LUKA CIGALE, May 2023

REPORTAGE VIDEO FROM WEDDING RECORDING

1 VIDEO

Video technology is a technology that enables digital capture, recording, processing, storage, playback and reconstruction of recordings. The word "video" comes from the Latin word meaning "I see" and refers to various memory formats for moving images.

If we want to view any kind of video content, it is possible on different devices such as phones, televisions, computer monitors, tablet or something similar. With the development of the Internet, video content can be accessed anywhere and anytime through various platforms such as YouTube, Netflix, Voyo, Vimeo and others. Of course, before viewing it, it is necessary to upload the clip to the platform so that it is accessible from anywhere.

1.1 FEATURES OF THE NIGHTSHADE

1.1.1 FRAMES PER SECOND

Video is characterized by the fact that it consists of a certain frames per second (fps). The framerate determines how many individual frames appear in one second of a video. Old cameras have a very small range (6-8 frames), while newer cameras have up to 120 fps.

There are several standard values, depending on the purpose of use and quality requirements:

- 24 fps: This value is used in the film industry, where frames are played at 24 frames per second, giving the video a cinematic and more artistic look.
- 25 fps: This value is common in European countries and is standard for TV shows, as it allows images to move smoothly.
- 30 fps: This value is common in North America and is used in TV shows, videos, and online content and allows for a fluid representation of movement.
- 60 fps: This value is often used in video games and advanced videos because it allows for extremely smooth and fluid movement.

In addition to these standard values, other values may occur depending on the specific needs and requirements of production. It is important to note that choosing the right frames per second depends on the desired effect, purpose of use and technical limitations of playback devices.

1.1.2 VIDEO FORMATS

There are many video formats used to store, encode and play video content. Some of the most commonly used video formats are:

- MP4 (MPEG-4): It is a widely used universal format that supports high-quality video compression. The MP4 format is compatible with many devices and platforms, including computers, smartphones, tablets and TVs.

- AVI (Audio Video Interleave): It is an older format that supports high-quality video playback. AVI is widespread in Windows and is compatible with many video players.

- MOV (QuickTime Movie): It is a format developed by Apple and widely used on their macOS devices. The MOV format supports high-quality video and audio playback.

- Windows Media Video (WMV): It is a format developed by Microsoft and used in the Windows environment. WMV provides high video compression, reducing file size.

- FLV (Flash Video): It is a format originally developed for playback on the Adobe Flash platform. FLV is still widely used for online video playback, but is slowly being replaced by the use of HTML5.

- MKV (Mator Video): It is an open source and multifunctional format that supports high-quality video and audio playback.

1.1.3 VIDEO RESOLUTION

Just as monitors have their own resolution, so does video. Video resolution refers to the number of pixels that make up an image of a video. A higher resolution means a higher number of pixels and consequently a more detailed and clearly displayed image.

The most commonly used video resolutions include:

- SD (Standard Definition): The usual format is 720 x 480 pixels (4:3 aspect ratio) or 640 x 480 pixels (16:9 preference) ratio.

- HD (High Definition): The resolution includes 1280 x 720 pixels (720p HD), or 1920 x 1080 pixels (1080p Full HD).
- UHD or 4K (Ultra High Definition): The resolution includes 3840 x 2160 pixels (2160p). It is four times larger than Full HD and offers high detail and image clarity.
- 8K (Ultra High Definition): The resolution is 7680 x 4320 pixels (4320p) and is the highest resolution currently available.

Video resolution is important because it affects image display quality and viewing experience. The higher the resolution, the sharper the image we are looking at, the more visible the details, and the better the color reproduction. When choosing, the video resolution is necessary to take into account the purpose of use, the requirements of playback devices and the available technology.

2   PRE-PRODUCTION

Pre-production is the most important part in making a movie. At this stage, ideas are collected, the project is planned and all key elements of the project are determined (idea, script, schedule, project budget, locations, actors, recording and other equipment, and everything else necessary for the successful realization of the project).

At the very beginning we need an idea for a film. Here, above all, let's consider what the genre, message and atmosphere we want to achieve will be. Then follows the script, where we define the story, which we develop and break down into dialogues, film characters and the sequence of events. The scenario is the basis for further planning and implementation of the project.

The next stage is the establishment of the budget. This means that we accurately evaluate the financial plan of the project, which covers production costs, team members' fees, equipment rental price, recording permits, travel and other expenses.

This is followed by recording planning – recording schedule. Here an accurate recording schedule is compiled, with specific dates, time frames, locations and other important information about the progress of production.

It is also necessary to determine the location of the recording. At this stage, we go to see the locations where we want to make our film, but at the same time we need to obtain permission to record and arrange technical details (studying the space, setting up the camera, lights, backstage,...).
We also determine our cast. This means that we select the actors who will play in the film, as well as artists with whom a play or music contract is concluded.

Then the necessary equipment is determined, such as cameras, lighting, sound, props and other technical elements. A plan shall be drawn up for the rental or purchase of equipment and the installation of technical infrastructure for recording.

The final stage is the storyboard. A storyboard is a visual representation of individual scenes and sequences of project events. It consists of drawings, images or photographs representing cameras, movement, composition, background and other visual elements. The storyboard helps plan and coordinate the visual aesthetics of the project.

Figure 1: Create a storyboard
Source: Freepik

2.1   SYNOPSIS

A synopsis is a summary or short summary of a story that presents the basic content and key events in a film, TV show, book, or other media work. Synopsis usually contains basic information about the main characters, their motivations, the main conflict and the main twists and turns of the story. The purpose of the synopsis is to present the essence of the story in a concise and engaging way to attract the interest of the reader, producer or editor.

It should comprise three paragraphs – introduction, core and conclusion. In addition to the content, the synopsis must contain information about who performs, where they perform, for how long, what happens, why this happens and to whom the message is intended.

2.1.1   HOW DO YOU WRITE A SYNOPSIS?

The synopsis is written briefly and concisely and captures the basic content of the story. It includes the title of the work, a description of the genre and focuses on the main conflict, main characters and important twists and turns in the story. Synopsis is aimed at attracting the interest of the reader or producer, so it is important that it is attractive, clear and expresses the essence of the story in an effective way.

2.2   SCENARIO

A script is a written text written for a story, film, TV show, theater performance or other media project. The script contains descriptions of scenes, dialogues, descriptions of the characters, their characterization, events and other elements necessary for the implementation of the project.

The main purpose of the script is to present the visual and sound experience that the author wants to create. The script is the basis for creating a film or other media work, as it contains instructions for directors, actors, cinematographers and other members of the creative team on how the story should be carried out and how scenes should develop.

The script is conventionally divided into different sections, such as a description of the scene, dialogues, character description, directions for directing and other details that help in the realization of the project.

Osebe:

Žoga, Sonce, Oblak, Rožica

1 **EXT. BELA PODLAGA - DAY**   1

Bela podlaga. Dogaja se prav nič. Moška dlan sega iz levega
kota, ki drži pisalo. S pisalom na spodnji strani nariše črto
čez celo stran, na koncu pa nariše še majhen krog. Dlan odide
v levi kot nazaj iz kadra. Iz desne strani pride razprta dlan
od dekleta in se ustavi nad narisanim krogom. Dlan se skrči
in čez nekaj časa razpre. Pod razprto dlanjo se narisan krog
spremeni v modro iz plastelina, imenovano ŽOGA. Roka odide iz
kadra po isti poti kot je prišla. Iz leve strani spet pride
roka od dekleta in v dlani drži flomaster. Z njim samo
'klikne' na spodnji prostor pod črto in ta se prebarva v
zeleno travo.

2 **EXT. TRAVNIK - DAY**   2

Žoga pade iz bele podlage na tla in se začne kotaliti v
desno, v levo stran pa odskaklja.

3 **EXT. BLIŽEN DEL TRAVNIKA - DAY**   3

Posnet je del travnika od blizu. Roka sega iz kota v kader in
postavi žebljiček na travo. Nato roka odide.

4 **EXT. TRAVNIK - DAY**   4

Žoga naredi še en skok, vendar zaradi nepozornosti pade na
žebljiček, se predre in eksplodira. Tako je nastalo modro
nebo. Desna roka pride iz levega spodnjega kota in prinese
rumeno SONCE. Doda mu še oči in usta. Sonce je nasmejano. Iz
desne strani neba prideta dva OBLAKA. Prideta do Sonca. Sonce
postane žalostno. Začne padati dež. Ko neha padat, se oblaka
odmakneta nazaj od koder sta prišla, Sonce pa je še vedno
žalostno. Iz tal začne rasti stebel od ROŽICE. Sonce je
začudeno. Ko zraste Rožica do konca, se njej pojavijo en po
en cvet. Sonce se nasmehne od veselja in se premakne do
Rožice. Na koncu Sonce pomežikne.

Figure 2: Example of a scenario
Source: School materials 2020/21

2.2.1   SCENARIO FORMAT

The script format should be made according to standards that allow for a clear understanding of the story and ease of use for the whole team.

At the beginning of the scenario there is a title page containing the project title, the author's name, contact details and other important information, including who the author is, the year of issue and the copyright sign (©"copyright ". The following is a description of the scene, which is located at the beginning of each new scene and includes information about the location, time, and any other details relevant to the scene. Then comes the action. This part of the script contains descriptions of what is happening in the scene, descriptions of the characters, their movement and other visual elements. Descriptions are written at the present time. Dialogues - in this section the dialogues between the characters are written. Each character has its own name, followed by a carefully written dialogue. Dialogues are usually aligned in the middle of the page.

Directions for directing are also written in the script. This is additional information intended for the director, actors or other members of the creative team. These instructions are usually placed in brackets and are written in a separate line.

We also use transitions at the end of the scene. These are used to mark transitions between scenes, such as "cut to", "fade in/fade out", "over the screen", etc.

Example record:

```
INT. AMPHITHEATRE LECTURE ROOM – DAY
```
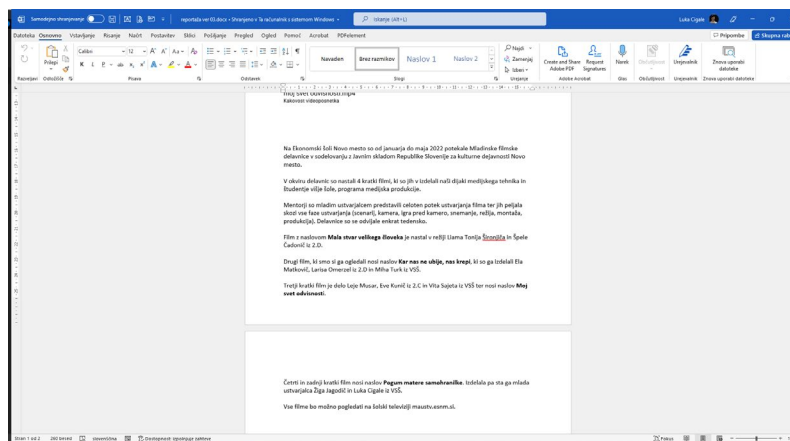

Figure 3: Reportage summarized in Word, third version
Source: Lastni for

2.2.2 ELEMENTS OF THE SCRIPT

The main elements of the scenario include:

1. <u>Title:</u> clearly represents a story or theme.
2. <u>Description of the scene:</u> Indicates the location, time, and other relevant details of the scene.
3. <u>Action:</u> Describes the visual elements of the scene, such as action, character movement, and environment.
4. <u>Dialogues:</u> recorded speeches and exchange of words between characters.
5. <u>Characterization of characters:</u> describes the character traits, appearance and background of the characters.
6. <u>Directional tips:</u> Additional information for the director, actors and other creative team members on how to perform the scene.

7. <u>Transitions:</u> Indicate transitions between scenes such as cut, intersectional scene, transition, etc.

8. <u>Structure:</u> a structured structure such as introduction, development, culmination and completion.

9. <u>Summary:</u> is a brief description of the story or synopsis that represents the basic content of the project.

The emphasis of the script is on a clear and attractive narrative of the story, which allows you to visualize and carry out the project on film or television screen. If we compare dialogues with those they have in theater, they are significantly shorter.

2.3   HUMAN RESOURCES

Shot is the basic unit that makes up the video recording. It represents a frame or composition that is visible through the camera during recording. The shot determines what is included in the recording and how the elements are placed within that frame. It contains visual elements such as characters, objects, background and their arrangements in the frame. Staff is important in creating the desired visual effect, highlighting important elements of the story and creating an aesthetic impression.

2.4   FILM PLAN

A movie plan is a term that refers to a certain distance between the camera and the object that the camera is recording. Using different movie plans allows you to create different visual effects and highlight certain elements of the story.

The use of different film plans is important in creating the dynamics and tension of footage and contributes to creating a richer film experience for viewers.

There are 9 plans:

Space is visible, human figures are smaller and almost invisible.

Figure 4: Total

The human figure is already visible, but it is not visible to whom it is (we do not see the face and do not recognize the gender).

Figure 5: Medium Plan

The figure can be seen in space, but the surroundings in which the figure is placed can still be seen.

Figure 6: Total of close up

This plan is captured to film the human figure from the knees up to the head. It was created to see the cowboy gun when he had it behind his belt.

Figure 7: American plan

This is where the human face comes to the fore. This plan is recorded from the lane up. It also shows the character's nonverbal language.

Figure 8: Medium plan

Figure 9: The Near Byplan

This plan emphasizes a broader cutout. It reveals part of a person's movement. It is filmed from chest to head.

Figure 10: Close plan

The nearby plan is suitable for various interviews, as it is recorded from the shoulders upwards. It represents a continuation of the American plan.
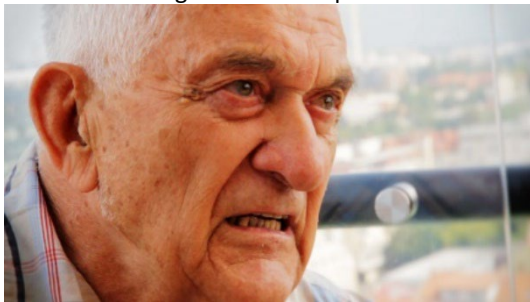

Figure 11: The Grand Plan

On a big plan, it is crucial to highlight the face of a person. It is appropriate when a person says something important.

Figure 12: Detail

This is the closest neckline. Here the camera captures an important smallest part of the object. It is suitable for overlapping clips.

3   PRODUCTION

Production is an intermediate stage between pre-production and post-production. At this stage, the producer makes sure that everything goes as it should. A producer is a person engaged in film financing. It provides or finds money for the film, finds and employs the director and, most importantly, controls the entire process required to produce the film (from the synopsis to the final product – film). The producer and director must be in a good relationship. That is, they can get along, because the director is responsible for everything that we see and hear in the film.

The filming for our reportage took place one morning. We recorded at the Novo mesto School of Economics, Higher Vocational College in amphitheatre lecture room 1, in the hallway and in lecture room 2.

Figure 413: Production
For: Internet

3.1   CAMERA

There are many different types of cameras. Nowadays, a good movie can also be made with an ordinary SLR camera that has the ability to shoot. The camera can be bought, rented or rented. The cameras take photos one at a time at a speed of 24 fps (frames per second – for film) to 30 fps (for video).

We used school Sony cameras, which we had placed on a tripod and the correctly adjusted white balance and depth of field. We also had sound connected to the camera via an XLR cable, through which we captured all the action in front of the camera.

Figure 5: Camera components
For: Lastni for

3.2   OBJECTIVE

As with the correct choice of camera, we must also pay attention to the correct choice of lens with which we are going to shoot. If we don't have a lens, we can't take a photo or video because it contains lenses that transmit and refract light.
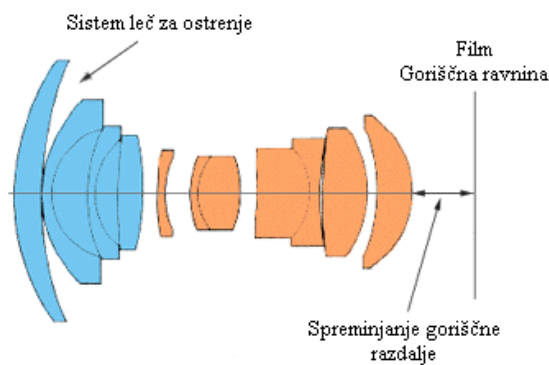

Figure 14: Lens Lens System
For: www2.arnes.si

Figure 15: Types of lenses
For: www.3benefitsof.com

Fig. 6: Material folder - recordings of interviewed
For: Lastni for

3.3   LIGHTING

For a good quality of what is recorded, we also need proper and good lighting. This is done by letting as much light as possible into the frame. Light can be used both natural (sun), and artificial (led panels, light bulbs, street lights, decorative lights,...)

In our project task, we used both natural light and artificial light in filming. We used built-in ceiling lights and LED lights for filming, which we directed to the person we were filming.

4   POSTPRODUCTION

Post-production is the final stage of video making. It starts when we have all the material recorded, that is, when we have recorded both video and audio recordings. At this stage, the video is transferred to the video editing program, where it synchronizes with the audio. Various visual effects, graphics, 3D animations, texts are also added here, and color correction is also made.

4.1   INSTALLATION

In addition to screenwriter, director and actors, the editor also plays an important role in the creation of the film. In the end, after filming, all the collected recorded material is handed by the editor, who sorts them in the order in which the script says. The editor's primary computer program in which he edits and cuts snapshots is Adobe Premiere Pro, but it is desirable that it also knows about the visual effects that are edited and created in Adobe After Effects.

4.2   SOUND

The sound in the video forms a special space through which the listener can empathize with the video (or film). We know audio formats such as WAV, MP3, MIDI, WMA, OGG, M4A, AAC and others.

Once the sound is recorded, it is ready for processing. Sound can be recorded both in the field and in film studios, as well as specifically in the audio studio. The sound can be removed part, noise and the like.

5   SUMMARY

I realized that the key importance in making any kind of video is mutual understanding and collaboration between the film crew. In the theoretical part, I explored in detail what pre-production, production and post-production is, while I also tried my hand at production as a flying camera. This means that I was connected via a wireless signal to the direction, and I walked around and was in front of the stage and filming events on it from different scenes. The work was interesting and dynamic to me, as if I was sitting still for a static camera all the time.

I hope that at some point in the future I will be able to participate in such a project or have some similar project myself, because working on such projects gives me renewed impetus and a desire for further filming. Filming can be a lot of fun, but sometimes it can be very exhausting.

I would definitely like to thank my mentor Uroš, where I did my internship, for being able to participate in such various projects, from personal document photography, to recording concerts and events, all the way to printing with a print and cut machine on T-shirts and wrapping a truck with printed graphics.