

Department of Electronic & Computer Engineering

電子及計算機工程學系



Media Production: Technology and Design

Lecture 11



Announcements

- Final Project (Deadline: May 2) ready for your acting and shooting?
- Next week: LAST lecture, and come on time if you want to experience cool future media technologies and collect bonus marks easily. =)
- 3. Some special announcement at the end of the class

Final Project Guidelines And Ideas/Advices

Final Project: Recap

Department of Electronic & Computer Engineering

Final Project Requirements A video about "Cool Invention(s) from HKUST"

3 student per group

- Produce a 20-30 second video like Zach King's style video Project Goal: Introduce at least 1 real or imagined invention from HKUST. (http://instagram.com/finalcutking/)
 - All group members must appear in the video.

- Submission 1 (22 Apr): Group List
- Submission 2 (26 Apr): Storyboard
- Submission 3 (2 May): video

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Final Project Requirements

Submission 2: storyboard (20%, Due: 26 Apr noon)

- Submit a storyboard (at least 3x3) to the course Facebook • With your group number and choice of the video style(s).
- Inside the storyboard, you need to indicate your planned choices of:
 - Transition effects;

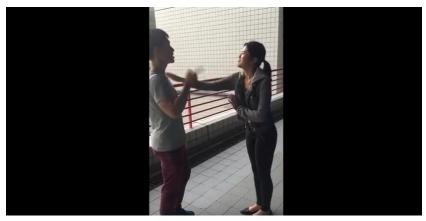
 - Graphics or any visual design;
 - Messages and more;

Final Project: Recap

Maximum 5 out of 5 (100%)	5 (100%) Excellent	3 (60%) Standard	2 (40%) Approaching Standard	1 (20%) Marginal Fail	0 (0%) Fail
1. Video promotes ideas/messages clearly	The ideas/messages of the video can be understood EASILY.	promotes PARTIALLY a SMALL PORTI		The video promotes a SMALL PORTION of ideas/messages.	The video FAILS to promote any ideas/messages.
2. The story (1) is clear (2) matches the invention(s) (3) connect to target audience	The story fulfills all the THREE criteria and is PROFESSIONAL	The story is PROPER to fulfill these THREE criteria	The story is PROPER only fulfills TWO of the three criteria	The story is IMPROPER, only ONE of the criteria is fulfilled	The story is completely IMPROPER
3. The use of (1) title and subtitles (2) editing skills (3) transition effects (4) video effects	All the four techniques are used PROPERLY, and either of them is used PROFESSIONAL.	All the four techniques in the video are used PROPERLY.	Just ONE TECHNIQUE in these four techniques is used IMPROPERLY.	MORE THAN ONE TECHNIQUE in these four techniques is used IMPROPERLY.	The WHOLE VIDEO is using these four techniques IMPROPERLY.
4. The video (1) respects copyright issue (2) shows originality	NO copyright issues and shows originality CREATIVELY	NO copyright issues and A FEW pieces are NOT original	A FEW copyright issues and SOME pieces are NOT original	MANY copyright issues and SOME pieces are NOT original	MANY copyright issues and MOST o the video is NOT original

	original	ori	ginal	6) Excellent	3 (60%) Standard	2 (40%) Approaching	1 (20%)	0 (0%)	
(100%)		_ (,o) Excellent		3 (00%) Standard	Standard	Marginal Fail	Fail		
5. Acting / casting		did g SOME audien	st members great job, connect to ce with their formance	ALL cast did a good job	MOST actors/actresses handled their role properly	The acting is OK , but there are SOME flaws	NONE of the cast manage to deliver his role properly		
	Directing & inematography		story	CELLENT telling and GREAT natography	The video is in COMFORTABLE pace and shots are REASONABLE	The video is OK overall, but SOME scenes are confusing	The scenes are NOT organized in general, but still easy to perceive	The entire video is HARD to follow	
7. Audio			lible with LENT quality	Audible and GOOD quality	SOME audio tracks not clear (noisy)	ALL audio tracks are noisy, but still audible	NOT audible		
Submission			ng materials cional source files	Complete shooting materials	Most of the shooting materials	Some shooting materials	No submission of shooting materials		

Selected Creative Tasks



https://www.youtube.com/watch?v=jdsnGbj h6Ps&feature=youtu.be

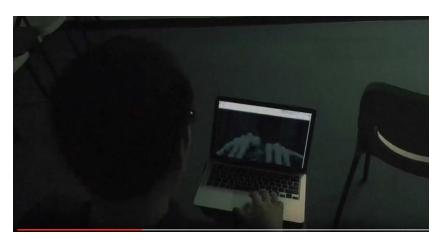
- Acting
- Wordings at the end



https://www.youtube.com/watch?v=CEkWp uiOsYl&feature=youtu.be

Last scene for the message

Selected Creative Tasks



https://www.youtube.com/watch?v=Zld3Nl E5tpU&feature=youtu.be

Acting reaction



https://www.youtube.com/watch?v=zTU8w wc_NIE&feature=youtu.be

Scene logic, story and style

Examples from previous students







https://www.youtube.com/watch?v=AEYOk0D0msc







https://www.youtube.com/watch?v=k24iLar2nYY







http://smedia.ust.hk/mmbd/index.html

Recall - After Effect and Chroma Key





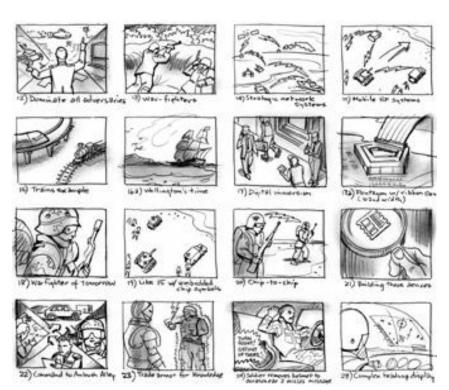
What learnt from the 2nd of this course

Video and Video Production



Recall - Storytelling by video

Storyboard is key for your video success and production



- 1. Flow through your story before your production
- 2. Design principles

Recall - Design Principles

A. Understanding the original marketing message

- 1. what is the contextual meanings?
- 2. any other cultural meanings?
- 3. from who (e.g., a charity)? to who (e.g., student)?
- 4. what impression/ image is needed?
- 5. how long is aimed to last?
- etc.

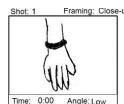
B. Knowing more about your targeted audience

- 1. what are the environments they perceive the message?
- 2. what are their ages? and demographics?
- 3. what are the common languages?
- 4. their cultures?
- 5. their educational backgrounds?
- etc.

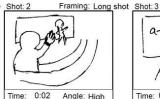
C. Identifying the right digital media and multimedia technologies

- 1. Making it artistically and technically looking good/pretty?
- 2. Is it the right media type (e.g., text, song, photo, video, etc.) and the form of presentation/delivering (e.g., email? facebook?)
- the perceptual meanings (e.g., visually) aligned to the meanings of the original message?
- 4. Is the media effect (e.g., loudness, tones, styles) aligned to the original message?
- 5. Is it a right mix of various digital media?
- etc.

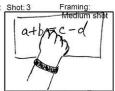
Selected Storyboards



Angle: Low Transition: fade in Audio 1: Walking sound Audio 2: Background Music Messages: Student is wearing

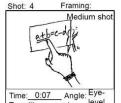


Angle: High Transition: fade in Audio 1: Teaching sound Audio 2: Background Music Messages: Student uses



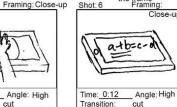
Angle: Eye-Time: 0:04 Transition: cut Audio 1: Camera Sound Audio 2: Background Music Messages: Student uses hand

gesture to freeze everything within the frame Framing:



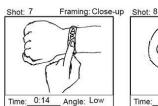
Transition: cut Audio 1: Teaching Sound Audio 2: Background Music Messages: Student takes notes

Time: 0:10 Angle: High Transition: cut Audio 1: Teaching Sound Audio 2: Background Music Messages: Student drags and

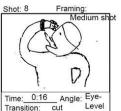


Audio 1: Teaching Sound Audio 2: Background Music Messages: Tablet displays the frame conter

Framing:



Transition: cut Audio 1: Teaching Sound Audio 2: Background Music Messages: Student selects Thirsty" button

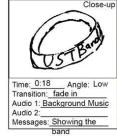


Audio 1: Drinkina

Audio 2: Background Music

water

Messages: Student drinks





Dissolve, dip to black Close up Light song Time: 0-6 sec Message: Introduction to double!



No transition Time: 12 - 15 sec Message : The app user want to help the second person who is in need to double the book



Time: 20 - 23 sec Time: 20 - 23 sec Light song Message: The magical ipad and app works by shaking the ipad, and the object inside will be replicated and slips out of the ipad



Close up Dissolve, dip to white Time: 6 - 9 sec Light Song Message: App first appearance



No Transition Time: 15 - 17 sec Message: the user toss the book to the app



Message: The app and ipad user return the book to the first person. The first person was shocked and fascinated by the app and ipad.



No transition Time: 9 - 12 sec Message: someone in need of help because he only has one book, need two



Cut, no transition Close up Time: 17 - 20 sec Light Song Message: the book is going inside the magi-



Time: 25 - 30 sec Light Song Message: The introductor conclode and says how the app can be done to solve our everyday 電 子 及 計 算 機 工 程 學 系

More After Effect with Chroma Keying









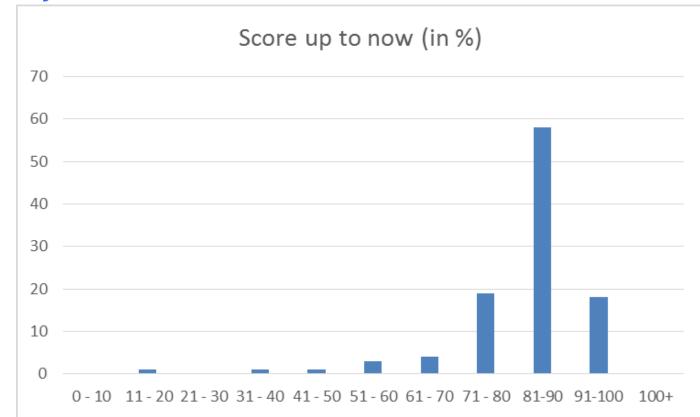
More After Effect with Chroma Keying





Grade Distribution

Where are you now?



of students

Last lectures



HhnyU&feature=youtu.be

Final Cut Pro X

360 Video

Everyone looks at me and cheers!

10 mins break

Download

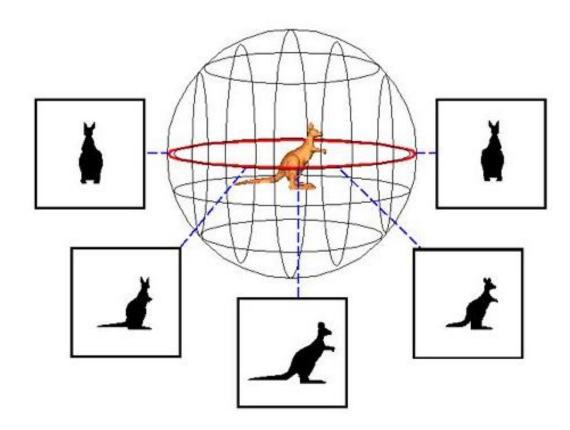


if necessary

 Click a link from the course Facebook page to experience 360 video

Recall – Time Flow Motion





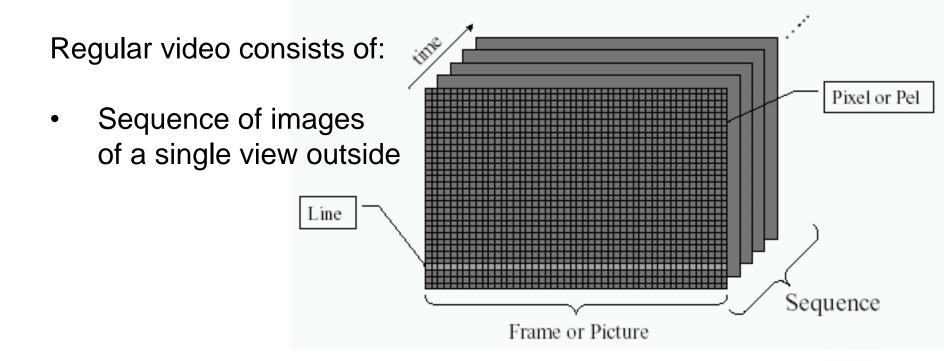
360 video

Opposite the technique of time flow motion



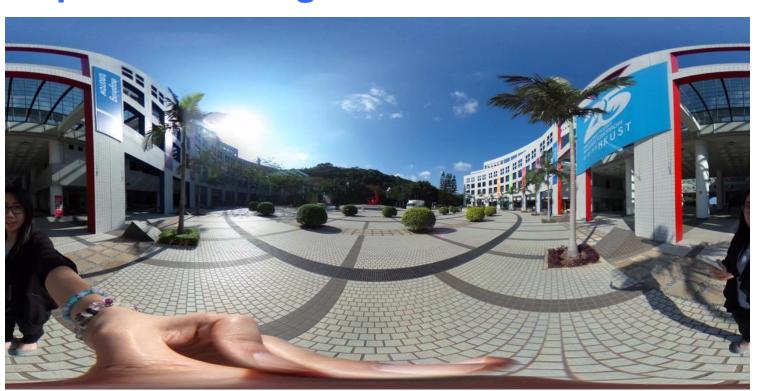
Principle of 360 video

Regular video



Principle of 360 video Sequence of images with 360 view outside

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Editing video

As usual, but editing frames with 360 views





Regular Video

360 Video

Issue of 360 video - 1



Issue of 360 video - 2

- Cannot capture the whole view
- Your hands





In-class Activity (5 mins) You need these answer for your lab this week

 Any creative solution to handle or avoid the issues of shooting 360 videos? (3 points)

Solution to the Issue Remote control the camera by App

THETAS

Designed for Ricoh Theta camera



- Reference:
 - https://itunes.apple.com/en/app/ricoh-theta/id667238484?mt=8

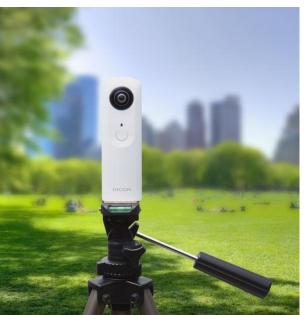


Solution to the Issue Hold the camera with tools

- Use a small stick holding (e.g., selfie sticks)
- Use a string (e.g., fishing lines)





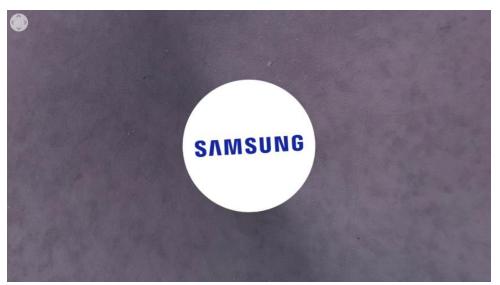




Solution to the Issue

Cover the bottom

- Cover the camera with logos
- Remove the distortion in editing





Hardware of 360 video







Kodak SP 360 (2D)



izugar Z6X3D (2D & 3D)

Hardware of 360 video

Name	Angle	Number of camera(s)	Features	
Kodak SP 360	360° (Spherical Curved Lens)	1	Must use Kodak's software to edit video Resolution will decrease after convert 3. 2D Link	
Ricoh Theta S	360° (Dual fish-eye)	2	Can remote control via app Link	
izugar Z6X3D	360°	6	When the video pair were generated, combine them as above/below or side-by-side 3D format 2D and 3D Link	

360 video viewer

Smartphone

- Use finger to move the video
- Video will change the angle by the six-axis sensor (六軸 感應器)





360 video viewer

Google cardboard

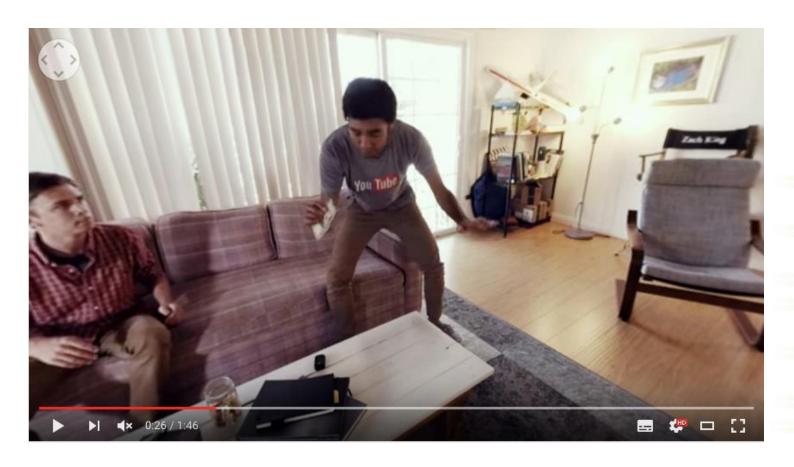
- Put smartphone into Google cardboard
- Immersive experience





Trending applications of 360 Video

Zach King 360 Video



VR Application



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Special Announcements

- Extended Final Project deadline: 7 May (Sat), 2016 noon
- Next week: No official Lab tasks, but your Lab sessions are reserved for your final project production.

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- End of Lecture 11 -