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ENT 4499- Culmination Project

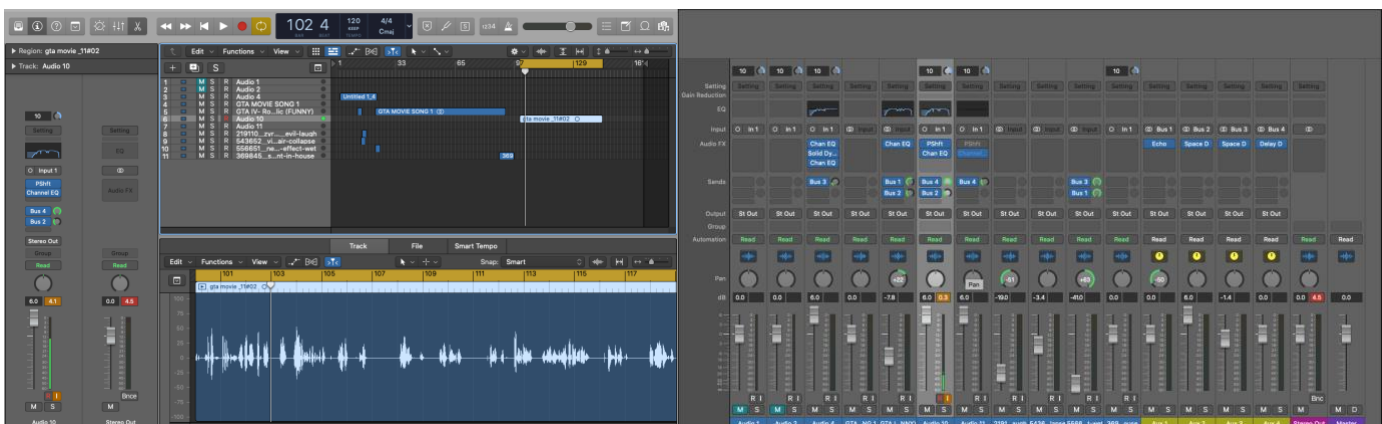
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Methods

First, me and my Grand Theft Auto online team acted out a few impromptu scenarios that I recorded with the built-in Rockstar editor; I base the story of the film on the impromptu scenarios. After I recorded with the Rockstar editor, I created rough draft story boards then edited with the Rockstar editor.

The Rockstar editor allows me to record gameplay using a 360 camera instead of the basic overhead camera that the game provides. With this I can take close-up shots, long shots, pan, tilt and utilize all the camera movements that I have learned about in my time at city tech.

The final version of my edit is then uploaded directly to YouTube from my PlayStation 4 then downloaded from YouTube and imported into adobe after effect. After that, I develop advance storyboards using screenshots of scenes already recorded to film. Once the storyboard is complete, I produce the score of each chapter of the film. The score is produced using Logic Pro X which will eventually be mixed in ProTools.



After the score, I do the voice-overs for the protagonists and antagonist, and finally place the video, score, and voice-over into after effect to create a rough draft of how I want the video to look. Then finally I edit until the final draft of the video.

