

F1 SIMULATOR & VIDEO

MULTI CAM VIDEO

FOR THE ACTUAL RACE, THERE WERE SO MANY FACTORS TO CONSIDER. STYLE I WANT TO SHOOT IN, MY AUDIENCE AND MY EDITING STYLE. I DID A MULTI CAM SET UP INSPIRED BY OTHER RACE STREAMERS, WITH A CAM POINTED AT MY SIM AND ONE AT THE WHEEL. ALSO SINCE MOST F1 RACES ARE OVER AN HOUR IN LAPS, I DECIDED TO MAKE IT INTERESTING BY STARTING FROM THE BACK AND FIGHTING MY WAY TO P1 AND ONLY SHOWING OVERTAKES AND ACTIONS ON THE WHEEL IT SELF

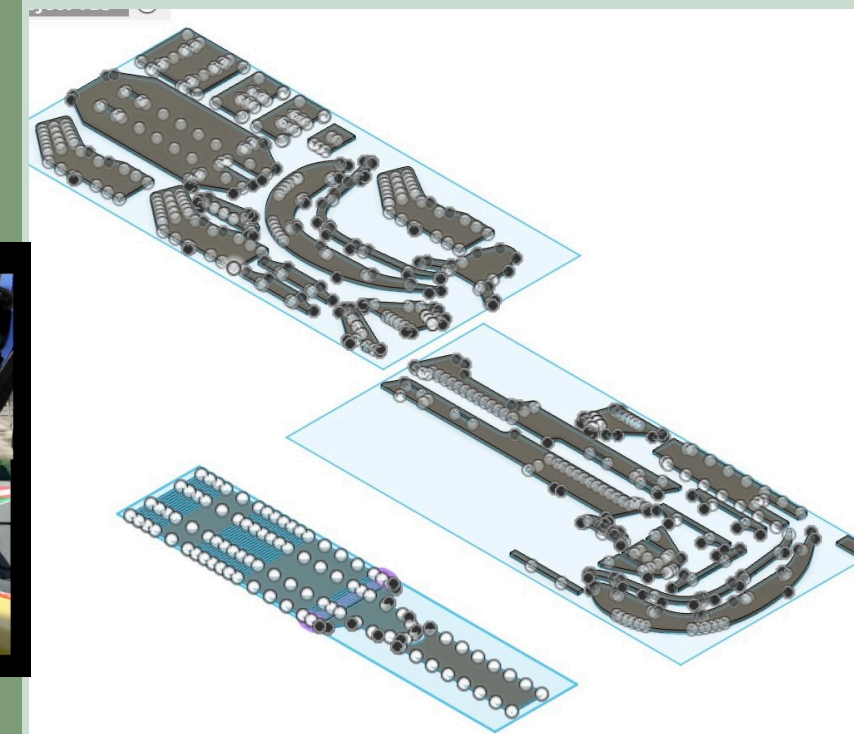
FUSION 360

FUSION 360 IS A 3D MODELING AND CAD SOFTWARE. FOR THIS PROJECT IT IS USED TO MAKE AND CUT EACH PART OF THIS RIG. IT WAS USED TO SET CUTTING HEIGHT AND ITS TOOL PATHS TO CUT.



EDITING

I HAD 3 CAMERA SHOTS PLUS A VIDEO WITH MULTIPLE VIEWS. FOR THE EDIT I WAS SIMPLY CUTTING IN AND OUT BETWEEN EVERY OVERTAKE. FROM STARTING IN THE BACK TO MAKING A PODIUM PLACE.



OBSTACLES

- FILE WAS INCORRECT SO I HAD TO REDESIGN EVERY BIT
- DOG BONES WERE NOT BEING CUT SINCE THE ENTRY POINT WAS VERY SMALL ON THE CNC MACHINE
- THE MACHINES SOMETIMES MISSED TAB INSERTS AND RUINED THE WHOLE PIECE OF WOOD
- THE SEAT SKIN WAS VERY BRITTLE, I HAD TO FIGURE OUT HOW TO MAKE IT SOFT ENOUGH TO BEND.
- FUSION 360 WAS NEW TO ME SO LEARNING A BRAND NEW PROGRAM WITHIN A SEMESTER WAS A PERSONAL CHALLENGE
- THE CNC CUTTING BITS BROKE MULTIPLE TIME CAUSING DELAYS IN CUTTING

PROJECT DESCRIPTION

FOR THIS PROJECT, I WANT TO DEMONSTRATE MY TWO TRACKS IN ENT WHICH IS SCENERY AND VIDEO. I DECIDED TO BUILD AND SHOOT SOMETHING I KNOW I WOULD ENJOY WHICH IS RACING. I WOULD BUILD THIS RIG USING OUR CAMPUS SHOP CNC MACHINE AND ASSEMBLE IT.

FOR THE VIDEO ASPECT, IT IS A MULTI CAM SET UP OF A RACE WITH ME STARTING AT THE LAST POSITION OF A RACE AND FIGHTING MY WAY TO A PODIUM PLACE. SINCE EVRY F1 RACE IS AN HOUR LONG, I AM ONLY GOING TO SHOW THE OVERTAKES AND B ROLLS. THERE WILL BE 2 CAMERAS, ONE AT THE WHEEL TO SEE COMMANDS AND CHANGES AND ONE WIDE SHOT OF ME ON THE RIG RACING.

TIMING & SCHEDULE SETBACKS

THERE WAS NO REALLY SET SCHEDULE FOR THIS PROJECT. ALL THE DELAYS WERE THE OBSTACLES. THE BIG DELAY WAS THE ACTUAL CUTTING. TO FIND THE RIGHT BITS AND PREP THE WOOD TOOK 2 MONTHS BUT AFTER THAT THE ASSEMBLY WAS 2 DAYS.

ACQUIRING ALOT OF THE MATERIAL WAS ALSO A SET BACK, SPECIFICALLY THE CNC BITS. THE PLANS WERE DEVELOPED IN THE EU SO THEIR BITS ARE IN MILLIMETERS, SO I HAD TO SETTLE FOR THE NEXT CLOSEST NUMBER IN INCHES.

