

Ezequiel Salvatierra Culmination Proposal

Revised 1/30/2020

Project Description:

When I came to City Tech I had the intention of working as a video editor. Little did I know that in my time at this college I'd learn so much about the different fields within the entertainment industry and that I'd completely change what I want to do for my career. It took me awhile and a summer internship at Celebrate Brooklyn to realize that what I'd love to do is work in the field as an Audio Designer, Tech, and Mixer for live events. I've learned so much about audio within my classes and my internship that I feel I'm prepared to put my knowledge to the test and coordinate the sound aspects for a live show. Being the Sound Coordinator for the ESports event will be a great opportunity for me to do just that.

Methods:

For the sound system I'd like to keep it as simple as possible without losing any flexibility to add things if anything changes and still with the best functionality. I'd have to work very directly with video to coordinate on how they are taking their video from the console systems and streaming it out. I'd also have to make sure we can give the video team a mixed output with the vocals from all the commentators and any other inputs we have. Ideally I'd like for there to be an individual who monitors the house audio mix and another person who monitors the livestream mix each on their own consoles to make sure both are getting the best mix possible.

We're also thinking about doing pre-recorded video interviews on the players this year so I'd have to coordinate with the video team to get clean sound during those interviews. We'd also have to build in a playback method into our sound and video systems together so that they work in sync with each other and we can easily select the different clips as needed.

Overall my responsibilities would be to manage all sound related aspects and details for the live show, the player interviews, and the qualifier match streaming/recording. This would include, but not be limited to, coordinating with the project manager and sound tech production team to schedule the people necessary for installation, run, and strike of the live show as well as, if needed, any people for the interviews and qualifying match streams. For the live show I'd have to also ensure that we have enough comms to enable communication between all the crew members that need them.

Aside from running the show it would also be interesting to use SMAART to compare the original audio source signal to the system's output to the theater and the audio sent to the stream. As we'll be using a lot of adapters to get the video and audio from the console to both the audience in the theater and on the live stream it would be interesting to see if there's any delay or loss of quality on either of our outputs.

Project Deliverables:

- Full equipment list
- Sound system signal flow diagram
- Input and output lists
- Stage plot
- Calendar and Crew Call Schedules
- SMAART Report

Schedule/Calendar:

Dates (Deadline)	Task
2/21/2020	Have an initial system design
4/1/2020	Have a finalized system design
4/3/2020	Have finished all the video clips and start preparing them for playback
4/15/2020	Have all sound playback tracks/devices ready and finalized
5/4-5/7	Have a full tech of the show
5/8/2020	The night of the show
TBD	Post-mortem
TBD	Culmination presentation

Required Resources:

- An equipment list of the things we have in our department.
- Access to the theater space to test out the system as it gets designed.

Budget:

Estimated Personal Budget		Estimated School Budget	
Culmination Poster	\$30	TBD	TBD
TBD	TBD	TBD	TBD
TBD	TBD	TBD	TBD
TBD	TBD	TBD	TBD

Proposed Table of Contents:

- Introduction
- Methods
 - Designing the system
 - Difficulties faced
- Project Budget - Estimate vs. Actual
- Project Calendar - Estimate vs. Actual
- Paperwork and Deliverables
 - List of all equipment used
 - Sound system signal flow diagram
 - Input and output lists
 - Stage plot
 - Calendar and Crew Call Schedules
 - SMAART Report
- Conclusion
- Annotated Bibliography

Culmination Project Agreement:

CULMINATION PROJECT AGREEMENT

Submit signed copy to your ENT 4499 Professor

1. Student Name: Ezequiel Salvatierra
2. Phone number: 347-756-1087
3. Email: essalvatierras@gmail.com
5. Title of the project:
E-Sports Tournament - All-Out 2020

6. This Agreement is entered into between:

Student's name: Ezequiel Salvatierra
Faculty advisor: Tony Giovannetti
Technical advisor: Erica Stoltz

1. This is an agreement whereby grade and credit for ENT 4499 will be awarded in return for specified project efforts. It is agreed that all work described in this Agreement will be completed as scheduled and within the cost total and other parameters as noted.
2. Student will meet with the technical advisor at least 3 times throughout the course of the project.
3. Failure to maintain the agreed-upon plan and schedule may result in grade penalties. Failure to submit the complete project and report by the scheduled date will result in failure of ENT 4499.
4. You will provide both your advisor and technical advisor with a copy of your proposal which will include the following:
 - Project description
 - Methods
 - Project Deliverables
 - Schedule or calendar
 - Required Resources
 - Budget
 - Proposed table of contents/Portfolio Outline
 - Culmination Project Agreement (this page)

Technical Advisor's Statement: I agree to serve as Technical Advisor for this culmination project and will participate in the evaluation as appropriate.

Erica Stoltz 2/26/2020
Technical Advisor Signature Date

Student's Statement: I fully understand the Project description, the Procedure, and the agreed-upon contributions of my Technical Advisor and others who may be involved in this Agreement. I agree to meet all requirements and to request, in writing, any significant changes, which may become necessary during this Culmination project. Any such request will become valid and a part of this Agreement/Contract when accepted by my Faculty Advisor.

Ezequiel Salvatierra 2/26/2020
Student Signature Date