LOWTEK
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Evaluation:

1069words

Intro

At the start of this project I had a few goals and objectives set out that I wanted to achieve. The project these have changed a bit and evolved into a more development processed based piece. In which the final
piece is less relevant to the final project as a while because of the way I documented my journey to making it.
I started of with the idea of making a Zoetrope and pigeons, and when these two ideas combined my excitement for the project grew. There have been a few times where things have gone off plan bun in general things have went well.

Creative Objectives and methodology

Thought the project I was quite oblivious to how the final piece would look. I didn't have an overall look and feel in mind and hoped that at some point in the project it would become clear and would evolve from the research which I was doing, but sadly that never really happened and I made a snap decision to just slap everything together and trim all the rough polygon edges with a gold metal loop thing.

The website took a while to get a design I really like, but the idea of blueprints really helped push my idea and fitted in with common internet trends such as twitter and face book as they are also blue.

My development videos were created in windows movie maker as the render time is fast and it exports to a format that YouTube accepts well by default and is a small file format. The Typography and jingle theme was related to another project at college: The sound class where I created modified instruments. The type was chose to reflect the 8 bit-nes of the sound which kind of became the theme tune to the whole piece. I tried to make the videos feel like some famous you tubers which meant using loads of jump cuts and handy cam work , along with the occasional miss cut and random outtake, I also wanted to bring across the energy I have in the videos.

The final video was all filmed 2 days before the final crit. And I had to work with what I had. From the outdoor footage to the green screen interviews/ talking heads. I used the college projector to project a green image onto the wall and filmed some of the people in the class saying nice things about my project which I hadn't shown them yet.

Technical Constraints

I was constrained to only working on the 3D elements of my piece at home as the college computers somehow ran blender(the program I was using) very slowly therefore I was only able to work on it at home, also for consistency issues I only created my videos in my room, apart from the advertising video.
Render times were a big issue which I did not foresee, resulting in me having to call on all my computers in my house to create a small render farm.

Research

Research was really important to my project. The technical difficulties in my project were easily overcome by the very helpful online documentation about zoetrope's and praxiniscopes. I found a few helpful video explanations of some being made a very useful. As well as a blog about creating as Lego zoetrope.

I had some previous knowledge of how zoetrope's worked from personal interest before I started the project, and this helped a lot.

I had up until this project avoided the nodes system inside of blender, the blender community helped through online tutorials and other online documentation which allowed me to gain a firm grasp on how the composite nodes work in blender.

Resources

To have created the actual final piece would have required a lot of funding, along with time and technical precision. By deciding that my piece was going to be purely fictional was a step which made the process a lot easier to handle. This decision also meant that I could dream bigger and better and create a much more ambitious final piece.

Timescale

I think the project took a while to find its feet, and I would have liked to get into making videos earlier, and then I would have more to show.
I hugely underestimated the time it would take to render a composite image, and was left at the last day rendering on every computer I could get my hands on in a frantic last push to get it done in time.
I was able to throw together my development videos thanks to the fast rendering times and simplicity of windows movie maker. At some times only having 1 video layer and a limited amount of tools at my disposal was frustrating but in the end it all added to the overall cheep and cheerful charm of the project.
I managed to get a functional 3 page website up and running in a couple of days which I was pleased about, as there was no technical difficulties there as I relied heavily on the content being hosted by external sources such as YouTube and flicker.
I overly misjudged the time I had to create the project and would have been happier with even more development videos. There are some shots in my videos

which I really didn't like but didn't have the will power to go and fix them after they were published.

What I would do differently

I would have dedicated more time to creating the final on 3d.
Maybe used a better camera for the final shots, as the green screen was a little rough around the edges. I would have taken more time to put the videos together as most of them were done in a day.

Conclusion

Overall I'm pleased with the final outcome, it done what I set out to do, which was to engage the user and show my enthusiasm and humor in ways that I wouldn't usually because of nerves. I found the process of making video blogs really rewarding and looked forward to all the positive feedback I gained from the project. I feel my confidence in presenting and talking on camera has grown.
I have created a piece which I think has strengthened my portfolio hugely. As it not only shows my work, but my enthusiasm and a lot of my personality which I think future employers would like.