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ENT 4499 Culmination Project

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Project Reflection

One of the main goals of my culmination project was to successfully produce video content that showcased my skills as a film producer and video editor. At the beginning of planning for this project I faced many challenges but at the same time I realized that they were also problem solving opportunities that I would learn from and will encounter again in future projects of the same magnitude.

During the first meeting with my technical advisor Steve Oslwang we discussed the time constraints regarding the project. I was behind schedule and still trying to set up an interview with a subject I had planned with beforehand, the deal fell through and I decided to change some things in my script. During pre- production there were logistically challenging issues I needed to overcome besides having to re-write part of the script. I needed new footage to help my talking points for the video. I had not visited a public gym in months due not needing to since I had purchased equipment for home therefor, I no longer have a gym membership in the places I planned to shoot video in. Rather than purchase a membership which will add to my budget for the film I decided to call the manager of the gym with whom I am familiar with and asked them for one day for me and my wife free of charge. Surprisingly the person agreed and I spent a few hours there filming some skits I planned to use in the video as well as the sitdown interview with my wife.

The first technical challenge I faced was the filming of new footage. Most of the footage I already processed and planned to use in this project were shot with a GoPro Hero 7 Black. I am an advocate for good lighting and high resolution video quality when producing any video content. However, the GoPro camera I own is not a good quality camera for filming indoor spaces, the camera is designed for outdoor activities and has limited lighting processing capabilities. The camera however has sufficient enough capabilities in terms of resolution quality. For this reason, I realized that I would have to do a lot of color correction during post production which helped me to decide which software I will be editing the video project with. I chose Davinci Resolve 17 because of its color correction features. Davinci Resolve has a software within the program itself totally dedicated for color grading clips. It has a long color effects library and tunable options that could potentially make my project look better.

After I planned out the topic and completed research for the project, I had a decision to make in terms of narrating the video. At first, I considered my wife as a narrator but I also needed to have her interview be a part of the video. This of course would not work in my personal opinion so I decided to narrate the project myself. To produce my narration, I used a Samson G-Track Pro USB condenser microphone, and Audacity audio recording software to record my voice. One of my mistakes was using the same plugins within Audacity that I often use for streaming and podcasting. As a result, I recorded 90% of my narration in a very deep studio like voice. The narration did not sound very friendly for this type of informative video. Because I recorded voice with plugins that already had too much compression and EQ, to further try to change it and improve it within Davinci Resolve's audio mixing software proved difficult. Aside from the fact that I am not very versed in audio technology. I learned to do some degree of mixing for this project after some researching but not enough to impact the narration the way it

should have sounded. One of the best lessons I learned is to use proper plugins when it comes to narrating videos and that not one set of plugins to applied to a microphone fits every situation when recording voice audio.

Editing this project took a little longer than would have been desired. Davinci Resolve is a good editing program but it has many instability problems that slowed down production time. One of the biggest issues was the amount of ram memory that the software requires to run smoothly. I own a powerful enough windows PC and have used other video editing software in the past having no issues. However, it was difficult and slow to scrub through my timeline in Davinci Resolve, I had playback issues where certain edits would skip and stutter making precision frame editing difficult. Even after using proxy media and a feature called "optimized media" which compresses the clips even further than proxy media, the problems persisted and made the editing process long disruptive. Aside from this issue, the long video clips required that I create sub clips for my edits. Davinci Resolve currently has an issue where after the creation of proxy media sub clips don't work and are out of sync with audio. This proved to be one of the reasons why production was behind schedule. Editing video from long clips without sub clips is very time consuming. The second meeting I had with my technical advisor Steve Olswang I shared a rough cut and expressed the issues I was having with Davinci Resolve. He then suggested that I change some settings within Davinci Resolve to optimize my user experience. Some of the changes worked but the software was still unstable at times.

During the third and final meeting with my technical advisor Steve Oslwang I shared a fine cut of the film. He suggested some changes to narration which I implemented. We also discussed the total running time of the video which was over 10mns and some transitions that were not consistent. He suggested I cut some repetitive non-essential parts of the video to shorten

the video and optimize content quality. Overall Prof. Olswang was very helpful in helping me refine the final edit

In the end I learned new skills and techniques that I had to implement in order to further progress the project. At times production stalled mainly because of the editing phase and significant changes I had to make. As I predicted in the beginning of the project with some of the challenges, they became opportunities that I could learn from and will no doubt see in future projects. I am grateful to my technical advisor Steve Olswang, and also professor Ryoya who suggested ideas at the beginning of the project. Overall, this was a good project that sparked my interest in creating video content of the same topic. I will refine this project further in the coming weeks and add it to my portfolio of other content that I worked on during my time as a student in the Entertainment Technology Department. My overall experience was positive and many aspects of the project could have gone better, but I was happy with the final product and how I challenged myself and what I accomplished.