

10 IST Assessment Task 1
Video project documentation

How to:

set up a multimedia presentation

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Planning

Defining the Solution

The project

The aim of the project is to produce a “How to” video, using appropriate software to include multiple forms of media. This would be an instructional video, teaching the audience how to do something. I decided to teach my audience how to set up a live multimedia presentation for projectors using OBS, a popular free screencasting and streaming app. This video would be specifically aimed towards small live concerts/assemblies that need a very quick foundation for a multimedia presentation. This would allow seamless transitions between a variety of media.

Inspiration

The idea was inspired by the countless awkward moments when I tried to play a video on Google Slides for an audience. You could see my frantic cursor movements as I tried to press play on the embedded video and make it full screen. Then, after it finished playing, the embedded video would occasionally sprout a mind of its own and start playing again. This became more of an issue as I worked backstage for JAM, a live concert at the end of the year which displays our school’s creative department. With the aim of making the production look ever so slightly better, I created a solution using OBS. This allowed me to seamlessly switch between videos and Google Slides, putting this solution one step above solely using ordinary presentation apps.

Why I chose this idea

I decided to choose this as my video idea, as OBS has a slight, but still manageable learning curve to it, even for those who are already familiar with technology. This made it perfect for a 6-7 minute video on it. Additionally, it was also something that I was good at, while still combining multiple forms of media. In the video, I aimed to teach people how to set it up, why each part works and how someone might need to adapt it to their needs. I also planned on giving this video to the future backstage crew who might want to use OBS at JAM. This video would be a future explainer video so that I would never have to explain it again - convenient isn’t it? After all, it took me a decent chunk of time and research to put this very temporary solution, held together by my hopes and dreams.

Intended audience

The video would be mainly aimed at people who work backstage and have some level of basic knowledge with computers. This would include downloading programs and managing files. With this video, I’m also trying to target people who are scrambling to get a multimedia presentation working roughly 5 hours before their show, through the use of a short, easy to follow tutorial. This tutorial could also be used for other

events, such as in churches, but would target smaller events, as this isn't the professional solution to a multimedia presentation.

Brainstorming Ideas

Before starting anything, I wrote down several video ideas. This was an especially big problem for me at the beginning of this project, as I was already behind on the production process. I had to find something that I was good at, easy to explain and short enough to cover in a 7 minute video. I first went to maths. Maybe I could teach an audience how to derive from first principles. However, I realised that it can be hard to explain to an audience who don't have a strong background in maths.

I also thought about solving the Rubik's cube - specifically an advanced way to solve the first two layers. However, this would cater to an audience that was far too small, with only around 5% of the total population knowing how to solve a Rubik's cube.

While browsing through the apps I had installed, I saw OBS, and was instantly reminded of the awkward moment I tried to play a video for an audience. I chose this video idea because of this personal connection. I also chose it because it was easy to explain and short enough to cover in a 7 minute video.

Here was my brainstorming process:

- derive from first principles - could be too long
- how to f2l - too complicated?
- how to improve f2l
- basics of editing - too broad
- how to make a short video

- how to do live scene changes in obs for a show
- how to setup an obs scene for youtube

- **how to setup a multimedia scene for projectors in obs**

Figure 1: My notes while brainstorming

GANTT chart

I decided to make my GANTT chart using Google Sheets. First, I made a table with all the necessary data. This included a topic, task, start date, end date and a field for extra information. I utilised Google Sheet's timeline feature in order to create something that resembled a GANTT chart. I ended up falling behind this GANTT chart, as I didn't account for my procrastination, especially during the period where I was supposed to create the script. The GANTT chart can be accessed [here](#).

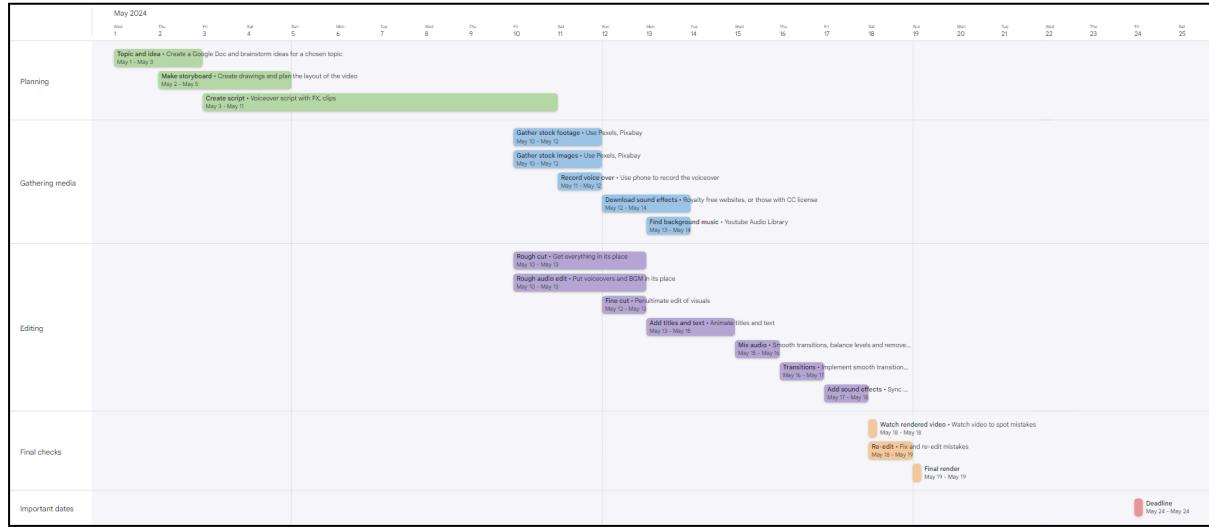
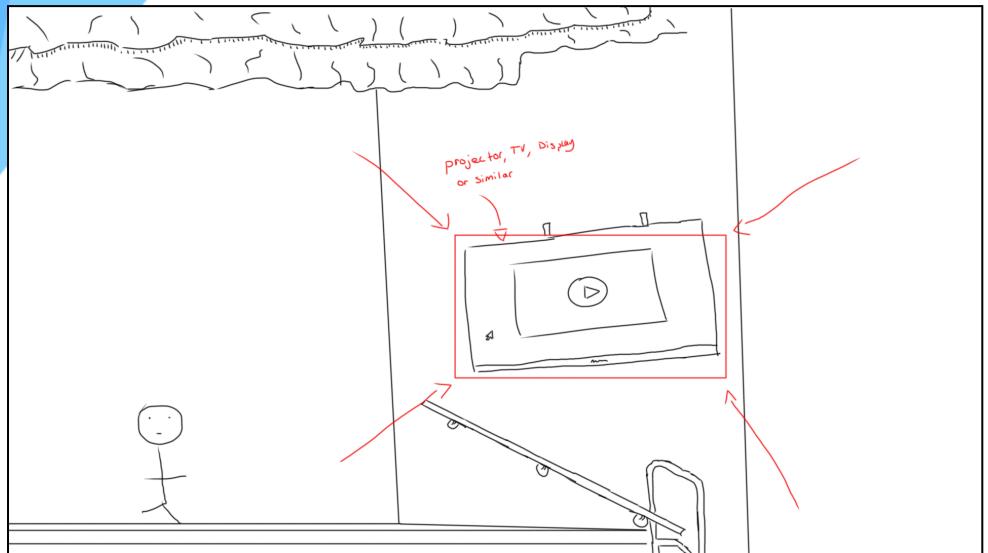


Figure 2: GANTT chart

	Task	Notes	Start	End
Planning	Topic and idea	Create a Google Doc and brainstorm ideas for a chosen topic	01/05/2024	03/05/2024
	Make storyboard	Create drawings and plan the layout of the video	02/05/2024	05/05/2024
	Create script	Voiceover script with FX, clips	03/05/2024	11/05/2024
Gathering media	Gather stock footage	Use Pixabay, Pixabay	10/05/2024	12/05/2024
	Gather stock images	Use Pixabay, Pixabay	10/05/2024	12/05/2024
	Record voice over	Use phone to record the voiceover	11/05/2024	12/05/2024
	Download sound effects	Royalty free websites, or those with CC license	12/05/2024	14/05/2024
Editing	Find background music	YouTube Audio Library	13/05/2024	14/05/2024
	Rough cut	Get everything in its place	10/05/2024	13/05/2024
	Rough audio edit	Put voiceovers and BGM in its place	10/05/2024	13/05/2024
	Fine cut	Penultimate edit of visuals	12/05/2024	13/05/2024
	Add titles and text	Animate titles and text	13/05/2024	15/05/2024
	Mix audio	Smooth transitions, balance levels and remove mouth noises	15/05/2024	16/05/2024
Final checks	Transitions	Implement smooth transitions between visuals and video clips	16/05/2024	17/05/2024
	Add sound effects	Sync SFX with transitions	17/05/2024	18/05/2024
	Watch rendered video	Watch video to spot mistakes	18/05/2024	18/05/2024
Important dates	Re-edit	Fix and re-edit mistakes	18/05/2024	19/05/2024
	Final render		19/05/2024	19/05/2024
Deadline	Deadline		24/05/2024	24/05/2024

Figure 3: Table with the data for the GANTT chart



Scene 1

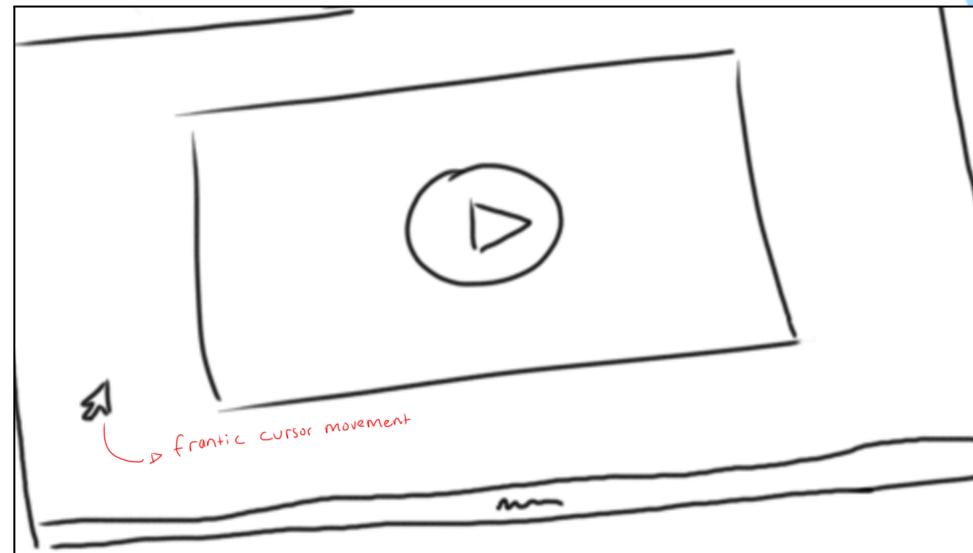
Introductory scene

0:30 seconds

This will use camera footage or a still image of a projector or similar display surface (TV, monitor etc.) above a stage. A clip is overlaid over the display surface which pictures a cursor erratically moving around, trying to play a video. This scene will be more edited compared to the other scenes in order to hook the audience into the video with an entertaining introduction.

Effects:

- Audio of person furiously typing and clicking mouse
- Use dramatic song from Youtube Audio Library which will slowly rise in volume, creating tension and suspense
- Voice over narration in this scene
- Slowly zooms into the display



Scene 2

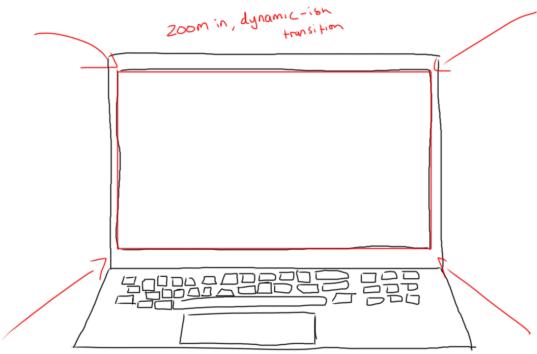
Introductory scene continued

0:30 seconds to 1:00 minute

This scene is a continuation of the previous scene after zooming into the TV. This puts the focus on the frantic mouse movements as someone tries to play the video on the display.

Effects:

- Overlaid clip will be a screencast replicating the awkward moment someone tries to play a clip
 - Press play → Go fullscreen → Fullscreen doesn't work → Reload Google Slides → Enter slideshow mode → Play video → Fullscreen
- Audio or voiceover of deep sigh after the video is finally playing
- Swift zoom out after the person finally gets the video working
- “Pan up” transition to next scene



Scene 3

0:10 seconds to 0:40 seconds

Showing the solution to fix the problem depicted in Scenes 1 & 2

This scene will provide a creative transition from the introduction into the tutorial. This scene isn't required but it will make the video more interesting as opposed to a jump cut. The scene involves stock footage of a laptop, where it will zoom in and cut to the next scene in the middle of a dynamic transition.

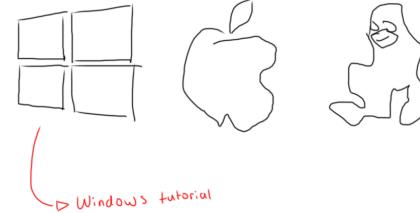
Effects:

- Voiceover audio
- Spiral zoom into laptop screen combined with blur dissolve if needed
- Audio of "swoosh" effect - similar to wind rushing by
- Jump cut to scene 4



OBS
Open Broadcaster Software

Download OBS Studio
Select your operating system



Scene 4

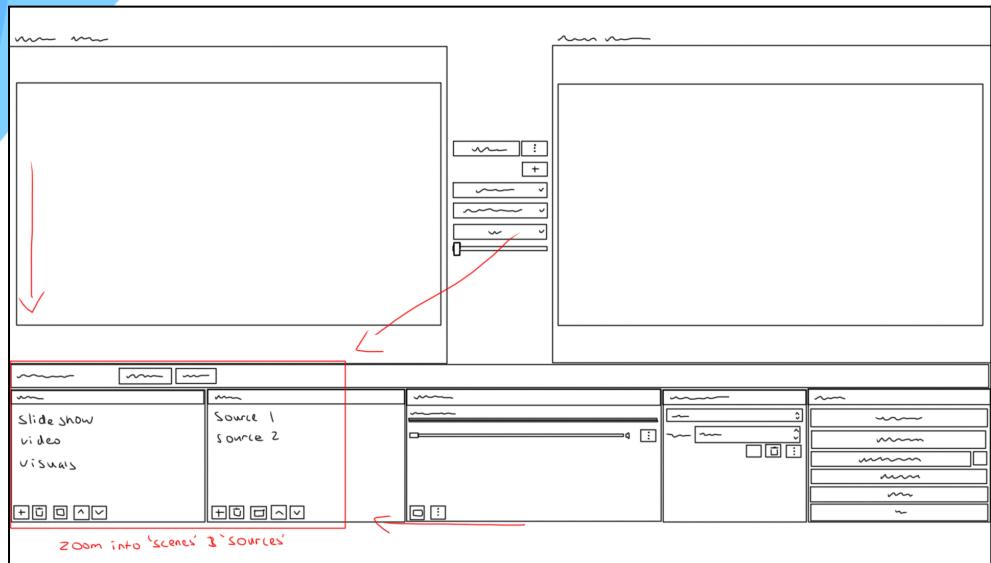
1:00 minute to 2:00 minutes

Start of tutorial

This scene marks the start of the “how to” section of the video. This scene will instruct the viewer how to download OBS. It will use a screencast alongside a voiceover to explain the process to the viewer. Additionally, this scene will be one of the least edited scenes in the video as the focus is on the tutorial with the purpose of informing the viewer, not entertainment.

Effects:

- Voiceover
- Screencast showing the website
- Text displaying download link
- Dissolve to next scene, or similar



Scene 5

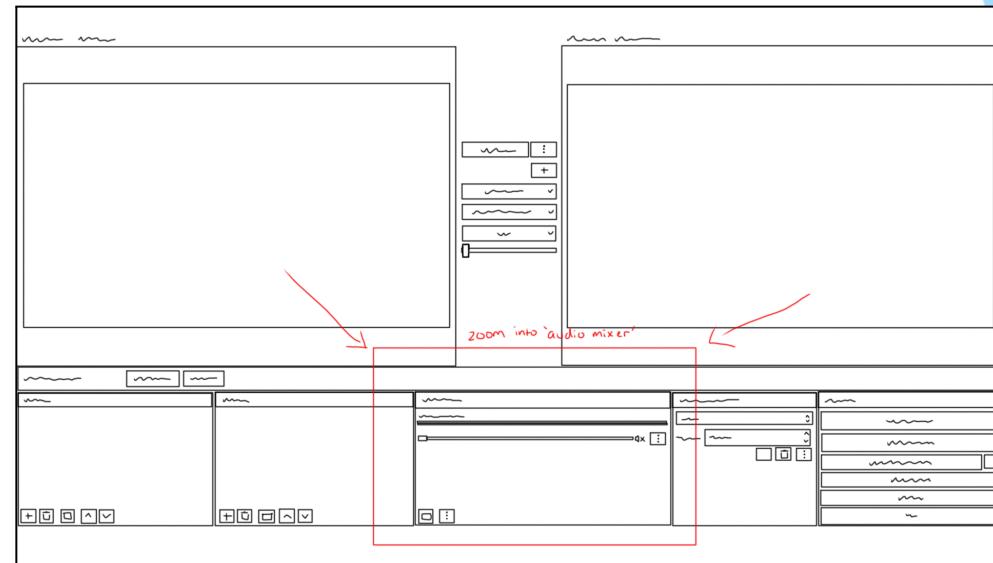
1:00 minute to 1:30 minutes

Creating “scenes” to organise media and importing media

This scene involves instructing the viewer how to create a “scene” in OBS. This allows the viewer to organise their media into categories for their event. The scene uses a screencast as well as a voiceover depicting how to create a “scene”. It will also show the viewer how to import any media they want to display. This scene will go through a variety of media types, and how they should be configured.

Effects:

- Zoom in to “Scenes and Sources” area
- Voiceover
- Screencast showing OBS



Scene 6

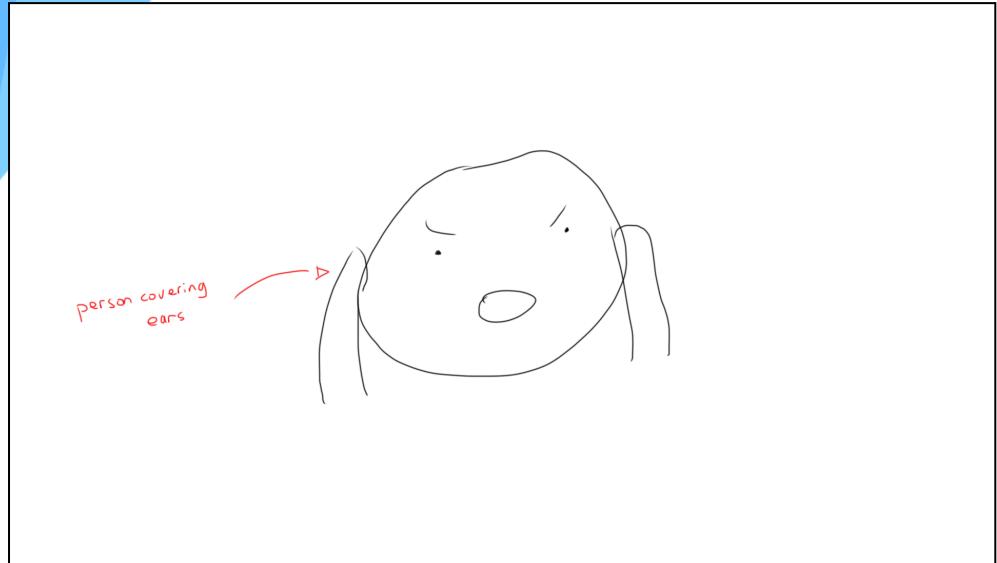
1:30 minutes to 2:30 minutes

Muting irrelevant audio sources and adjusting required audio sources

This scene teaches the viewer how to mute audio sources, especially for videos which aren’t supposed to have audio. Muting the sources makes sure that there is no audio played, even if the source video has audio. This helps to prevent unexpected sounds. This scene, alongside scenes 5, 6, 8 and 9 are some of the least edited or manipulated scenes, as it would distract from the tutorial. The scene also teaches the viewer how to set up the audio for each video so that it can play to their audience.

Effects:

- Zoom into “Audio Mixer”
- Voiceover
- Screencast showing OBS
- Jump cut to next scene



Scene 7

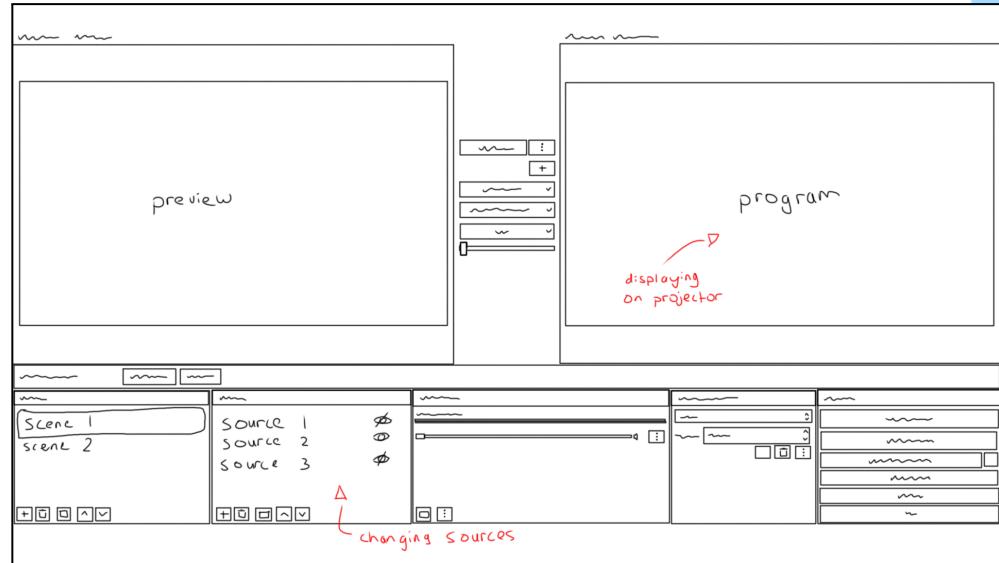
0:25 seconds to 0:35 seconds

Humorous transition to next scene

This scene provides a humorous transition to the next scene by making a joke about preventing severe ear damage. Following the trend of Gen Z's broken humour, this scene intentionally creates distortion in the voiceover. This references the fact that audio generally gets more distorted as it gets louder. This makes the video more engaging as it brings the viewer's attention back to the video.

Effects:

- Boost volume of voiceover so that it is distorted and clipping
 - Lower the master volume of the voiceover so that audio is at a safe level
- Stock image of someone covering their ears
- Violent camera shake
- Dissolve to next scene, or similar transition



Scene 8

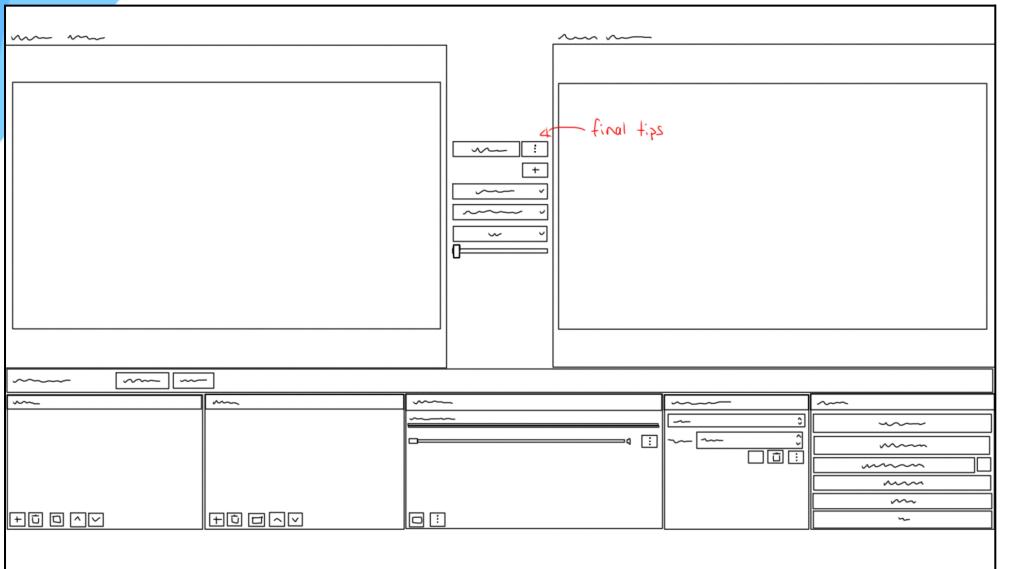
1:00 minutes to 1:30 minutes

Displaying "program" feed on display surface and changing sources

This scene shows the viewer how to display the "program" feed on their display surface and how to change the "program" feed and what it is showing. There is minimal editing in this scene: a feed of the display surface will be overlaid. This scene will also teach the viewer how to add transitions.

Effects:

- Screencast of display surface overlaid in the corner of the screen
- Voiceover
- Jump cut to next scene



Scene 9

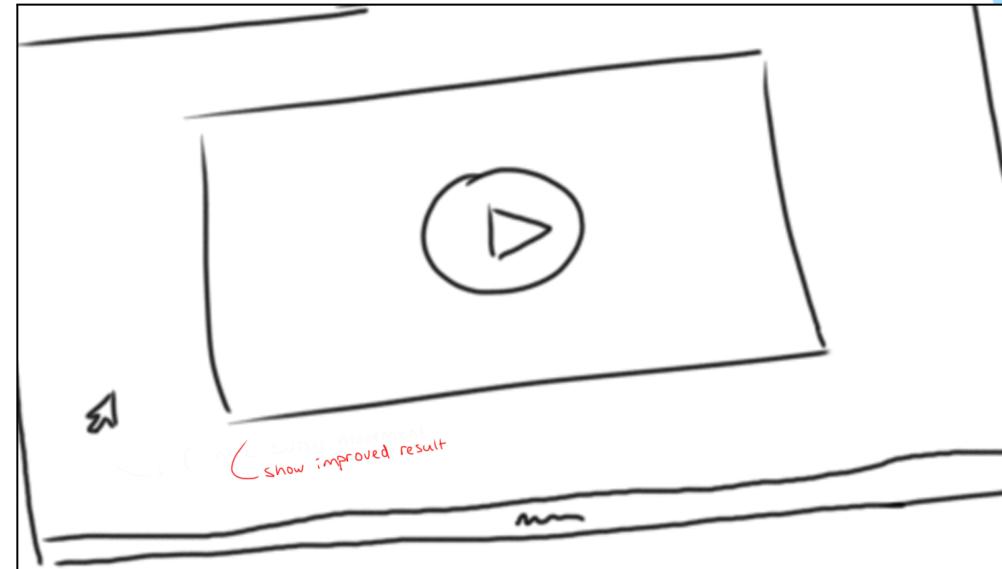
1:00 minutes to 2:00 minutes

Final tips and recommendations

This scene will go through some changes in settings as well as downloading a source toggler script which can streamline the process of switching sources. This makes it easier for the viewer which saves them the trouble of remembering how to switch sources. This scene will use a screencast with minimal editing in order to focus on the tutorial.

Effects:

- Voiceover
- Screencast showing OBS
- “Pan left” transition to next scene



Scene 10

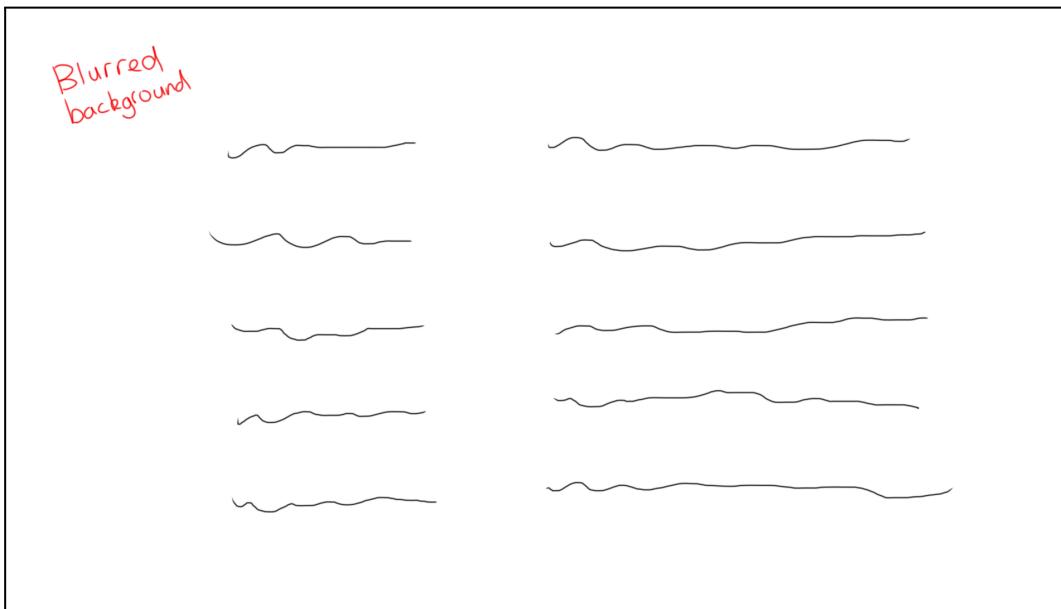
Conclusion

0:10 seconds to 0:30 seconds

This scene provides a circular structure to the video by altering the clip in the introduction. Instead of someone frantically playing a video, it will be a smooth transition to show the result of this tutorial. This scene will most likely repurpose media from scene 1 and 2 by showing the improved solution instead.

Effects:

- Screencast showing the “program” feed and the seamless transitions between multiple forms of media
- Short voiceover
- Music is smoothly made louder to lead into the next scene



Scene 11

Credits

0:10 seconds to 0:25 seconds

This is the last scene in the video which will display credits for any resources used. It will be accompanied by background music and no voiceover if possible. The background will be a blurred clip of the video so far, but sped up. The scene will end by fading out to black.

Effects:

- Background clip of tutorial but sped up. This clip is blurred.
- In the foreground, there will be scrolling text to list the credits.
- No voiceover
- Music volume is the same after being raised in scene 10
- All audio and video fades out at the end

Script

[Sound effects and music]

[Video effects and clips]

[Transitions]

Voiceover

Scene 1

[Display surface in a hall with person frantically moving mouse to play a video]

[Slowly zoom into the display surface]

[Slowly transition into fisheye effect]

[Person furiously typing and clicking mouse]

[Dramatic song, slowly rising in volume]

[Violin rise sfx]

This is Bob. Currently in a trauma inducing situation, and trying to play a YouTube video in front of the school.

He's been trying to play it for what feels like 20 years - which is enough time for him to get a job and go through his mid life crisis before he can play this video.

[Jump cut to next scene - frame is already the same]

Scene 2

[Screencast of person frantically trying to play a video]

[Swift zoom out, remove fisheye effect]

[Deep sigh] Ah, there we go. With the video finally playing, Bob sits back, relaxes and starts his ageing process.

[“Pan up” transition to next scene]

Scene 3

[Footage or image of a laptop on a desk]

But don't be a Bob. This is how to set up a multimedia presentation, allowing you, and Bob, to smoothly and seamlessly switch between videos and Google Slides. With this, you don't have to worry about ageing 20 years. So, how exactly do you do this?

First of all, your display setup should look like this, [Animate fly in - diagram of setup] consisting of a display surface like a TV or projector, and a computer. Both of these should be connected by a HDMI cable, which lets you play audio out of the sound system for the display surface.

[“Swoosh” sound effect - similar to wind rushing by]

[Spiral zoom into laptop screen]

Scene 4

[Screencast showing OBS website and process of downloading it]

Now what you want to do is head over to the website for OBS [Text displaying link to OBS website] and download it. If you haven't heard, it's a popular app for live streaming and recording videos. We're going to use its preview and output it to our display surface. This doesn't compromise on the quality because OBS gives you a full screen preview which you can then put on your display surface.

[Dissolve to next scene]

Scene 5

[Screencast showing OBS application]

[Zoom into “Scenes and Sources” area of OBS interface]

First of all, we're going to create a couple of scenes in OBS. This is going to help you organise your media into separate categories. First, press the plus button, and then choose a name for your scene. Then press OK. I'm going to create a couple scenes - one for my Google Slides, one for my visuals, and then one for my videos that have audio. [Zoom out of “Scenes and Sources area of OBS interface】

In OBS, the media that you want to present are called sources. To add one, you press the plus button here. Now, for different types of media, the process is a bit different. To add a video, I'm first going to select my “Video” scene, and then I'm going to press the plus button here, then press “media source”. Give it a name, then choose a video from your files. I recommend putting all the media for your presentation into one folder to make this easier. Then you can press OK. Repeat this for however many videos you need. This process is the same with visuals, just make sure to organise them into their correct scene.

For Google Slides, click the plus button, then click “Browser”. Put the sharing link to your Google Slides in the URL field, and make sure the Google Slides is available to anyone with the link. [Animate fly in - Screenshot of “Anyone with the link” setting] Then, change the width and height to the resolution of your display surface. Make sure to resize all of your sources to cover the whole preview so that there aren't any blank spots.

Scene 6

[Screencast showing OBS]

[Zoom into “Audio Mixer” area of OBS interface”]

Moving on to the audio, navigate to your “Slideshow” scene so you don’t destroy your ears when everything is unmuted. Then, press the cog icon here, and uncheck “active sources only”. What you want to do is go through every source and mute it if it isn’t supposed to be playing audio. First, check this box. To mute something, change this percentage to 0, then make sure this dropdown is on “monitor off”. For your videos that need to play audio, adjust your volume as you need, but make sure the dropdown is on “monitor and output”.

Now, the audio from your videos will play and your visuals should not give any audio.

Scene 7

[Stock image of someone covering their ears]

[Violent camera shake]

OK, now that we know we aren’t going to [Zoom into image] [Voiceover is digitally clipping and distorted] blast anyone’s ears, [End voiceover distortion] we can display OBS’s output on the display surface.

[Cross dissolve to next scene]

Scene 8

[Screencast of OBS]

First, turn on studio mode. This lets you preview a scene on the left without it altering the program feed - this is what the audience sees. Right click on the program feed, hover over “Full-screen Projector” and press the display surface that you’re hooked up to. [Animate fly in - Screencast of display surface in the corner of the screen] You can see here that the display surface is exactly what you see on the program feed. [Animate fly out - Screencast of display surface in the corner of the screen]

Then, we’ll set up some basic transitions before we switch any sources. OBS already gives you some basic transitions which we’ll use. But we’re going to click on the arrow for “Fade to Black” and bump that up to half a second.

To change the program output, just click on a scene to preview it, and then click on one of the transitions you just created to transition to that scene. [Screencast

[showing this action] For the slideshow, click on the source, and then click interact. This lets you interact with the emulated web browser which is hosting Google Slides. So now, you can press “slideshow” and use your arrow keys to switch slides. What I recommend is having some way to see the next slide, whether it be on paper or on your phone.

For the visuals and videos, make sure everything is hidden in those scenes. The only thing that isn’t hidden is the video or visual you want to display. For example, if I want to play one of my videos, I would first go to where the scene is. [Zoom into “Scenes and Sources” area of OBS interface] Then, hide this video and unhide this video to change it. Then I can press “transition” [Zoom out] to put it up on the program feed.

Scene 9

What I recommend doing is: go to settings, scroll down to studio mode, and check “transition to scene when double-clicked”. Now, instead of pressing “transition”, you just have to double click. I also recommend going to these 3 dots and unchecking this setting here. If you leave this on, OBS will gracefully provide you with unsolicited scene switches in your preview window, which can be a bit confusing sometimes.

If you don’t want to go through hiding and unhiding things every time you change a source, you can download this [Screencast showing website] [Text displaying link for website] [“Slide left” transition to screencast] Source toggler script. This makes it so that you can only have 1 source visible per scene. Click download, and go back to OBS. [“Slide right” transition to OBS] [Screencast showing OBS] Click tools, then scripts, then press the plus button. Add the script you just downloaded. Add a new entry on the right and type in the name of your scenes with your videos and visuals. Then you can close this, and now only one source is visible at a time.

Scene 10

[Screencast of a smooth switch from a slideshow to a video]

Look how nice this looks now. Don’t be a Bob.

[Slowly increase intensity of blur]

[Gradually increase volume of background music]

Scene 11

[Scrolling text as credits]

Software

While brainstorming ideas, I had a quick think about what to use in terms of software for this project. Since I was already proficient at Davinci Resolve, it became my go to solution for almost all aspects of manipulating media for my project. Here is what software I chose to help me incorporate these forms of media into my project.

Form of media	Software
Audio	Voice Recorder Davinci Resolve
Video	Davinci Resolve
Text	Google Docs - Planning Davinci Resolve
Animation	Davinci Resolve Canva
Images	Autodesk Sketchbook 8.7.1.0

Even if I wasn't proficient at Davinci Resolve, it is built around being an all in one editing suite, giving the user audio, video, text and animation editing capabilities. It is also an amazing choice, as Davinci Resolve has a free version, providing you with all these capabilities without having to pay. Additionally, Davinci Resolve has stated in their licence agreement that it can be used for personal and commercial use, making it suitable for this project.

Canva was also a great pick for quick and easy animations, alongside the keyframe animations with Davinci Resolve. However, Canva allows for a more precise approach, as it includes grids and guidelines while Davinci Resolve does not. Even if the animations are limited, you can still manipulate them in different ways to get a certain look.

Recording

Gathering media

For 3 years since COVID, our school has been running on a learning program directly centred around digital assessment tasks. This meant that I was already familiar with making videos and gathering media for an assignment. For the past couple of years, I have tried many different websites and methods to gather media for my videos. Now, I have found a collection of websites which are sufficient for many of the videos I make. This is what I chose to gather media for this video.

Media	Source
Stock footage	Pexels
Stock images	Freepik , Pexels
Background music	NoCopyrightSounds , Bensound
Screencast	Using OBS to film screen
Sound effects	Freesound

The original plan was to use the YouTube Audio Library, however, this soon became a problem after I investigated their licensing agreement. It stated that I needed permission from the creator if I wanted to use their music outside of YouTube. Given the time I had left for the project, I decided that it was easier to find another music provider that I could credit at the end of my video. I decided on NoCopyrightSounds, another popular source of music for YouTubers and Bensound, one of the main sources of music.

Voiceover

With this video, I planned to have a voiceover throughout the video. To do this, I wrote a script to help me speed through the recording process. To record it, I used the microphone on my phone, alongside an app called [Voice Recorder](#). I used this app because my phone didn't have a native recording software. To ensure a consistent recording, I made sure to hold the microphone in the same place for every recording. In practice, this didn't work because I was more focused on the script, rather than the microphone placement. This resulted in some audio clips being quieter than others. This can easily be compensated for in Davinci Resolve by slightly boosting the volume level of certain audio clips.

Additionally, I noticed that the script was a bit long, with a total of around 1000 words. This is estimated to be slightly longer than 7 minutes which posed a problem. Furthermore, after recording each scene, the sum of the length of each recording would total to more than 7 minutes. However, the length of each recording also included a lot of pauses and retakes. During editing, I cut the pauses and retakes out in order to provide an uninterrupted audio recording. I also increased the speed of each audio clip by a small amount in order to comfortably stay under 7 minutes.

Editing

Scenes 1 and 2

Coming back to Davinci Resolve after a long period of time, I had forgotten many of the crucial techniques for this video. Even starting with the introduction required me to watch two tutorials. First, I had trouble doing a screen replacement on some stock footage. This involved making Figure 4 to look like Figure 5, shown below:



Figure 4: Stock footage before editing



Figure 5: Stock footage after editing

I eventually achieved this by watching [this great tutorial](#) by Jay Lippman on YouTube which helped me to replace the screen in my stock footage. During the sound design for scene 1 and 2, I had a dramatic sound track that I wanted to end early without it sounding abrupt. To achieve this, I knew that I wanted to put reverb on the end of the track. After trying to do it myself, I ended up with a suboptimal sound, where the song would fall, then rise in volume in quick succession. To fix this, I watched [this tutorial](#) by Nathan Carter which detailed how to achieve the effect properly.

Logo

During the editing process, I wanted to add a logo into the video. This was because I wasn't sure if I had included animation in my video. The video definitely contained animated elements, but I still wanted to be safe. I decided to create a logo screen which followed the same theme of the cover page for this documentation. I ended up with a design that somewhat resembles bathroom tiles...not sure if that's a good or bad thing.

As for the logo, I first went to trace the duck in my profile picture. However, this ended up looking like the logo screen for a cult.

Out of ideas, I decided to trace a picture of a mage's staff and turn it into more of a logo. You can see the picture on the left and the logo on the right.

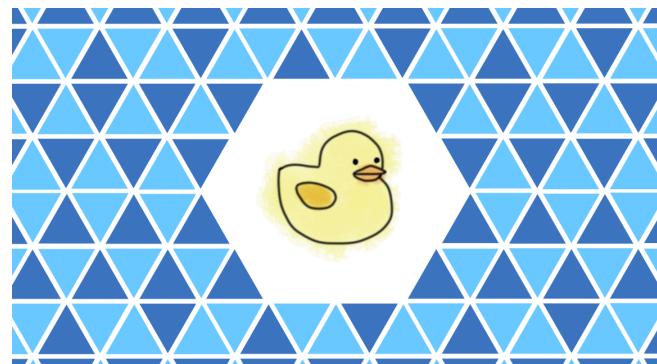


Figure 6: First draft of logo screen



Figure 7: A mage's staff

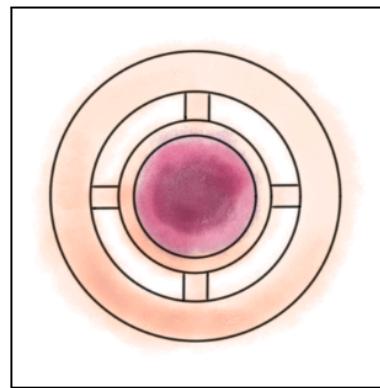


Figure 8: Final Logo

Testing and evaluating

Technical Specifications

The video uses 25 fps as it contains stock footage at this frame rate. Matching the project to this frame rate was an obvious choice. Even though the modern standard is 30 fps to 60 fps on platforms such as YouTube, 24 fps and 25 fps is still a technical standard used by many TV programs. If I had more freedom with the frame rate, 60 fps would be a much better frame rate, as it allows it to be easily scaled down to 30 and 24 fps. As a result, the video would be even more accessible by providing a smooth experience to a wide variety of devices. A higher frame rate would help as it keeps people watching the video.

As for the resolution and aspect ratio, my audience was primarily PC users, and not mobile users. This is why I chose the standard 1920 x 1080 pixel resolution for this video. This makes it an aspect ratio of 16:9, which is the most popular aspect ratio for PC users worldwide. This choice helps to cater to my intended audience, as a different aspect ratio can be off putting and unpleasant to look at, especially after being conditioned to the standard of 16:9.

Overall, the video's technical specifications help to cater towards my intended audience, however, it could be elevated through the use of a higher frame rate.

Different hardware

The video works on different devices as intended. After testing the video using different hardware, the video played smoothly and without any visual or audio errors. When using different headphones and speakers, the audio balance was unchanged and the dynamics were as intended. Additionally, the frame rate of the video did not seem to affect how smooth the video was, especially when tested across monitors of different refresh rates. The video is certain to work on macOS, as it supports MP4 files. Additionally, the video was specifically rendered in H.264 and AAC codecs which is supported by macOS.

As a result, the video will reach my targeted audience without suffering a hardware issue. This allows the video to be more accessible, even on differing hardware.

Target Audience

My targeted audience was people who work backstage and have some basic knowledge with computers, who are also looking to set up a multimedia presentation. Capturing an audience who had basic knowledge with computers allowed for many of the simple and small steps to be skipped. Additionally, my video fulfilled my intention of providing a short and easy to follow tutorial.

The topic is also clear from the start. While the video starts off with a slightly vague hook, the video immediately states that the tutorial is about setting up a multimedia presentation.

Appendix

Sources

Video

Tima Miroshnichenko from Pexels:

<https://www.pexels.com/video/an-empty-movie-theater-7988642/>

cottonbro studio from Pexels:

<https://www.pexels.com/video/man-hands-desk-laptop-4064869/>

Images

asierromero on Freepik

https://www.freepik.com/free-photo/man-covering-his-ears_920611.htm

Racool_studio on Freepik

https://www.freepik.com/free-photo/handsome-man-sleeping-armchair_7136507.htm

Sound effects

Mashing on a computer keyboard by pfranzen -- <https://freesound.org/s/332178/> -- Licence: Attribution 4.0

Keyboard mashing (laptop) by vintage2005 -- <https://freesound.org/s/463541/> -- Licence: Creative Commons 0

Scary Horror Violin.mp3 by crunchymaniac -- <https://freesound.org/s/649640/> -- Licence: Creative Commons 0

Dramatic Orchestra #15 by N0IZ -- <https://freesound.org/s/642303/> -- Licence: Attribution 4.0

swoosh-3-double.mp3 by lesaucisson -- <https://freesound.org/s/585255/> -- Licence: Creative Commons 0

Gasp of Relief by Jarebear1223 -- <https://freesound.org/s/618526/> -- Licence: Creative Commons 0

Music

Provided by NoCopyrightSounds: Dosi & Aisake - Cruising [NCS Release] -- <http://ncs.lnk.to/CruisingAT/youtube>

Provided by NoCopyrightSounds: sumu - apart [NCS Release] -- <http://ncs.lnk.to/apartAT/youtube>

Provided by Bensound: Vital - Melancholy Lull -- License code: CIVFDMYDTLOMFFNJ

Log Book

Separate document [here](#)

Date	Outline	Current Issues	Management Strategies
12/4/24	<ul style="list-style-type: none"> Created template for a GANTT chart to be completed later Researched some ideas 	<ul style="list-style-type: none"> Unfamiliar with some functions of Google Sheets Did not decide on one idea 	<ul style="list-style-type: none"> Found some examples of “How To” videos on YouTube Read a short article on creating timelines in Google Sheets
30/4/24	<ul style="list-style-type: none"> Brainstormed topic of the video Came to a final video idea of “How to set up multimedia presentation for live shows” Created project documentation and structured it Started refining GANTT chart to be a prediction of the project work, instead of a tracker 	<ul style="list-style-type: none"> Currently not too sure about staying on this video idea Project documentation should be more organised. It is currently structured, but not ordered. 	<ul style="list-style-type: none"> Tried to brainstorm other ideas which would work better. This did not help. Looked at sample project documentations in order to follow a similar style
2/5/24	<ul style="list-style-type: none"> Got inspiration from peer to switch topic to “How to solve the first 2 layers of a Rubik’s cube quicker” Finished refining GANTT chart to be a prediction of the work. Started to define the solution 	<ul style="list-style-type: none"> GANTT chart likely missing key parts of the process. 	<ul style="list-style-type: none"> Looked at examples of GANTT charts for the production of a video.
3/5/24	<ul style="list-style-type: none"> Gave up on my current idea, as my previous idea (multimedia presentation) would be more suited towards me. Continued to define the solution Added “Deadline” event to GANTT chart 	<ul style="list-style-type: none"> Don’t have a clear set of steps or method that I’m going to present in the video Behind schedule according to my GANTT chart. Storyboard needs to be finished soon, with the script finished as soon as 	<ul style="list-style-type: none"> Create a set of steps presented in the video to use as a foundation for the video. Refer to this set of steps when stuck. Allocate more time during the week towards the storyboard and script.

	<ul style="list-style-type: none"> Set foundation for structuring project document 	possible.	
4/5/24	<ul style="list-style-type: none"> Added “Final checks” section to the GANTT chart Kept working on “Defining the solution” Looked into refining and cleaning up my OBS solution to make it easier to understand 	No Issues	
6/5/24	<ul style="list-style-type: none"> Created a plan for the storyboard and script by listing the main elements of the video 	No Issues	
9/5/24	<ul style="list-style-type: none"> Finished the sketches for the storyboard Organised my set of steps that I’m going to present in the video 	<ul style="list-style-type: none"> Overdue on the storyboard. It is taking longer than expected. However, it should pave the way and make the script much quicker. 	<ul style="list-style-type: none"> Allocate more time on the storyboard
10/5/24	<ul style="list-style-type: none"> Started putting the storyboard together including the description of the scene, length of the scene and the various effects used in the scene 	<ul style="list-style-type: none"> Haven’t made sufficient progress on the script 	<ul style="list-style-type: none"> Script can comfortably be done in a short amount of time, but should get it done by making time
11/5/24	<ul style="list-style-type: none"> Continued working on the storyboard, adding the properties of each scene 	<ul style="list-style-type: none"> Only halfway done on the storyboard. Again, it is taking much longer than expected, whether due to procrastination or lack of information at the moment 	<ul style="list-style-type: none"> Allocate more time to storyboard tomorrow so that it can be done.
12/5/24	<ul style="list-style-type: none"> Finished storyboard completely including description, length and various effects used. Scene lengths were re-worked in order to be more realistic than 	<ul style="list-style-type: none"> I have realised that formatting in Google Docs is a massive pain. I’m too deep into the project documentation now, I think I can deal with it. 	<ul style="list-style-type: none"> Watch YouTube tutorials on formatting tricks in Google Docs. Look at user generated templates and how they are formatted, alongside how the format is

	<p>before.</p> <ul style="list-style-type: none"> Made small changes to my set of steps which will help me in my script later on Reorganised layout of storyboard so that one scene does not span across 2 pages Added a cover page and added a touch of colour to the whole project documentation Started a template for a contents page 	<ul style="list-style-type: none"> Why is it only now that I figure out how to make the image span across the whole page...The cover page is fine but the rest of the pages look somewhat out of place, even if the decorations are within the same theme. 	achieved.
13/5/24	<ul style="list-style-type: none"> Reformatted the storyboard. Having the text in the centre looked like a simple design choice which didn't fit with the storyboard. 	No Issues	
16/5/24	<ul style="list-style-type: none"> Started on the script based off of the storyboard and set of steps that I wrote. The script is going smoothly without too much trouble. As I predicted, the script can comfortably be done in a comfortable amount of time. 	<ul style="list-style-type: none"> Since I forgot, I had an issue trying to figure out how to install a script in OBS. 	<ul style="list-style-type: none"> Read forum posts in order to figure out the process behind installing a script.
17/5/24	<ul style="list-style-type: none"> Finalised and finished the script alongside the effects used in each scene. 	<ul style="list-style-type: none"> Currently, I am far behind the GANTT chart that I made. Media needs to be collected immediately and filmed. Time also needs to be allocated for evaluating and testing. 	<ul style="list-style-type: none"> Collect media and start placing it on the editing timeline. I need to do whatever I can at the moment.
18/5/24	<ul style="list-style-type: none"> Started and finished collecting media, as well as the appropriate attributions. 	<ul style="list-style-type: none"> Currently not sure if Davinci Resolve (my editing software) can decode AIFF files. This is a problem for later on. 	<ul style="list-style-type: none"> If AIFF files can't be decoded, use a file converter found online and convert all files at once. This will allow me to use the file in Davinci

		<ul style="list-style-type: none"> After looking deeper into the copyright and licensing around the YouTube Audio Library, I found out that I need to ask the creator for permission if I'm using their music outside of YouTube. It is very hard to find other sources of music which allow me to use it in this project. This seems to be a problem for only music so far. 	<p>Resolve and put it in my video.</p> <ul style="list-style-type: none"> Research and view articles about popular websites to find suitable music.
19/5/24	<ul style="list-style-type: none"> Finished recording the voiceover for the whole video. Started editing the video with all the media ready to go. <p>Flinished Scene 1 and 2.</p>	<ul style="list-style-type: none"> The script looks a bit long right now and might go over 7 minutes - the agreed limit for the video. Forgot how to track an object and stick an image to said object in Davinci Resolve using Fusion. 	<ul style="list-style-type: none"> Record all the lines and then cut out unnecessary ones later. When cutting out lines, I will do it in large chunks such as paragraphs or scenes. The script will still remain cohesive. Watch this tutorial on YouTube about replacing a screen in some footage.
20/5/24	<ul style="list-style-type: none"> Finished editing the video, including all the effects written in my script or a similar alternative. Re-edited elements of the video which were unsatisfactory. Some images were too big and 1 or 2 transitions were not present. I also went back to a previous video and used a similar EQ profile which sounded better than what I had before. 	<ul style="list-style-type: none"> I have a song where the timing isn't what I need it to be. I need to make the song end without it being too abrupt. Can't edit the text in my scrolling text at the end of the video. Scrolling text is hard to read, even on top of a blurred background. Not too sure if I have included animation in my video. There are definitely animated elements, but I want to be safe. 	<ul style="list-style-type: none"> Watch this tutorial on YouTube about ending a song with reverb. Go back to a previous project where I had already edited a credits scene and use the same method. Create an adjustment clip which would fade in a colour grade for the background. The colour grade would make it darker and less saturated in order to provide a simpler background. Created a simple animated logo for the video using Canva.