Bennett Blog posts:

https://denisevideo.wordpress.com/2017/03/10/maximizing-production-quality-on-a-budget-part-1-aspect-ratio/

 $\frac{https://denisevideo.wordpress.com/2017/03/13/maximizing-production-quality-on-a-budget-part-2-framing-for-interviews/$

 $\frac{https://denisevideo.wordpress.com/2017/03/23/maximizing-production-quality-on-a-budget-part-3-sound-recording-for-interviews/$

JAMM YouTube:

https://www.youtube.com/watch?v=4lg5bFe5l24 https://www.youtube.com/watch?v=HKJ2F-CGUlY https://www.youtube.com/watch?v=LUOmDPjVlds

Campus Resources:

<u>ITS Media Center</u> – TLC location had laptops & projectors, Memorial Gym between locker rooms across fro Swim Center has Audio/Video/Photo

The University of Idaho Media Center now has two pickup locations on the Moscow campus: Room 131 in the Teaching and Learning Center (TLC), and now also Room 120 (Attendance Counter) in Memorial Gym. The <u>UI Media Center</u> coordinates free, short-term AV and technology equipment <u>check out services</u> for faculty, students and staff when technical equipment is needed for academic class assignments and administration-related purposes. Generally, "short-term" usage means three business days.

https://www.uidaho.edu/infrastructure/its/services/classroom/media-center/media-center-equipment

Library The Studio (A/V Lab)

Located on the 2nd floor of the library, The Studio is UI Library's dedicated audio/video production and editing space. UI students, staff, and faculty can reserve the space between 10 a.m. to 10 p.m. Monday to Friday using this form, and can also check out recording equipment such as video cameras at the Circulation Desk. New users need to make a separate appointment for space and equipment orientation, to be scheduled between the hours of 8-5 M-F, prior to their first reservation.

https://libcal.uidaho.edu/booking/AV

Video Production Center/Services UI

Will need a production budget for their services http://www.uidaho.edu/ucm/creative-services/video/faq

Production Resources:

Screenwriting:

Celtx is free and online, limits to 3 projects at a time

https://www.celtx.com/index.html

Final Draft has as an education discount

 $\frac{https://store.finaldraft.com/all-final-draft-products.html?gclid=EAIaIQobChMIgv2lpP2Y1wIVxVt-Ch0UqwYcEAAYASAAEgK77_D_BwE$

Production:

B&H is the best way to search and compare specs and prices – they have a great .edu program for discounts. https://www.bhphotovideo.com/ Student Filmmakers has articles, gear reviews, contests, festivals

http://www.studentfilmmakers.com/

The Premium Beat Blog is a great source for articles and info

https://www.premiumbeat.com/blog

No Film School has excellent articles as well as video tutorials

http://nofilmschool.com/

Videomaker is a magazine with good online resources

https://www.videomaker.com/

PostProduction:

Apple Pro Apps Bundle for Education

Final Cut Pro, Motion, Compressor, Logic & Main Stage \$199

https://www.apple.com/us-hed/shop/product/BMGE2Z/A/pro-apps-bundle-for-education

Final Cut Pro trial for 30 days

https://www.apple.com/final-cut-pro/trial/

Adobe Creative Cloud

https://www.apple.com/us-hed/shop/product/BMGE2Z/A/pro-apps-bundle-for-education

Adobe Premiere Trial only 1 week

http://www.adobe.com/products/premiere.html?sdid=KKQOM&mv=search&s_kwcid=AL!3085!3!1935884149

89!e!!g!!adobe%20premiere%20trial&ef_id=WQN0PAAAAITRduY6:20171030194010:s

Da Vinci Resolve 14 - Free Video Editor

https://www.blackmagicdesign.com/products/davinciresolve/edit

full studio (video color correction & editing) is \$299

Audacity – audio editing – free

http://www.audacityteam.org/

Gimp is a good open source alternative to Photoshop

https://www.gimp.org/

Filmora Video Editor is free but limited

https://www.iskysoft.us/lp/filmora-video-editor/?gclid=EAIaIQobChMI4YroqaX-1gIVkJx-

Ch2j wPTEAAYAyAAEgIgafD BwE

Filmora is similar to Windows Movie Maker where if you want more than one audio track you export, then import again and add tracks that way.

iMovie is perhaps the most complete free editor but it is Mac only and again limited for consumer use.