Final Project: Pre-Planned (Storyboarded) Video

Objective:

Now that you have some experience capturing video and editing it, you should now be able to plan out a more formal video in advance – the camera angles, lighting, actors/props, etc. that you need. An important element in pre-planning is to create a storyboard. Storyboarding is laying out the expected scenes of your video piece in a way that shows what you plan to capture, what order you expect to put it in (in editing), and the various details/elements you will need for each scene. When you have a good storyboard structure, you can then shoot in any order since you know your editing will bring your final piece all together.

This project will have you create a storyboard for a video of your choice. The subject of the video is up to you, but your goal here is to have thought it out in advance, to lay those thoughts down on paper as your storyboard, and then to shoot/edit your video to bring that storyboard to life.

How to create this assignment:

1) Come up with an idea for your video piece. Like your Project 3, the subject can be anything of your choosing. You can also return to making a more "commercial" piece, like the interview you did in Project 2. I'm mostly looking to see good planning, a well-thought-out storyboard, and appropriate execution from that planning to produce a piece that has more polish than your earlier work.

2) Draw out your storyboard. Note that this will likely take a few attempts, and it's okay if you draw things out but then change the "order" of the scenes. Just number the storyboard scenes for how you want them to appear in the final sequence. **An initial storyboard is due Week 9.**

3) There are a few elements I want to see in your storyboard, as well as in your final video:
   - **At least three "scenes" with at least two "angles".** A scene is a continuous piece of video. An angle is a specific shot/composition (such as close-up, wide shot, different setting). Quite likely, you will want to have more scenes and angles, but this is a minimum.
   - **At least one camera movement within a scene.** Example camera movements are: tilt, pan, zoom, dolly/truck, and hand-held. Focus pulling is a similar "movement" technique, although it can be tricky without the right lens. Camera movements obviously create motion within a scene, so think about how that will fit with your idea.
   - **Title and credit "scenes".** Although this often is not put in a storyboard, I want to see you prep these in advance and "draw" them out in your storyboard. For one, it may help you focus your idea if you know what your title is going to be and who/how you will need to credit. Also, will your titles/credits have video or still images in the background, be against black/color, or possibly be created as Photoshop graphics? Write out how you plan to create these beginning and ending "scenes".

4) Shoot your video, trying to stick to your planned scenes. As always, you want to capture good exposures for your video, good white balances/color, good audio, and appropriate compositions.

5) *If you <u>change</u> from your storyboarded scenes, I want you to redraw storyboards for these new scenes!!!* Learning how to create a good storyboard is a part of this exercise. So in addition to turning in an "initial" storyboard, **you will also turn in a "final" storyboard, if different**.

6) Bring your raw footage into Premiere and edit based upon your storyboard outline. Again, note that if you change your video scenes, the order of those scenes, or other aspects of your video during the editing process, redo your storyboard to match.

7) With your editing, here are some things to think about. These are <u>not</u> required elements (except the title and credits), but you want to use these as needed to help achieve your video concept:
   • Think about your Video Transitions (dissolve, dip, slide, wipe, etc.)
   • Add a Title at the beginning and Credits at the end (required)
   • Consider if you need to add any Video Effects (Levels, Color adjustments, Highlights and Shadows, Movements, etc.)
   • Possibly add music or other sound effects to enhance your video

8) When you have finished editing, export your video in H.264 format (an "mp4" file) or Quicktime ("mov" file), sized appropriately to how you shot it (720 or 1080, 24 or 30 fps).

What to turn in:

• An "initial" storyboard (Week 9) and a "final" storyboard (if different).

• Your finished video as an "mp4" or "mov" file.

• Turn in this video file through the Faculty drive or your shared DropBox folder. For Dropbox, keep using the same folder you already created (for which you should have invited "andrew@andrewross.com").

• **Please name your final video file with YOUR NAME *and* whatever title you want to give to this video**. So you should have file name like "Andrew Ross superly awesomest shorty film.mp4".

Grading rubric:

This project will be graded 1/3 on technical requirements, and 2/3 on quality/creativity

Did you turn in an initial storyboard, visualizing your shots and including notes on camera shots, lighting, dialog, etc.? —**> due Week 9 <—**		10 pts
Is your video well exposed? Is the lighting appropriate to the theme/subject matter? And do you have good color?		10 pts
Do you have good audio – clear and with good levels?		10 pts
Did you add Titles at the beginning and Credits at the end?		10 pts
Did you turn in a *final* storyboard with your video, one that accurately reflects <u>each</u> scene within your finished piece? If your finished piece exactly matches your initial storyboard, you will receive bonus points (and you do not need to make a second storyboard).		10 pts
Quality/Creativity Grade		100 pts
TOTAL		**150 pts**

DUE DATE: at the beginning of class Week 11