

## **Multimedia Project Tools Summary: "Moral Mike and Friends"**

The project "Moral Mike and Friends" focuses on creating a multimedia experience centered around morals. This document provides an overview of the tools used in the production process, detailing their roles and contributions.



## Music Production

*FL Studio* – Used for composing and producing music tracks, offering a wide array of virtual instruments, loops, and effects. Enabled the creation of background scores and theme music essential for setting the tone of the project.

*Suno* – The credits song “More Than a Screen” was produced using Suno, it combines catchy pop elements with informative and educational lyrics. Designed to complement the project’s message and engage the audience through music.

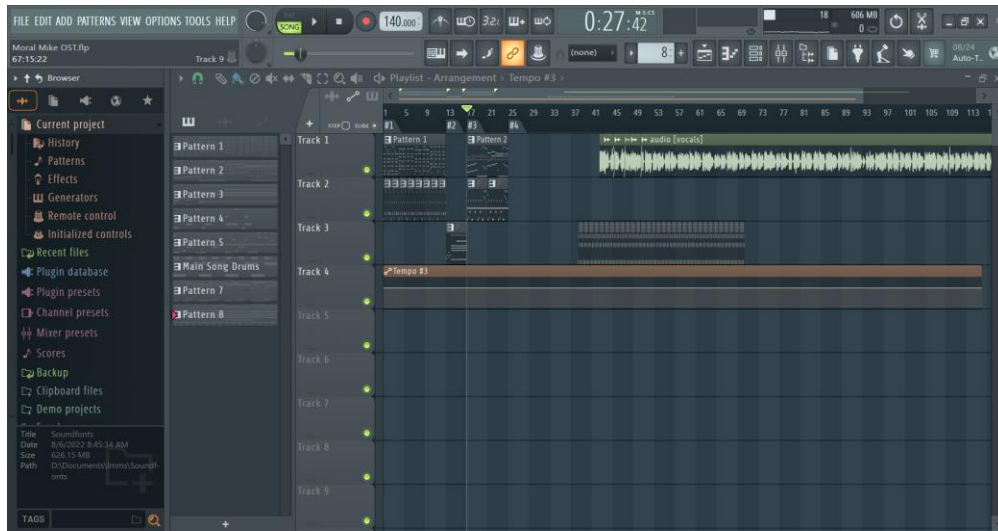


Figure 1: FL Studio #1



Figure 2: FL Studio #2

## Vocal Processing

*Audacity* – Utilized for recording and processing vocals. Key features included noise reduction, equalization, and pitch correction. Provided a platform for refining voiceovers and character dialogues, ensuring clarity and quality.

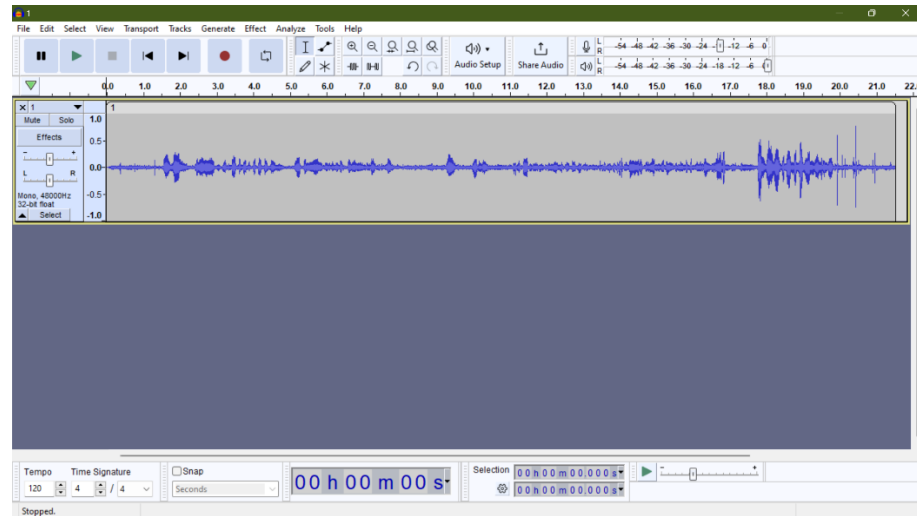


Figure 3: Audacity

## Animation Creation

*Blender* – Used for 3D modeling (with some models sourced from *BlenderKit*), scene creation, and rendering animations. The command line interface (CMD) was employed for rendering due to CPU issues. Enabled the creation of complex 3D environments and character animations that were visually engaging.



Figure 4: Blender

## Rigging for Animation

*Adobe Mixamo* – Employed for rigging characters, providing automatic rigging solutions and a library of pre-made animations. Streamlined the process of character animation, reducing manual rigging time and enhancing movement realism.

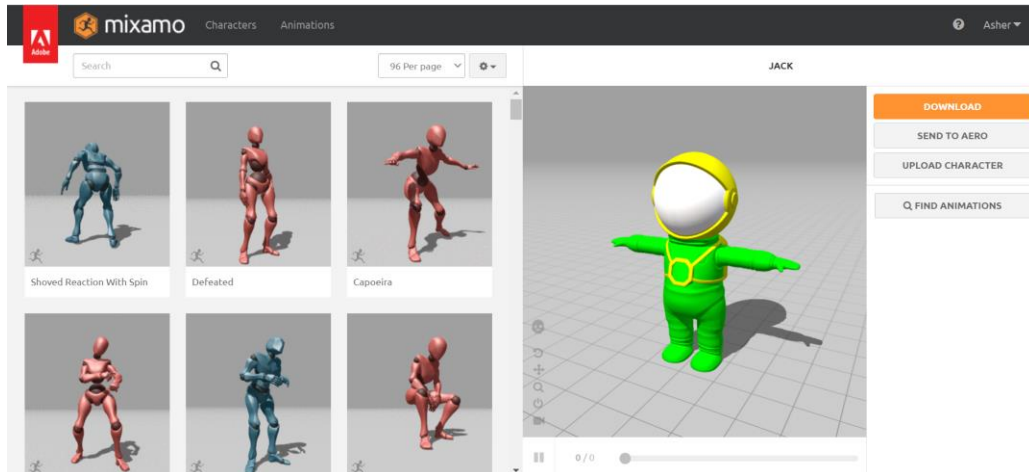


Figure 5: Mixamo

## Video Editing

*Clipchamp* – Used for post-production video editing, including adding effects, transitions, and finalizing the video output. Facilitated the integration of different multimedia elements into a cohesive final product.

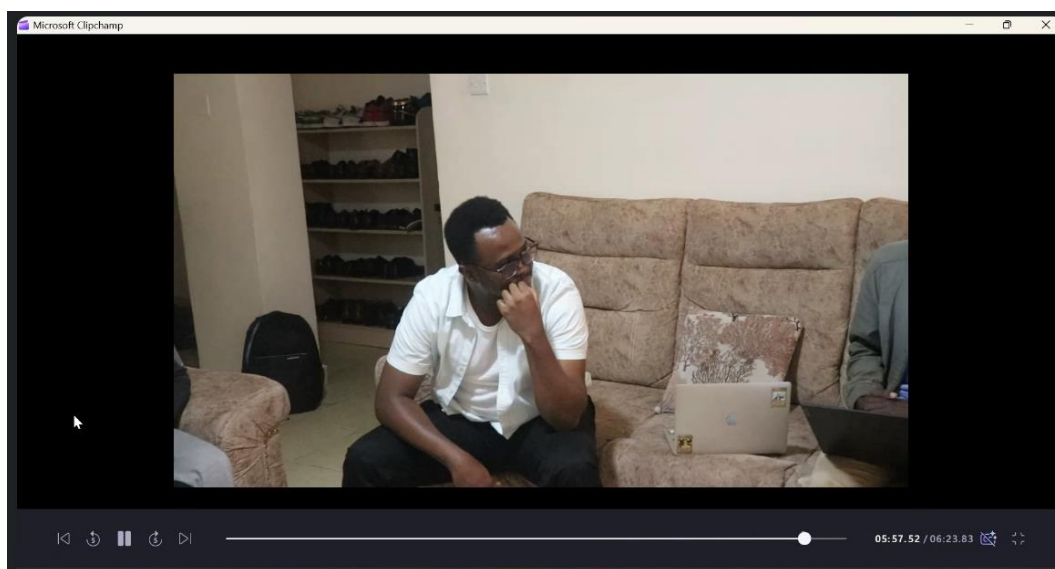


Figure 6: Clipchamp

## Graphic Design

*Canva* – Designed posters and promotional materials, utilizing user-friendly templates and design tools. Enabled the creation of visually appealing graphics that complemented the project's themes.

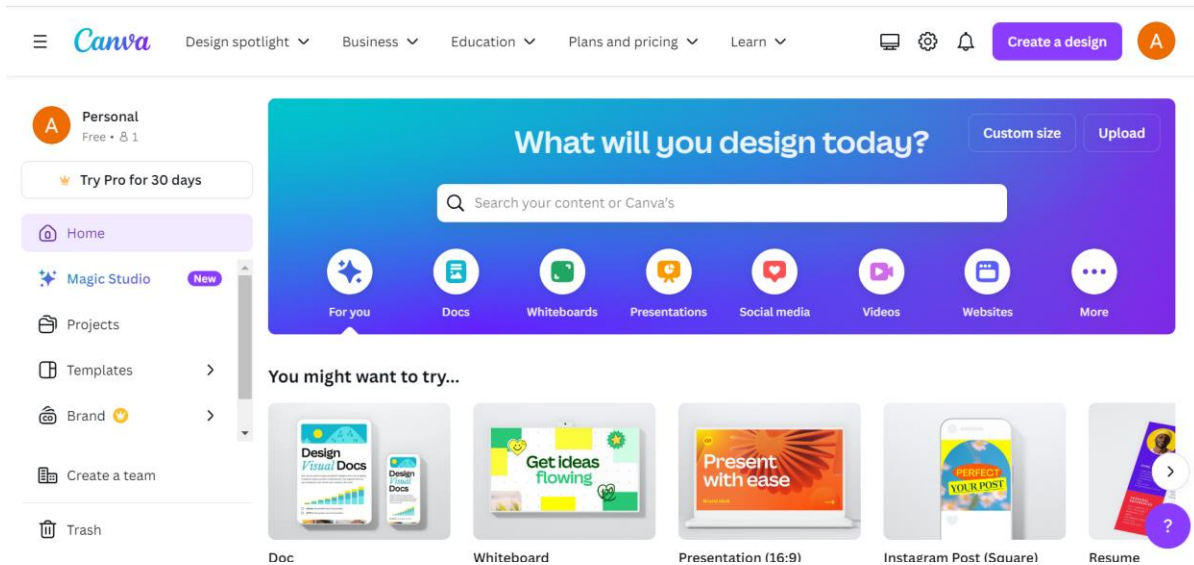


Figure 7: Google Docs

## Documentation

*Google Docs* – Facilitated collaboration by hosting meeting minutes and script writing, allowing multiple team members to access and edit documents in real-time. Ensured organized documentation of project progress and script development.

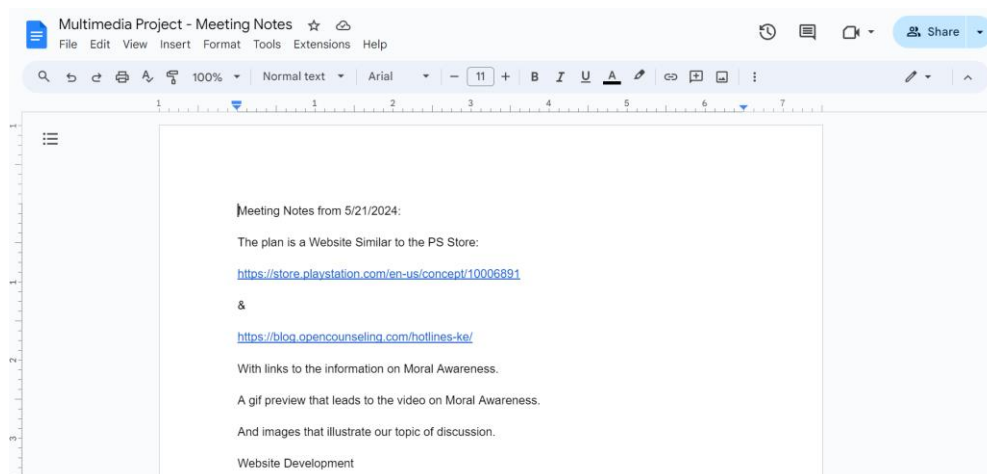


Figure 8: Google Docs

## Clip Editing

*CapCut* – Used for trimming singular clips and syncing audio, providing a straightforward interface for quick edits. Helped in refining video segments for better synchronization and flow.

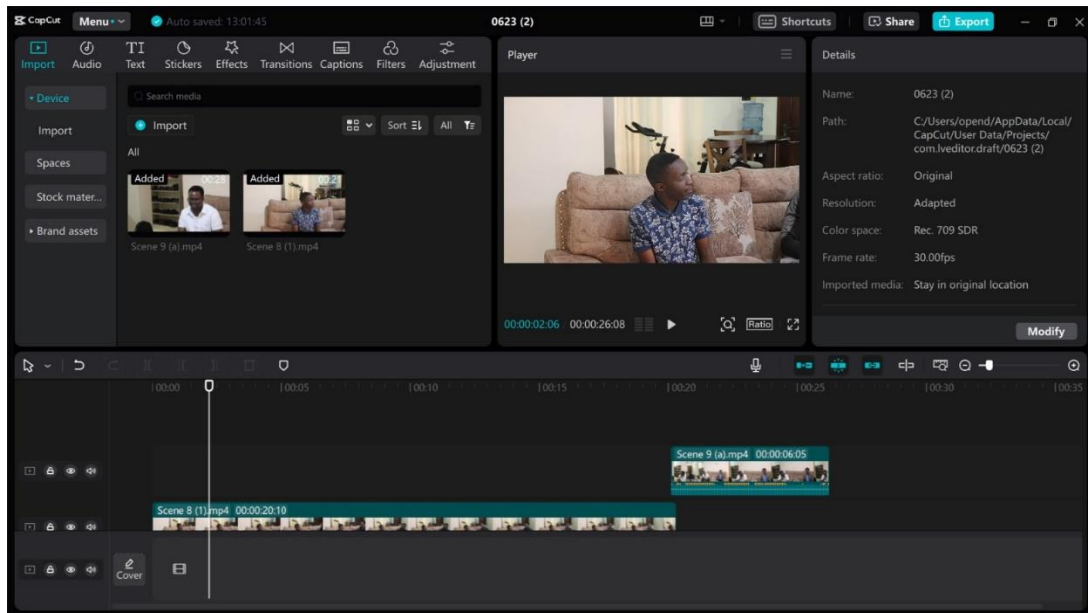


Figure 9: CapCut

## Programming Languages Used for the Website

These languages were used to develop the website where the video is published:

*HTML* – For the structure of the content.

*CSS* – For the styling and the appearance.

*JavaScript* – To add the interactivity, allow the sending of emails upon submission of the form, and for the quiz page.

## Programming Tools Used for the Website

*Email JS* – Used for implementing the emailing feature, allowing users to send emails directly from the website without server-side code.

*Sublime Text* – The text editor used for coding the website, chosen for its speed and powerful features that support various programming languages.

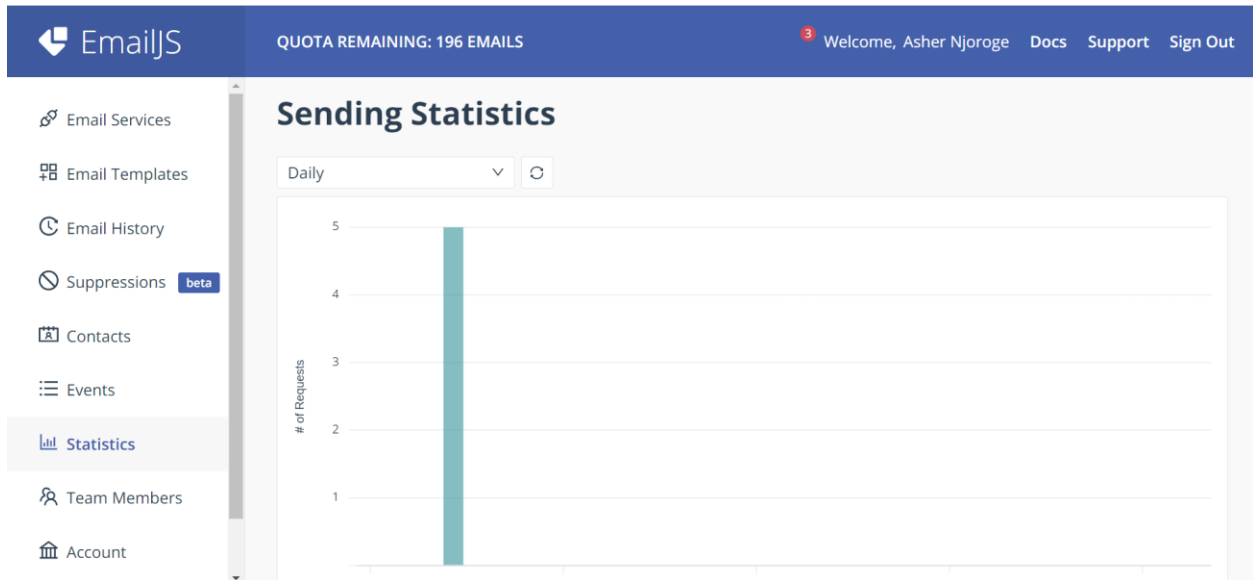


Figure 10: Email JS Dashboard

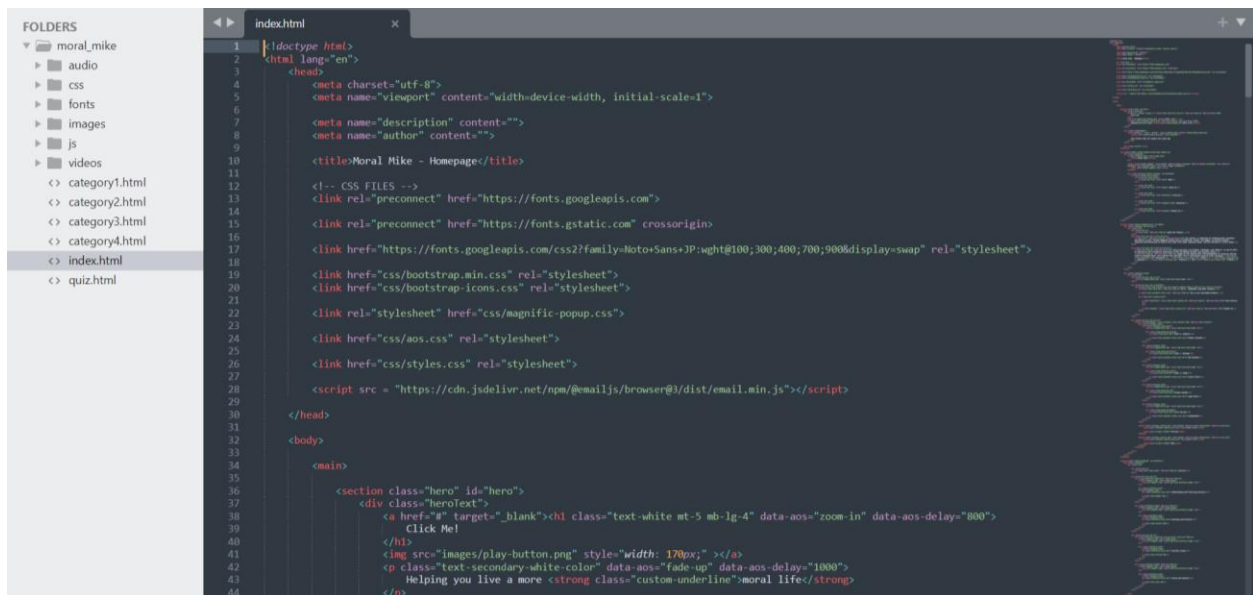


Figure 11: Sublime Text

## Filming Equipment

iPhone 12 Pro Max and Canon EOS 8000D Camera – Used to capture live footage, combining high-quality video and ease of use for dynamic shots. Provided flexibility in shooting locations and angles, contributing to the visual diversity of the project.



## **List of References**

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