Leaf Blower	Milwaukee/Borrowed	1	\$ 126.00	\$ -
Automated mastering service (HI-MP3)	Landr	1	\$ 6.00	\$ 6.00
Cardboard paper	Newsagency	2	\$ 4.00	\$ 4.00
Clear Acrylic cube	Unknown/Personal	1	\$ 10.00	\$ -
Female DC Power adapter - 2.1mm	Core Electronics	1	\$ 3.80	\$ 3.80
Flexible Silicone LED Strip - 1 Meter - Ice Blue	Core Electronics	1	\$ 40.95	\$ 40.95
Dog Bed (for dolly)	Unknown/Borrowed		\$ 15.00	\$ -
Sitting Stool	Unknown/Personal	1	\$ 20.00	
Internet (monthly)	iPrimus	4	\$ 320.00	
Printing & Binding	Taylor Print	1	\$ 70.00	\$ 70.00
Total			\$ 8,179.75	\$ 160.75

Finance Plan Evaluation

Budget: \$200

Money was one limiting factor a part of my statement of intent, so it was important for me to manage my finances in a way I could save money. I found that creating a budget helped stay within reason in terms of finance because If I didn't give myself a limit there was that chance I could go overboard with my expenses. Even though my proposed finance plan had 0 expenses I still planned for things that might have come up during production.

Easy/Prior Access to Valuable Products

-  Most of the Products in my folio was not only appropriate but easily accessible. I took advantage of people I knew with professional equipment so I could increase the viability of my project without spending any money. Additionally, my computer set up prior to my project was a good asset that had more than decent specs, eliminating a huge expense. As a result, I managed to spend a minimal amount on products, yet I still had high financial value with respect to my project.

Unexpected Expenses

-  Although I had easy access to valuable products, there were still expenses that came up that I wasn't expecting. This included the props I made. I never intended to make or buy props however I did in my project and I had to spend money. Additionally, the mastering service was something I intended to do myself however I found that it was more viable in efficient if spent money.

Remained Under Budget

-  Even though I proposed for no money to be spent and did spend money, I remained under budget without affecting my finances majorly.

EVIDENCE OF WHS



Safe Working Practises

Safe working practises played a massive role in the production of my major production. This was so I could minimise any possible risks such as injury that could have affect either me or others involved in my Major project. If myself or my actor had some form of an injury this could have delayed my project. I tried to be as safe as possible during my production however there were still faults with respect to the safety involved in my project.

Location hazards – (Reserve)

A lot of the filming part of my production was completed in a local reserve. Considering this location borders the wilderness, there were many hazards to consider before filming. Because these risks also applied for my actor, I identified these hazards before filming by going to the reserve and recording (taking photos) of any possible dangers that could put any possible danger to my actor or myself. Examining the location was highly effective because it allowed me to be aware of any dangers *prior* being onset rather than identifying the dangers *during* onset. As a result, I was able to be primarily focused on filming when on set. Nonetheless, examining the location did not fully solve the likely dangers, hence I reinforced my dangerous findings to my actor through a safety briefing. This safety briefing consisted of me showing my actor the photos of the risks I found and giving a strategy for prevention for each particular risk. This assisted my actor when scanning the location was needed when walking from different locations of the reserve while on set. During my examination of the reserve I identified multiple ant nests (**Fg.1**), prickles (**Fg.2**) and kangaroos (**Fg.3**).



Fg.1



Fg.2



Fg.3

Ergonomics

Fg.4 is the general set up I had when working on my project. This set included high quality an ergonomic mouse and keyboard (**Fg.6**); my hand would fit around comfortably around my mouse and my keyboard had a wrist support attempt prevent strain in the wrist muscles. The chair I own is somewhat comfortable and has a lower back support mechanism to prevent lower back pain. Whist I was equipped with ergonomically appropriate equipment, the weakest point in my set up was my dual monitor set up because my desktop was much higher than my laptop, which meant that I had to constantly put strain on my neck throughout my production while on my computer



Fg.4



Fg.6



Fg.5

Eye- strain

I found that eye strain was inevitable during production. Staring at screens for a long period of time is the main cause of this, however working on the computer was an essential part for my production because my computer was used to edit and document my production, and without my production would not exist. I saw this a problem so I tried to prevent eye strain as much as I could. To avoid eye strain, I set procedures/rules when working on my computer. These were to keep my eyes at least 40cm away from screens, take a 15-minute break after every 1 hours of working and wearing my glasses. With this in mind, my glasses designed to filter blue light entering the glass which is an effective means of preventing ocular fatigue. Although these glasses were useful from a safety perspective, I did however have to take them off when colour grading. Because these glasses filtered blue light it meant everything appeared more yellow than usual, so taking these glasses off meant that I could accurately colour grade, consequently putting myself at risk to eye strain. From this situation, I see there is a conflict between work health and safety and the viability of industrial processes.



Fg.7

Work Health & Safety at School

It was a little harder to optimise safety at school because I had little control over the working environment, I did however identify risks. One risk I came across was issue associated with cable management. In class us students worked at a large table in the centre of the room and the closest power points were at the end of the wall. Often fellow students had their charger leads across the path of the floor. I knew they needed the chargers plugged because they needed to do their school work but I did ask if they could pack up their leads once their laptops were charged, to avoid a tripping hazard.

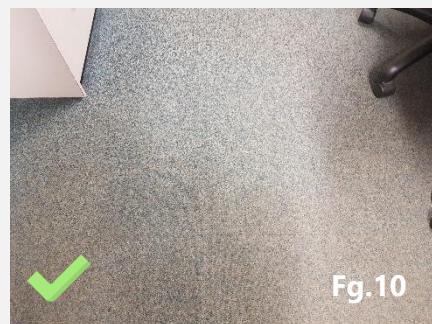


Fg.8

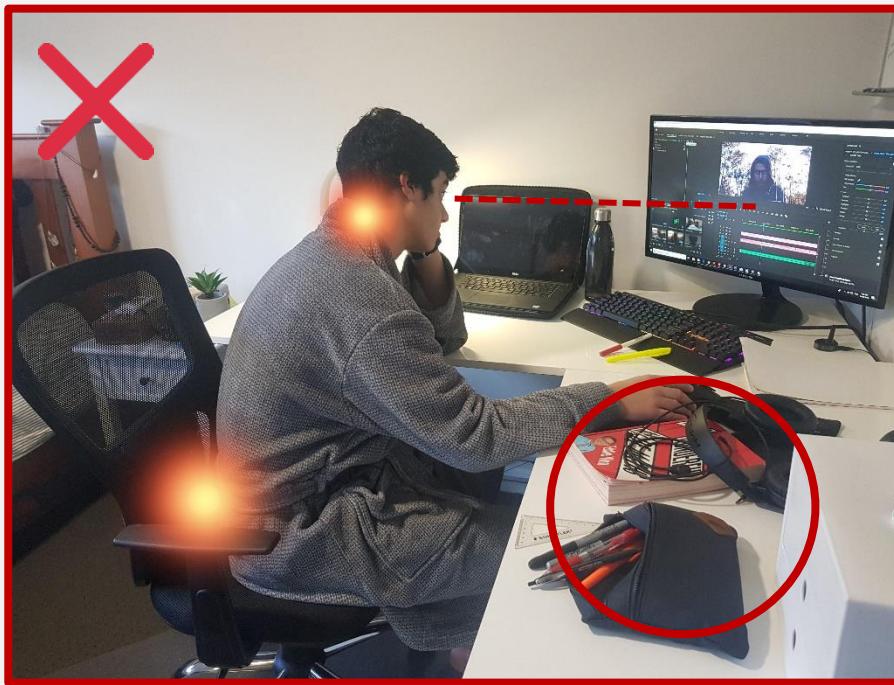
In the room where we have class, there computer surrounding the edges of the room, meaning there are cables everywhere. If a cable was to malfunction there could be a possibility of a fire. My school acknowledges this risk while also being compliant with the *Work Health and Safety act 2011* considering there s a fire extinguisher in the room at all times. In a rare event, having a fire extinguisher could prevent burns.



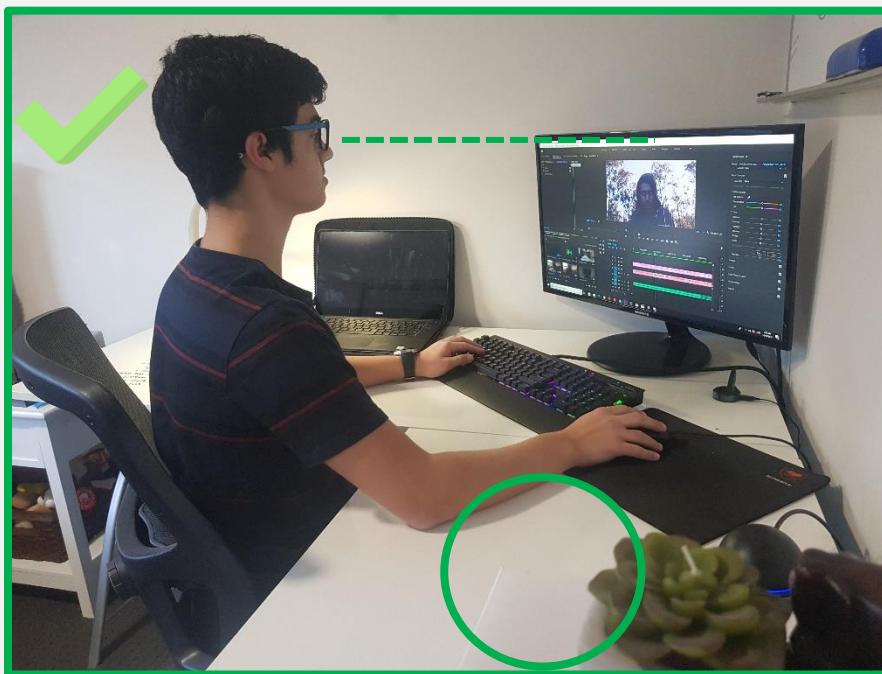
Fg.9



Fg.10

Before & After Safety Considerations – (Computer Situation)

- Slouched Posture neck/lower back strain
- Clutter →distractions/interferes with mouse
- Eyes are not level with the top of monitor
- No glasses → eye strain



- Straight posture
- No clutter
- Eyes are level with the top of monitor

Risk Assessment

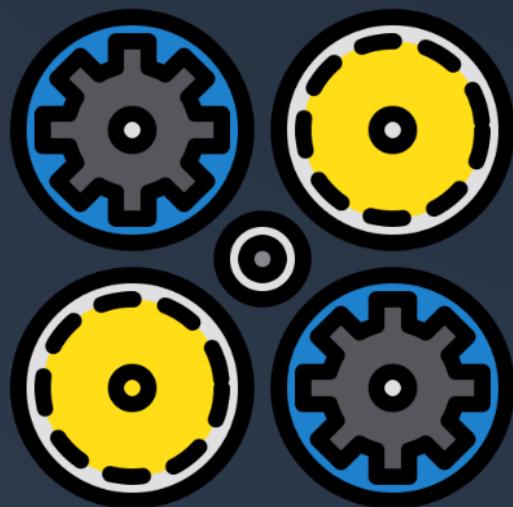
This Risk Assessment provides a matrix with the consequence and likelihood to determine the overall 'rating' of each risk involved in the production of my major project, and how I could minimise any. This effectively allowed me to become more alert to the dangers associated with production.

Consequence	Likelihood				
	Rare	Unlikely	Possible	Likely	Almost Certain
Catastrophic	Moderate	High	Extreme	Extreme	Extreme
Major	Moderate	High	High	Extreme	Extreme
Moderate	Low	Moderate	High	High	Extreme
Minor	Low	Moderate	Moderate	High	High
Negligible	Low	Low	Low	Moderate	Moderate

Risk	Rating (Consequence + Likelihood)	Prevention Strategy – Reducing Severity
Getting Lost	Moderate + Rare = Low	<u>Production Reminder:</u> <ul style="list-style-type: none"> ○ Shoot during the day and plan stick to the borders of the reserve, so we can easily get back to the road.
Prickle Scratch	Negligible + Likely = Moderate	<u>Onset Reminder</u> <ul style="list-style-type: none"> ○ Try stick on tracks with short grass.
Spider Bite	Major + Unlikely = High	<u>On Set Reminder:</u> <ul style="list-style-type: none"> ○ Constantly scan surroundings because spider webs blend in the environment and are difficult to see. ○ Remind the other person if a spider or web is spotted.
Ant Bite	Minor + Possible = Moderate	<u>On Set Reminder:</u> <ul style="list-style-type: none"> ○ Do not step on ant nests or provoke ants in any shape or form.
Kangaroo attack	Moderate + Rare = Low	<u>On Set Reminder</u> <ul style="list-style-type: none"> ○ Do not provoke kangaroos in any shape or form.
Eye Strain	Minor + Almost Certain = High	Post-Production reminder <ul style="list-style-type: none"> ○ Wear glasses (blue filtering) ○ Always have good lighting → having blinds open to let in natural light, using desk lamp and ceiling light. ○ Keep eyes at least 40cm away from screen.
Muscle Strain	Moderate + Possible = High	<ul style="list-style-type: none"> ○ Take regular breaks every (approximately after 1 hour) ○ Sit up straight (not slouched) ○ Use lower back support from chair ○ Eyes should be level with top of monitor
Tripping Injuries	Minor + Possible = Moderate	<ul style="list-style-type: none"> ○ Ask fellow students to pack away charges after their laptop is fully charged in class to not block the path of the class room.

RECORD OF PRODUCTION

RANGE OF SKILLS

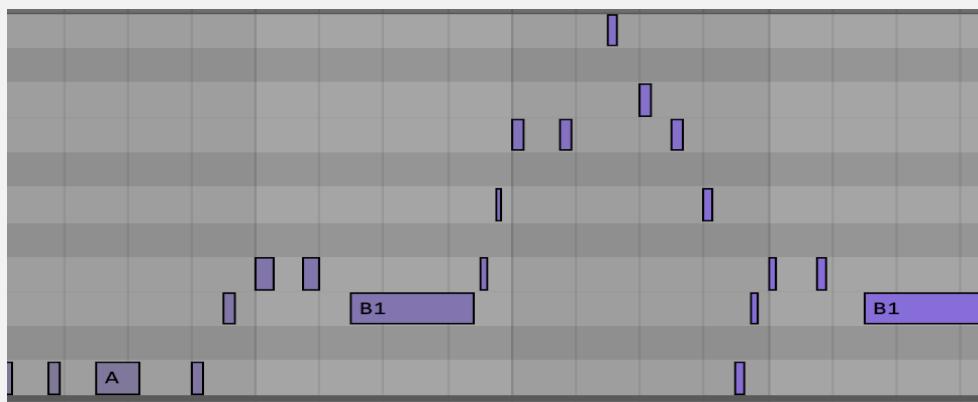


Music Production

Development/Arranging Ideas

I didn't want to get too caught in the music theory of my EDM track but I did want to set a foundation so that my music would be in key. Using some basic knowledge of scales, I decided to use the C major scale because it is an easy key to use for beginners because it doesn't involve any sharp notes and the notes in the scale are easier to remember. Additionally, this scale is often associated with EDM music.

Using the melody, I had recorded using the memo app on my phone, I used my keyboard control to replicate to melody I sang into my phone. Getting this melody took more than just one go. After getting many peers to listen to just my melody I noticed that it was very basic and wasn't a very moving melody. As a result, I had to use the trial and error method to find the melody I wanted and this effectively got me to the point when I was more than happy with my melody.

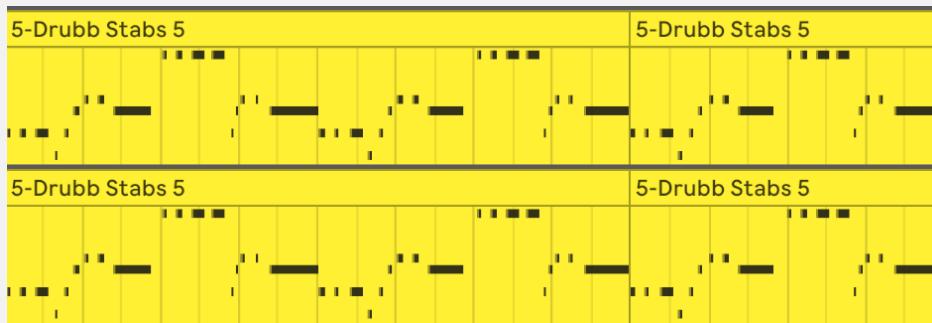


After this, I found a free plug-in online called *Kairatune*. This free plug-in was amazing, it gave a set of different instruments to use, and I selected an instrument called Airy Rubbery keys. I really liked this instrumented because It had a modern sci-fi style due to the pitch bend especially for the long notes, hence I decided to implement a long note to the start of my track. This instrument plug-in gave me lots of options and settings to modify the sound of the instrument. Unfortunately, I didn't really get around to playing with the sound of the instrument, but I had to move on to other parts of the production before time caught up. I was satisfied the result of the default settings.

Next, I knew I needed to properly implement my melody into my track properly so I decided that I could use the melody to a structure containing an **intro → build up → drop → build drop**.

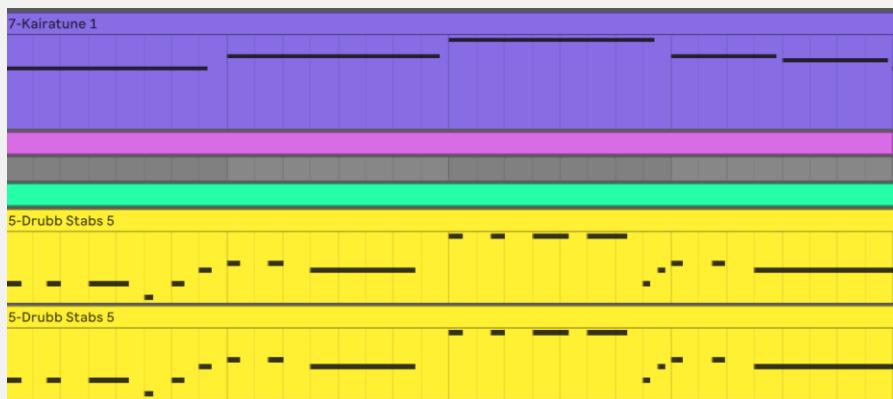
Harmonies

For the drop of my track, I used a percussive instrument, duplicated it and changed the octave (higher). These brought more layers to the drop in an attempt to sound more 'powerful'.

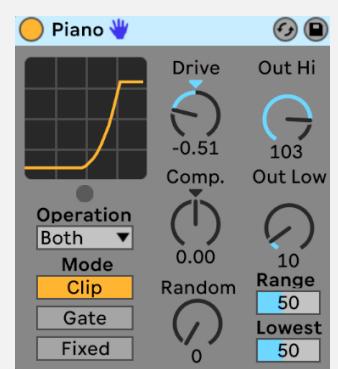


Mixing

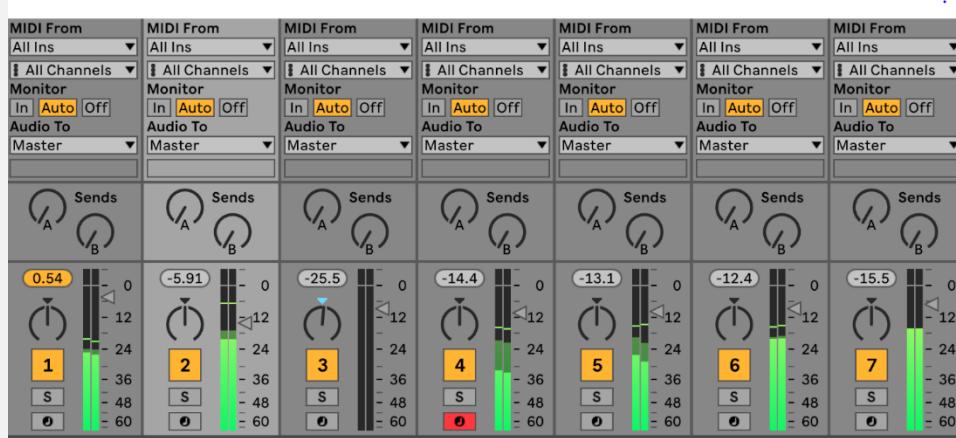
Mixing was important for my music production because I didn't want my track to sound weak nor chaotic. Originally my drop consisted of overlayed melodies of both the percussive and the Airy Rubber keys. This sounded messy, so in order to fix the problem I modified the drop to keep the percussive instrument with the main melody at the drop and Airy Rubber Keys play long notes in the background. Thus, this created a good balance between weak and chaotic.



The keyboard controller I was using had a touch response sensitivity to it meaning that the harder I pressed on the keyboard the louder the note would play vice versa (velocity). I didn't like the inconsistencies of the volume for each different note (unless intentionally used a crescendo). I could have solved this problem by recording over and over again until the volumes of each note were the same, but this would have been an absolute waste of time (inefficient). Subsequently, I took advantage of the program by adding the *velocity* MIDI effect and changing both the *input* and *output* range to 50.

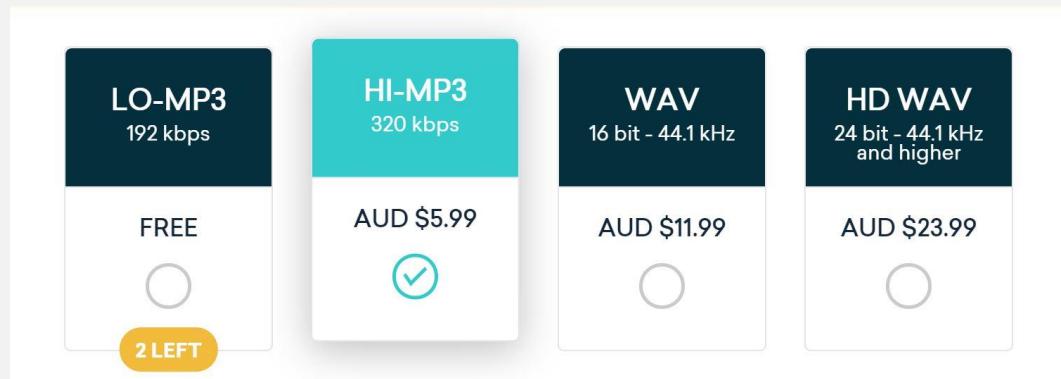


Lastly of all I tweaked with the master volume for each individual instrument to give a well-balanced sound to the mix.



Mastering

After working through my production, I realised the complexity of mastering and the time it would take, and I realised it wasn't the most important thing for my project, so I outsourced using mastering company LANR.



LANDR gave me options of the different mastering exports. I decided to purchase the HI-MP3 because it is good quality, but it is also on the cheaper side. This was to ensure I didn't blow my budget.

Stop Motion

One of my clips in the process was to achieve a shot where someone was thrown into the air (the similar effect of someone being thrown back by an explosion). I figured and was not realistically possible to throw my actor through the air; at least not safe nor being a demanding quality clip. I decided it was possible to use stop motion to replicate this scene and blend it into a video format, by disguising a collection of photos for a short video clip.

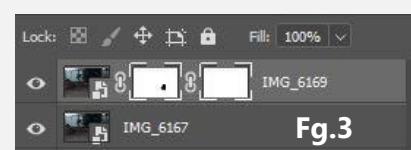
Firstly, I had to investigate how I could make this clip look realistic using only photos. I did this by taking a video (in 25 FPS) of me

throwing towel (**Fg.1**) and recorded the number of frames in the duration of the video. I filmed this all in the exact same location and position I was going to achieve the final clip to ensure this test was reliable. After doing this, I found that I needed 9 frames. Taking this test piece of footage was taken on my second attempt after my first attempt of this effect was not viable. (My first attempt consisted of only 6 frames and I tried to implement a camera movement, however this failed so I evaluated a *reshoot* worthwhile for this clip).

To prevent losing count of what frame I was up to or lose the positioning of the frame, I made multiple marks as reference using chalk for each frame. (**Fg.3**) Next, I took a clean plate (background shot) and got my actor on a stool, acting for every frame. This process was highly effective to shorten productivity time and increasing the quality (especially considering I did many processes to further the realism or physics to the effect).

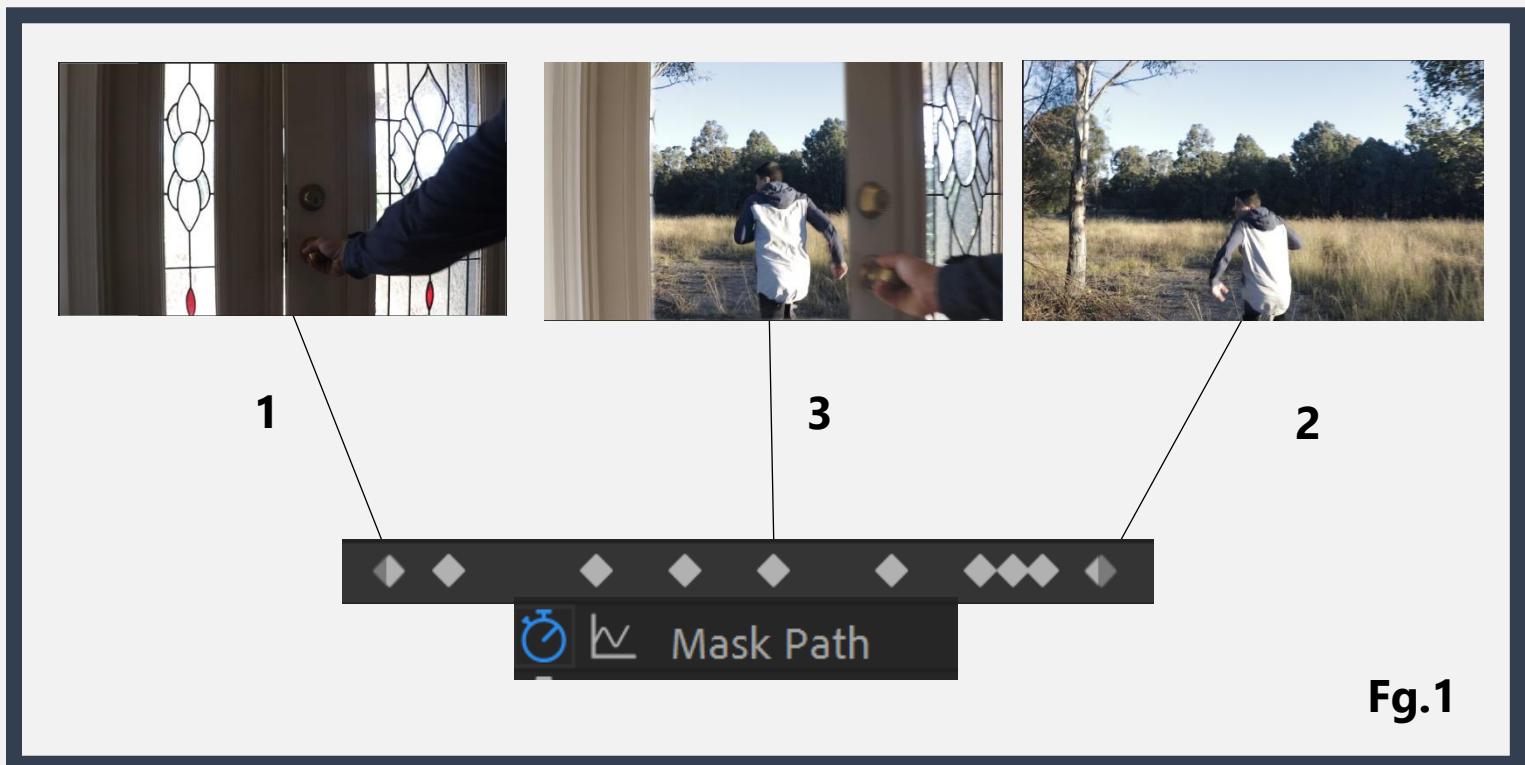
In Photoshop, I put each photo layered on top of the clean plate (**Fg.3**). I then made a layer mask using the brush tool to be able to get the stool out of the frame. As a result, my actor appeared to be in the air. I then compiled the images into After Effects making 1 image = 1 frame (**Fg.4**). I then added *motion blur* to make subject (actor) similar to **Fg.1**.

Although, I used many effective processes to achieve this effect, the duration of the clip was very short and almost happens in the blink of an eye. Next time, I do an effect similar to this I would choose a wider shot which would increase the number of frames, hence increase the duration of the footage.



Keyframing – Door Opening Transition

Keyframes in after effects is a location on a timeline which marks the beginning or end of a transition. This means that keyframes make it easy to animate properties of an object to allow for smooth movement.



Fg.1

In **Fg. 1**, I animated footage of me opening a door to a new setting. I effectively achieved this by using keyframes. In order to create a smooth animation, I created a mask of the end for the first frame of the transition (when the door first opened) and then key framed the first frame followed by the last keyframe (when the door was all the way opened). After this, I key framed the frame in the centre of the first and last key frame. This process allowed me to get a smooth animation other than a jumpy animation (a jumpy animation would have happened if I inserted a keyframe frame by frame). This technique was so useful I applied it to many other clips to save both time, and to overall achieve a better effect.

Miniatures – Helicopter

When I created and evaluated my experiment for this clip, I knew I needed to do some major improvements in order to create a high quality clip..

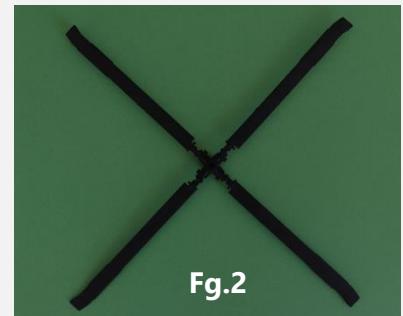
Firstly, I took a simple footage of my actor pretending that there was a helicopter in the scene ensuring that I had the right camera angle for there to be enough space to fit in the helicopter into the actual scene.

When I purchased my prop, I made sure I could detach the helicopter blades from the helicopter itself, so I would be able to individually chromakey the helicopter and the blade and combine them in post-production. Next, I set up my greenscreen (using a piece of cardboard) outside so that I could match the lighting of the of both the helicopter and the main footage. I Then took the photos (**Fg.1 & Fg.2**).

I then used After effects' *Keylight 1.2* to chromakey those images. As soon as I applied the effect, I knew I had lighting problems when I took those photos (**Fg.3**). Instead of having a reshoot, I was easily able to just make a quick mask around the affected areas as well as the pole that was holding the helicopter up (**Fg.4**). Effectively, I was able eliminate the patchy lighting areas, saving myself another photoshoot. With respect to the blade, I keyframed the rotation of the blade (looping the animation using the expression *LoopOut("cycle",0);*) duplicated it (to have both back and top blade), applied a 3D layer added motion blur and then pre-composed the blades and the body of the helicopter to make them as one object, allowing me to easily move them around or change the scale. To bring the clip a top-quality clip as a whole, I implemented 2 lens flares (one covering the whole video and the other in the top right corner), changing the brightness and scale to replicate a bright sun into the scene. Not only did this create a sun, it subtly hid the fact the helicopter was a toy (**Fg.5 & Fg.6**). Lastly, I made a minor camera shake and slight movements to the helicopter using *Wiggle-position*.



Fg.1



Fg.2



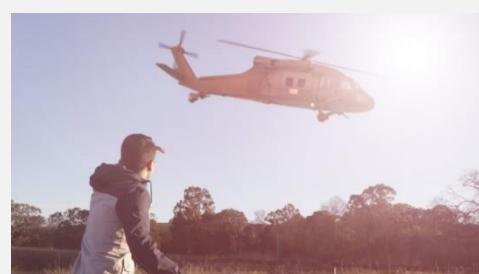
Fg.3



Fg.4



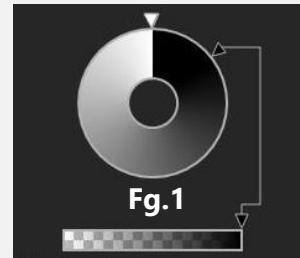
Fg.5



Fg.6

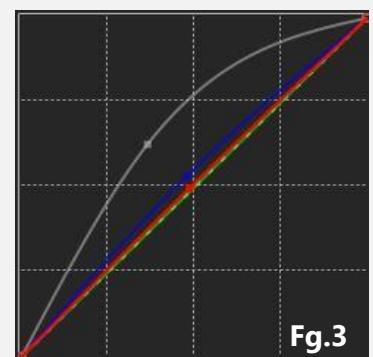
Creating a Storm

I Filmed this shot when it was sunny, which did help have adequate lighting in terms of the filming, however storms do not generally have a sunny sky, so I decided to use a sky replacement to make the sky appear stormier. I started my sky replacement by outsourcing an image cloudy sky, rather than waiting for a storm to shoot this scene. Before I imported sky image into the After Effects composition, I used the *Colorama* effect to separate the separate the sky from everything else in the image. I made adjustments to the colorama wheel to ensure that the sky was white and everything else was black (**Fg.1 & Fg. 2**). Next, I imported the image and changed the track matte to *Luma*. To get the sky closer to looking like a storm, I adjusted the RGB curves to get the sky to blend more with the footage (**Fg.3**), and I also keyframed the exposure of the image so the sky would flicker to replicate lighting flashing behind the clouds.



Fg.2

Following the sky replacement, I applied the *Advanced Lightening* effect and positioned and keyframed onto the video when my actor lifted their hand into the sky. I found a blue colour I wanted for the lightning, however I wasn't fully satisfied with the lightening because It didn't look very real (**Fg.4**), therefore I downloaded an after effects plug-in called *Perfect Glow* to fix this problem. With this, I was able to enhance the glow of the lightning strike by altering the glow threshold (40%), glow (55.0) and the glow intensity (0.3). As a result, this increased the quality to the aesthetic of the lightning (**Fg.5**).



Fg.3

After completing this effect, I realised that there was still a fault with my sky replacement. This fault was that my actor's lower arm was over exposed and the *colorama* effect thought it was a part of the sky so the image of the sky overlapped, causing my actor's lower arm to appear blue (**Fg.5**). To fix this problem I decided to make a glowing blue ball to match the lightening to also hide this error. I achieved this by using the *Particle Systems II* effect and making the particle type into the *faded sphere*, to match the lightening I made the ball the same colour and also used the *Perfect Glow* Plug-in. (**Fg.6**)

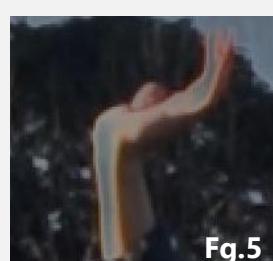


Fg.4

To give this effect a final touch, I colour graded the video to a darker blue and also used *Wiggle-position* effect when the lightening would strike. I did this in order to give emphasis, effectively giving a surprise to the audience.



Fg.6



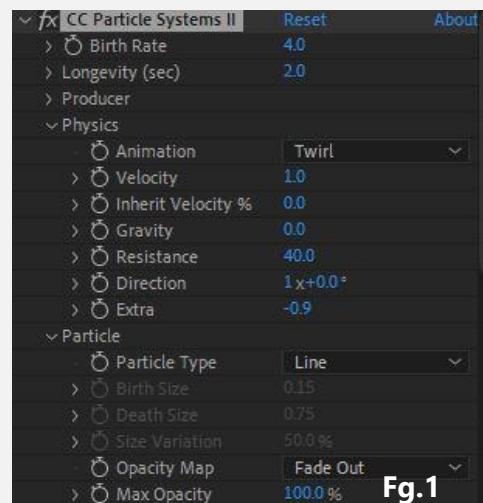
Fg.5

Portal

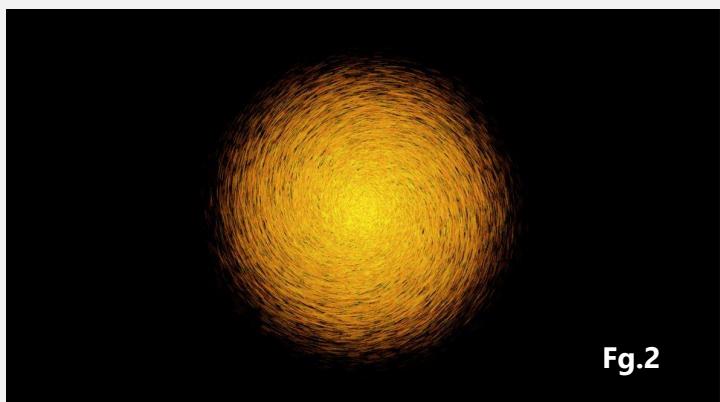
To create the portal effect, I applied the *Particle Systems* effect to a solid layer, making the particle type *line* and the animation physics *twirl* (**Fg.2**). To achieve right spin I adjusted with a few settings (**Fg. 1**). After this I made a circle mask then inverted the mask to make the portal have a whole in the centre. I then got the *saber* plug in from Video Co-pilot and made the preset burning and made the effect go around a mask (similar to the particle system's). The *saber* effect worked well with the portal because it gave it more glow and had a smokey element to it (**Fg. 3**)

I then went on to create a reflection for the portal by duplicating the portal layer and reversing it changing the scale and opacity (**Fg.3**). Finally, to make the portal more immersive I used the *turbulent displacement* effect to make the portal less of a circle and more of a portal. I changed the colour of the turbulent displacement by added a *photo filter* the same colour as the portal and keyframed the *evolution* of the *turbulent displacement* (**Fg.4**)

One clip involving the portal was taken from a side angle, thus to get the correct placement for the portal I made the portal into a 3D layer adjusting all X,Y and Z axes (**Fg.5**)



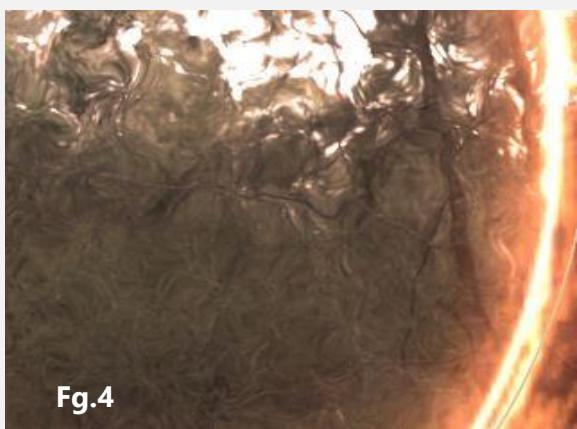
Fg.1



Fg.2



Fg.3



Fg.4



Fg.5

Eye Colour Change

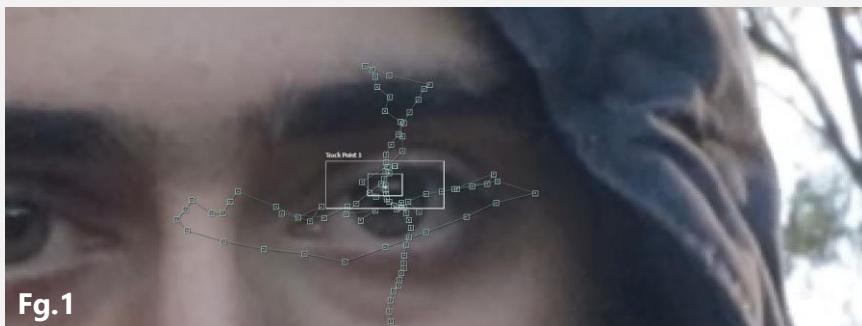
I began this effect by tracking the motion of the most exposed area of the eye for more accurate tracking (because it stands out from the rest of the footage around it). This process was almost all automated, however I still had to adjust a few frames that were off (**Fg.1**). I would then edit the target of the tracked motion to a null object layer.

After the object was tracked, I made a circular mask around the eye, using the pen tool (this mask was made on a solid layer). This mask was duplicated to fit around the second eye. The masks of the eyes was then parented to the tracked null object. Because my actors eye closed in this footage, I then needed to keyframe each individual frame for every slight movement the eye was closing, otherwise the mask would just appear on his eye lid. Next, I duplicated the footage and placed it under the solid layer. This footage was changed to an *alpha matte*.



Fg.2

The next step was changing the colour of the eyes using the Hue/Saturation effect. I changed the colour to a blue light blue colour, and made minor adjustments to the colour and glow of the eye using *Tint* and *Perfect Glow*.



Fg.1

Lightening in hand

This effect was achieved very similar to the eye colour change, except for this effect there was more tracking done because I had to track every finger. To make tracking easier I drew dots on my actor's fingers using a marker. This technique really helped in post because it made the tracking processes more automated and meant I had less adjusting to with tracking. After this I created lightening using *saber* and parented multiple lightening going from one finger to another.



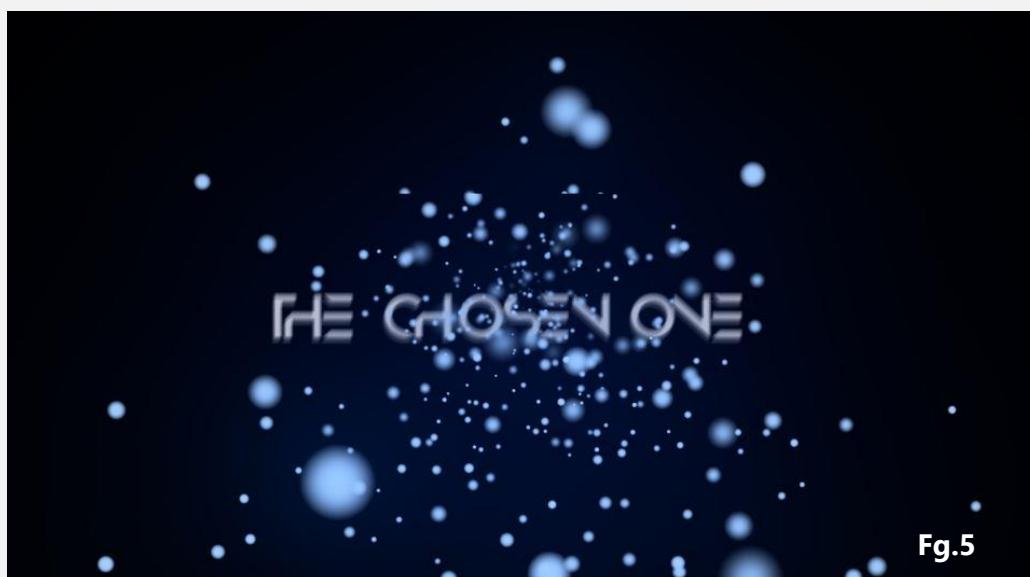
Fg.3

Motion Graphics Intro

I began by adding the text "the chosen one" (name of my production) to the composition using the *anurati* font (selected from my research). I then duplicated the text layer twice and applied the set channels effect and set and set changed the set source to **red** for the first layer, **green** for the second layer and **blue** for the last layer. This was to essentially create an RGB split. To give the text the *glitch* I intended to do applied free stock footage of a glitch (**Fg.1**) above the duplicated text layers and used the displacement map effect to the stock footage to displace both horizontally and vertically (**Fg.2 & Fg.4**). To introduce the text, I created a text path animation to drop down from the top, turned on motion blur and applied the Wiggle-position effect to add emphasis to the text (**Fg.3**).



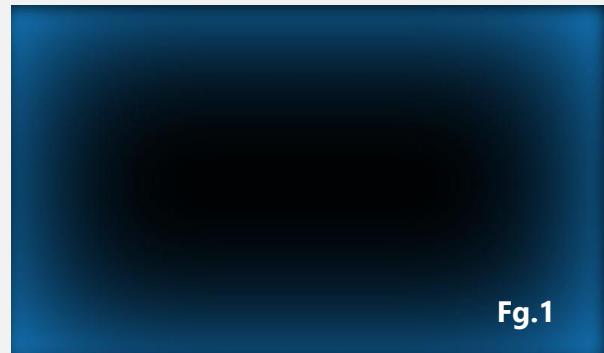
Next, I made the balls using the Particle World effect, changing the animation type to *explosive* and making the particle type *faded sphere*. I also adjusted other particle physics settings such as the *longevity* and the *birth rate*. All these settings made the balls appear to bounce and remain still on the floor. Last of all I changed to colour the colour of the spheres and used the *Perfect Glow* effect to enhance the glow of the clip (**Fg.5**).



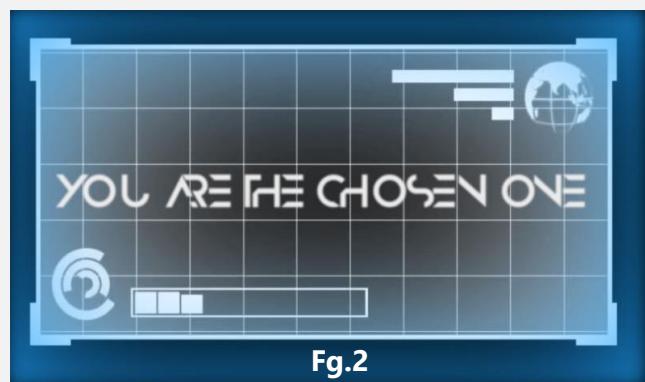
Hologram

To create the hologram in my shot I started by making the glowing border (**Fg.1**). I did this by making two creating two masks of a blue Rounded blue rectangle. One mask added and the other subtracted. The next thing I did was feather the subtracted mask by 544,544 pixels. This achieved the core glow to the hologram. After this I found a free green screened template of a hologram and implemented it into the composition by *chromakeying* using *Keylight 1.2* template to accompany the outer edges of the hologram. Next, I added text using the *anurati* font saying "you're the chosen one" (similar to the motion graphics intro) (**Fg.2**). I Then precomposed these layers and implemented the hologram into the scene by keyframing the scale and position and adding motion blur for the hologram to 'pop up' on top of the mysterious object

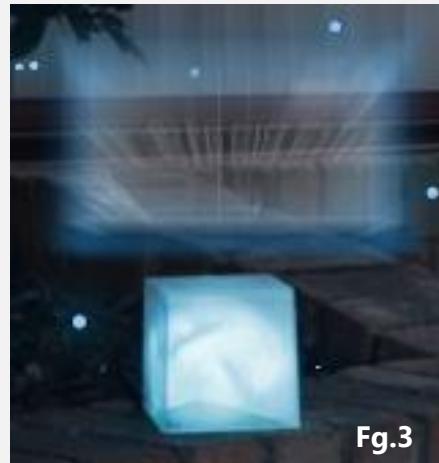
(**Fg.3**). To appear more like a hologram, I animated the opacity looping from 60% to 70% to make the hologram flicker. To make the clip stand out more I edited floating particles similar to my intro. I intentionally did this to make the clips serve as narrative links. The hologram particles were made virtually the same except I made the particles fall slowly, rather than bouncing into the screen and on the ground. I wanted the hologram to still be noticeable/readable whilst having the particle effect, however I did not want it to be chaotic. I think what I intended the clip to be really payed off. (**Fg.4**)



Fg.1



Fg.2



Fg.3



Fg.4

Glitch + Notification

The Glitch created in this clip was achieved very similar to the glitch effect in the intro. I duplicated to footage layer and I created a mask around my actor and applied the *fractal noise* effect using *basic fractal* type and a *block* noise type. I key framed the mask path of the duplicated footage layer to make sure the glitch was around my actor (**Fg.1**). After completing this effect, I found that the glitch just looked copied and pasted over my actor. To fix this problem I lowered the *opacity* of the *fractal noise* so the glitch would blend in with my actor (**Fg.2**)

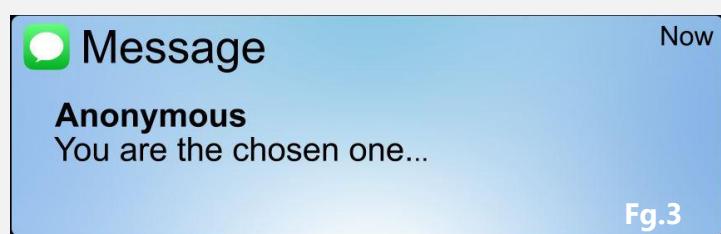


Fg.1



Fg.2

With respect to the phone notification I intended to replicate Apple's notification aesthetic. To create this I made a rounded rectangle and used a *4-Colour Gradient*. 3 colours I had set to a light blue whilst the 4th colour was white. After this I added the text and the message icon (outsourced online) (**Fg.3**). Lastly, I put what I had into the composition, keyframed the scale, added motion blur and applied the *Wiggle-position* effect.



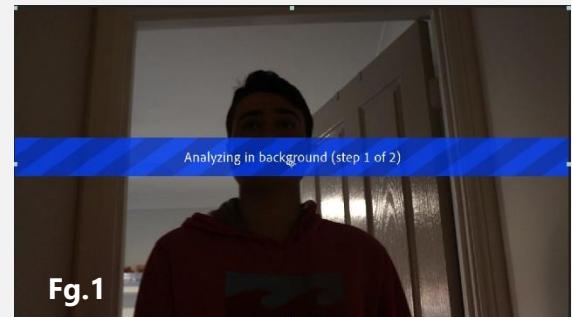
Fg.3



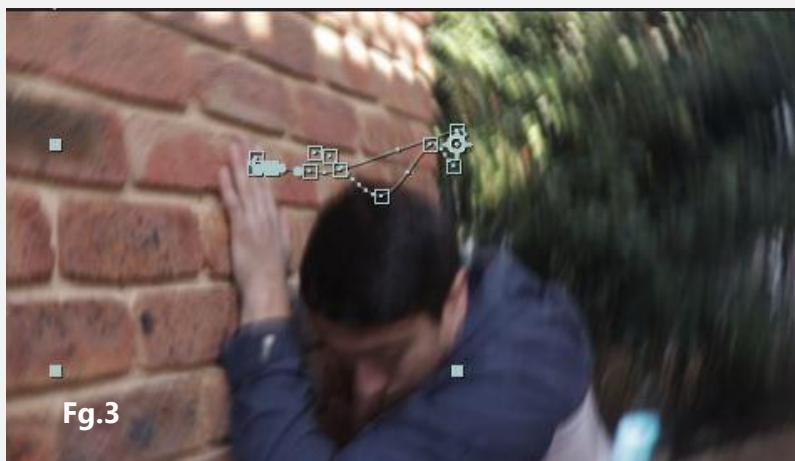
Fg.4

Warp Stabilizer

The clip of my actor walking out of the room through the hall way was intended to be stabilised all while on set. I experimented a few ways to get a back dolly shot. My first attempt was holding the camera and pulling tension on the neck strap from my neck. This is more effective than a normal hand-held shot, but it was still unstable for what I wanted. The next approach was putting the camera on the tripod and placing tripod in a dog bed. Because I was filming on tiles this allowed for the cushioned dog bed to smoothly slide on the surface while I pulled it (**Fg.2**). This method was still difficult to achieve full stabilisation because the tripod was not securely placed on the floor due to the cushioned dog bedding having a 'bounce'. I took this clip into post, tracking using *Warp Stabilizer*. In doing so I accidentally came across a cool effect. My actor remained stabilised, but the background still moved. Even though my clip wasn't the way I intended it to look, it still gave a desirable result. I see this as a problem solved.



The next clip where I used the Warp Stabilizer was intentional. I recorded this clip really fast and shaky, so when I applied the stabilisation the footage the footage would have a blur or a minor shake. This process meant that there were black edges shown, in order to fix this I had to zoom in the scale of the footage a lot, hence meaning lots of resolution was lost. In this situation I think the equipment I had let me down because of this. A higher resolution camera (such as a 4k camera). After this I keyframed my actor in the centre of the frame through the footage, so it looked like the camera was following him.



Speed Effect

While on set I got my actor to jolt at the start of the footage and I got them to walk to the destination to make a final jolt. In post I split the layer between the first and last jolt, *time stretched* the clip and applied *Force Motion Blur*, adjusting the *motion blur samples* and the *shutter angle* (**Fg.1**). As an effect my actor was quick and was blurred (**Fg.2**)

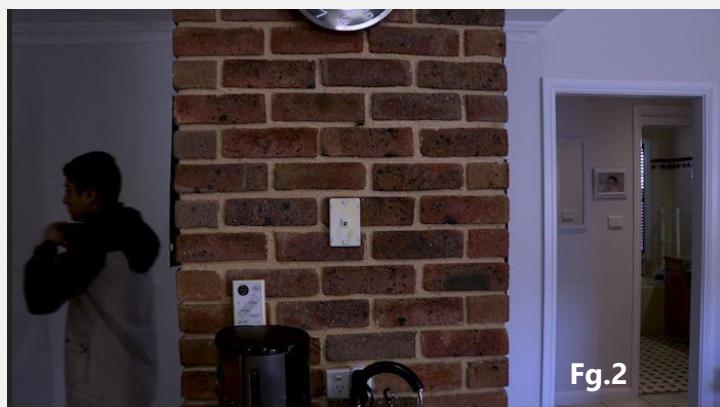
While filming for this clip, there was some practical effects used in the scene. I got my actor to make a jolt while I positioned the camera at his feet. I got my actor to use the leaf blower as opposed to me because he would be able to synchronise his jolt with the artificial wind better than me trying to time the blow at the right time (**Fg.3**). Additionally, it was only his feet in the frame, so the blower was not revealed (**Fg.4**)



Cutting

As basic as cutting footage sounds like it served a purpose for the pacing of my video. For instance, towards the start of my video I used jump cuts to show the audience that the persona was getting ready like a normal day however, I would show everything that is done to get ready. If I was to show the whole process of getting ready, this would make the video boring. I attempted to make my video jump from skill to skill.

Another useful cutting technique was where my actor went from his Pj's to causal clothes just by walking passed a wall. This was done by setting my camera up in a sturdy position and not moving it. I then got my actor to into scene in his Pj's, then getting changed and walk out of the frame. I then cut these clips together to achieve the effect. (**Fg.1 & Fg.2**)



Fg.2



Fg.1

Fire

My main point of this scene was to experiment the realism of lighting. I used multiple fire elements (outsourced) and adjusted the opacity to essentially change the brightness of the fire. This was showing the closer someone is to fire the brighter it will appear. I also masked the certain parts of the scene (including my actor) and increased the brightness of those spots to ensure *realism* (from statement of intent) (**Fg.1**).



Fg.1

Optimal Camera Settings

Reflecting on the research completed in my major project, there is a process in order to achieve the best camera settings to get the full value out of a camera. When it came to my knowledge and application to camera settings, I wished I experimented more with the settings before I filmed my first session. Consequently, beginning parts of my filming were slightly grainy because of a high ISO. From this I learnt that the ISO on the particular camera I used (Canon 80D) should not be an exposure higher than like 300. However, from reviewing my first footage session I did improve the camera settings for future sessions. Throughout all my sessions I kept my camera in 25 FPS (for the most part) and a shutter speed double the frame rate.

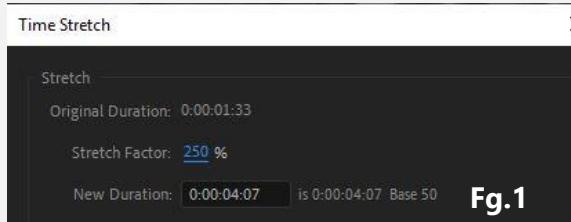
I also attempted a close-up high depth of field shot (**Fg.1**), which I think worked really well. I did this by changing the aperture settings to the lowest since this is optimal for higher depth of field shots.



Fg.1

Slow Motion

To achieve the best slow motion the higher the frame rate needs to be. So for this clip I changed my frame rate to 50FPS. Unfortunately, this frame rate is not very high and it would have been more beneficial if I had access to a camera that was able to film at a frame rate close to 120FPS. This meant when I slowed down the footage it was slightly framey than I desired but overall it looked decent. To slow down the footage, I increased the stretch factor (**Fg.1**).

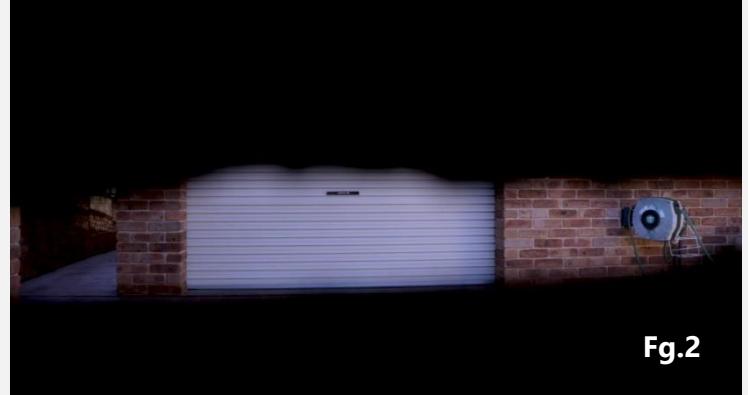


One other negative from this clip was that I had bad cameras settings (mainly because it was dark). This meant that my footage turned out to be grainy. I took advantage of this mistake and used the dust and scratches effect to overlay the grainy footage. This emphasised the grains giving it a unique look to the footage. I was quite happy with this effect because my actor moving through the footage would almost counteract the dust scratches effect on his body so it looked like my actor was moving through the grainy background without having the effect of him.

**Fg.3**

Practical Effects – Blinking Eye

To Create a POV opening eye, I modified the camera to essentially operate as an eye with eye lids using two beanies attached to the lens using an elastic band (**Fg.1**). To mimic a blink, I used my fingers open and close the two beanies. To get this clip right, it took quite a lot of practise and several attempts of filming due to the difficulty of getting the beanies straight and in centre. Final result is shown in **Fg.2**.

**Fg.2**

Colour Correcting/Colour Grading

Colour correcting and colour grading played an important role to fix and enhance the colour visuals of my video production. Colour correcting needed to be done in my production because there were lighting issues. Many of the location I filmed in all had different lighting so there was no way I could stick to one camera setting and everything would be perfect. There were some places where I filmed in my house where it was dark. The most appropriate solution probably would have been to use artificial light. This was however difficult because I had no easy access to a soft light box or any form of artificial lights. I had option to purchase artificial lighting but there weren't many clips that needed this so it was not that worth buying. Another lighting issue I came across was the time I filmed outside. Most clips filmed outside were filmed between 4pm – 5pm. Where I am located, this is where the sun starts to set the lighting levels change by the second. Hence, there was no easy solution which is why I had to do it post. Both Premiere Pro and After Effects have great built in colour tools but on set lighting problems can never be fully recoverable. For example, these programs allowed me to increase the exposure for some of my dark scenes, but this would only make the lighting footage grainier and lose detail. With this in mind, I had to be very careful how I used exposure. Nonetheless, I liked having some footage a little darker because it was the style I was intending to achieve.

After I matched the lighting in most situations, I used Premiere's *Lumetri colour* effect (**Fg.1**). This essentially allowed me to 'paint' a subtle coat of colours. I wanted to go for dark cold temperature. To get the look I wanted to I decreased the temperature and increased the tint. (**Fg.2 vs Fg.3**)



Considerations to Design Principles

Using design principles has been a key part of my major project from day dot due to my research being focused on the 'fundamentals' of production. This allowed me to be more attentive to accepted design principles which lead me to create better quality work. These principles link to my intention. Here are a few:

Contrast/balance

I used balance in parts of my production to make things stand out in a specific way. I think that this would work for my audience, because contrast makes the subtle things standout which is what I did in my eye colour changing scene (**Fg.1**). In this scene I intentionally made the eyes blue which stands out from the actor's skin tones. I also made sure that I did not add too much emphasis to the actual colour of the eyes because that would of made it look a bit cheesy.



Fg.1

Texture

After completing the experiment, my portal scene (**Fg.2**), I decided that I could improve the design aspects to this scene. I knew that portals were made for people to walk through, Hence I decided to make an immersive inside to the portal as opposed to just being a basic ring.



Fg.2

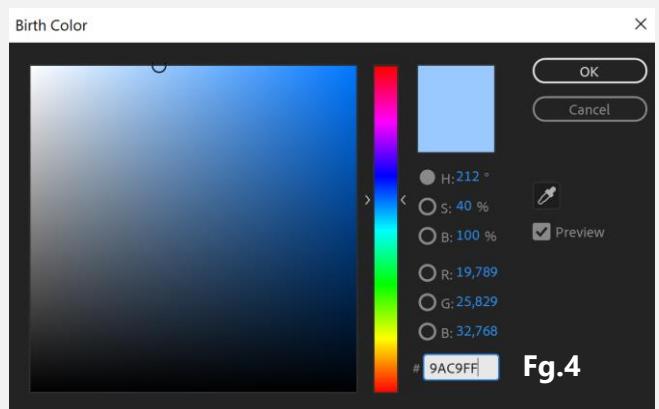
I then went on to create this effect (**Fg.3**). To achieve this effect, I used a *turbulent displacement* effect and created an expression in after effects to fluctuate intensity of the effect. This made my portal closer to a portal. And was an effective design modification.



Fg.3

Colour

Although colour is an obvious thing in design, I found that it was subtleties that made my narrative flow more in relation to design. A lot of effects in my major projects had similar colours. For example, blues are used a lot in my music production. From this, rather than just selecting whatever blue I wanted to, I copy and pasted the *hex colour code* (**Fg.4**) so the different effects had the exact matching colour throughout the narrative.



Position

In film position has to always be intentional. In this is where the rule of thirds came into play in my production. In my jump cut clip I originally my actor was off centre, but I planned for him to be in the 2nd third (centre). I fixed this problem by adjusting the scale of the clip (to not show black edges) then changing the position to be in the centre. (**Fg.5**)



EVIDENCE OF PRACTICAL PROBLEM SOLVING



Cloud base storing (Dropbox)

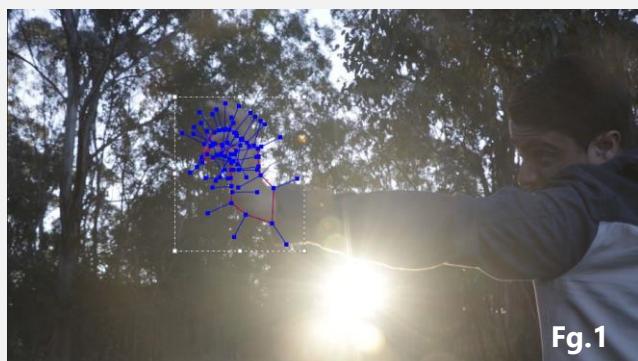
Storing was an important security I had consider in my major project. If my project got deleted it would be hard to recover if there were no other devices that had access or a copy of the deleted file. In this circumstance, I knew I had to have a backup to prevent a disastrous problem that could arise. I decided to use cloud base storing because it could allow me to access multiple files form my project from different devices. Meaning I was able to use both my desktop and my laptop to work projects, without needing to carry around an external hard drive. This did however come with a limitation, which was if the internet didn't work than the files won't sync across the different devices. Luckily, I did not have this problem. I did however have issues with the amount of storage that was available for me. Using drop box for free provided me with 2gb of space, however when it came to saving my HD footage to my drop box file space ran out. To solve the problem, I got access to the next drop box package with a free trial that would last to in time for the major work's due date. This gave me access to 1tb of space and has served as a highly effect system.

Keyboard playback issues

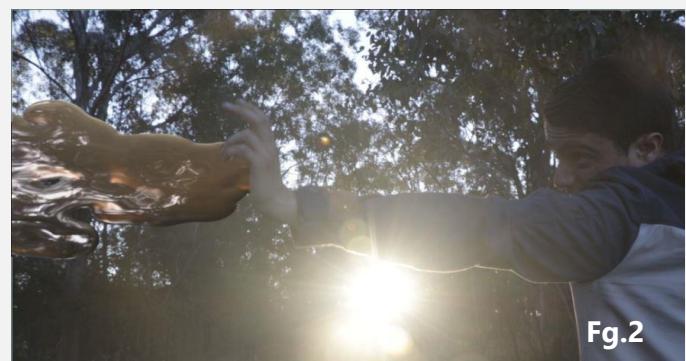
A problem I had with my music production was connecting my keyboard controller with my laptop and the DAW station I was using. The problem was that every time played a note the only sound that was coming out was a disturbing crackling sound. Initially thought I broke my laptop speakers, but I continued to find a solution. I tried many basic solutions such as unplugging the controller and restarting my program and computer, but this was not the problem. The problem was as simple as my laptop did not have power to power the keyboard charger through its USB input. Charging my computer seemed like the *only* logical situation.

Incorrect layering – Rotoscoping

When it came to creating certain VFX, I did not think of layering problems I would have come across. Some VFX I did required me to put an object over the background but not the actor. In one case an effect went over my actor's body. This did look cool, but it was not the style I was going for (**Fg.3**). This problem wouldn't have come up if I used a greenscreen to sandwich that object between two background layers and the actor. I decided that I needed to use a rotoscoping tool to be able to manage this problem in post. I tried many different options such as trying the rotoScope tool and the default tracking options built into After Effects however, these solutions did not work for me. Instead, I found a more viable solution using *Mocha*; a tracking program which is linked to but external to After Effects. With this program I was able to come to a solution by tracking a mask around my actor. And then applying that over the other layers in the composition. This did work, however it took a long time to achieve, especially with fast motion scenes because I had to adjust the mask almost every frame. This was very inefficient, but it resulted into a high-quality outcome.



Fg.1

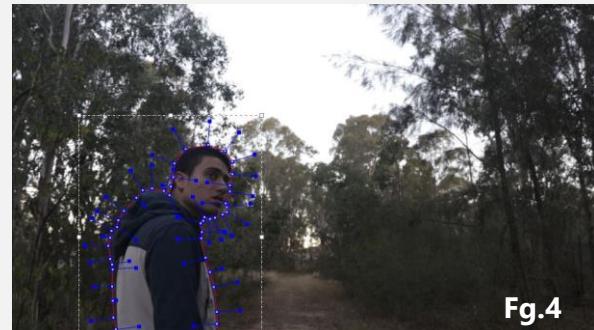


Fg.2

This scene had a layering problem because my actor's fingers were bent. This meant without the tracking the effect would go over his finger, however I was achieving for a higher quality clip then just leaving it. In order to get those fingers in front of the effect I used tracking in *Mocha*.



Fg.3



Fg.4

Fg.3 and **Fg.4** show another track I did using this technique (final clip shown in 'color correcting/colour grading' section).

FINAL EVALUATION



Use of Appropriate Materials

My statement of intent referred to using appropriate software and I certainly did.

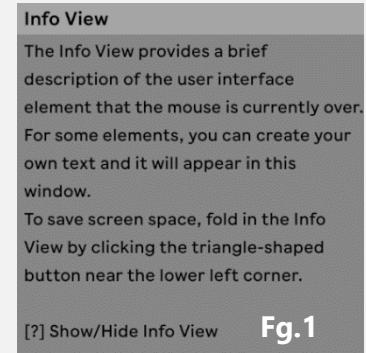
Software

Adobe Creative Cloud

Using programs that were part of the Adobe creative cloud was a good decision when it came down to the production of my video production. These applications are well renowned industry programs popular across the multimedia industry. This means that these programs are extremely popular, and with that, meant there were tonnes of internet tutorials which helped me understand the basics, fix certain issues I came across and helped also achieve High Quality VFX. I think I would have made a mistake if I used any other program, hence why this was a more than appropriate decision I made.

Ableton Live 10 Lite

Ableton Live Lite 10 was a little bit different in selecting the best program because there are more options in this industry (music producing). Ableton Live is just one of the many DAW stations that is accepted amongst the professionals. I found this program more appropriate than others because I've already had experience (very little) with the program. The program also has a very useful feature, where in the corner of the program there is a box that explains the role of a special functionality when you over it with the cursor called info view (**Fg.1**).



Degree of difficulty

Throughout every process done in my project I aimed to challenge myself and going beyond to try get certain details right. This is evident when I rotoscoped. I could have avoided this and achieved a low-quality project, but I aimed for high quality. Although my project has many improvements that could still be made, I am very proud of the outcome considering the limiting factors of my project (in statement of intent).