

ENJOYING VISUAL TECHNOLOGY

**SYDNEY VIDEO  
MAKERS CLUB**



# **ELECTRONIC EYE**

**N E W S L E T T E R**

**MARCH 2014**

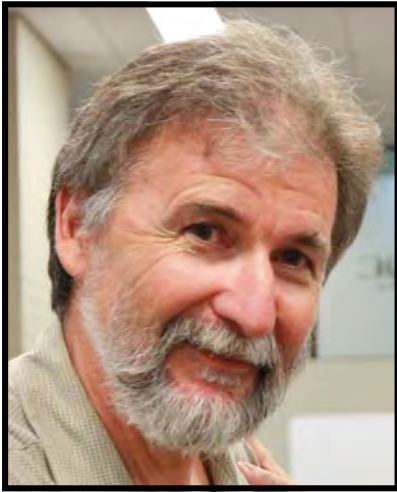
**2014**

- 2 Presidents Message
- 3- 4 Themes for Possible Short Films.
- 5 Some Interesting Articles.
- 6- 11 Building a Bank
- 12- 14 Library Desk for March 2014
- 15- 17 Photos February Meeting 2014
- 18- 19 Focus Night 12th March 2014.



Next Meeting  
Wednesday  
26th March, 2014

[www.sydneyvideomakers.org.au](http://www.sydneyvideomakers.org.au)



## Presidents message

Unfortunately our rep from Panasonic is unable to make our March club meeting and has had to reschedule to May. He will present a sample of cameras from their range including the new GH4, which I know a few members are interested in. It should be a good evening

This means our March club night program has changed. We are swapping presentations around so we will have a talk on documentaries and we will be spending some time looking at our first competition entries. I encourage you to look closely when we screen them again as we will be looking at where improvements can be made. With members suggestions from the floor and selected comments from judges we all should learn something.

The ideas pitched at our February club meeting should be now developing into draft screenplays. So as part of the Club Shoot program we will review progress. This is a chance for everyone to follow the development process and for those members who want to take part to volunteer. I know we had eight ideas pitched initially but not everyone wanted to follow through. Don't be put off, if you now have an idea and want to pitch it this month feel free. There are no set rules to this initiative we just want more members to be involved.

Ruskin, Ilma & I are sharing the role of competition manager. Our first competition used the new online web based system where entries were uploaded and screened on Vimeo. The judges comments have been positive saying the system is easy to use. This means judges can be located anywhere as long as they have access to the web. It also does away with the multiple copies of DVD so is a cheaper for members and a more sustainable solution.

I have also been speaking with Canon and they will be presenting at our April club night, so we should be pretty well up to date with what's out there on the market.

Stay Focused  
Andy

**Sydney Video Makers Club**  
**Themes for possible short films**  
**Tropfest 2014**  
**Theme object: Mirror**

**1. By Paul Szilard**

There is a one way mirror in a café. Conversations and actions occur in front of the mirror. A watcher is gradually revealed. The watcher is in a wheelchair and the mirror is a window on their world. Climax unknown, but maybe the watcher dying and the mirror shattering.

**2. By Andy Doldissen**

There is a girl who is blind from birth. There is a medical breakthrough and it is possible that she may become sighted. She is a runner and has a running partner who helps guide her. Prior to the operation, the partner gives her a compact containing a mirror. She has the operation and afterwards the compact falls to the floor and breaks.

**3. By Colin Cooper**

A family is known to have a special mirror in its history. A young man searches for this mirror and eventually finds it in his great grandmother's stuff. He looks at the mirror which immediately transports him back in time. Various scenes of the family in the past are played out, showing how life for the family has changed over time. The climax shows the changes in the young man's own life.

**4. By Ilma Cave**

Mirrors = Identity

Various characters pass in front of a mirror. The mirror reflects them as others see them, not as they see themselves. Ultimately they personalities or the characters merge.

**5. By Barry Crispe**

Princess and the Frog

Frog goes to a bank and wants a loan.

What will your collateral be, asks the banker.

Well, I have a jade elephant.

What about a guarantor, asks the banker.

Well, Mick Jagger is my father.

"Knick knack paddy wack

Give the frog a loan

His old man's a rolling stone."

### **6. By Neville Waller**

The life of a \$50 note

The note starts life in a pub buying a round of beers.

Then it changes hands the racecourse of a bet.

Next it is handed to a hooker.

A mirror with a line of coke is in the son's room with a rolled up \$50 to sniff with.

The mother is cleaning and notices the note. She takes it.

At church, the mother puts the \$50 note in the collection tray.

The note has now come full circle from evil to good.

### **7. By Ruskin Spiers**

Information is dangerous. What can it do to you?

There are two friends, married. One finds out that the other's missus is having an affair. How does the relationship between the friends change as the result of this new information?

### **8. By Lee Crispe**

Married couple, high flyers, don't see much of each other.

They decide to get a divorce.

Wife crying in the mirror, decides to have one last visit to their holiday home which is being sold. Hubby coincidentally shows up at the house. He saves her from drowning and there is an ending – live happily ever after? ...

## **Some interesting articles / tutorials / videos on the web – selected by Peter F**

Click on the name of the article in the PDF to be taken to the website

A Cheap & Easy Way to Create a Professional-Looking Infinite Black Backdrop

Panasonic Announces Price for the 4K GH4

The History of Editing, Eisenstein, & the Soviet Montage

Learn How to Make a \$3 DIY Pistol Grip out of a Jump Rope

The Art of Shaping Light: A Brief Guide to Using Flags to Add Contrast to Your Scene

Video Editors, Here Are the New Years Resolutions that You Should Be Making

How to Guide Your Audience: A Masterclass in Storytelling Through Editing

'Is It Dead?' Keep Your Script Alive by Avoiding These Screenwriting Clichés



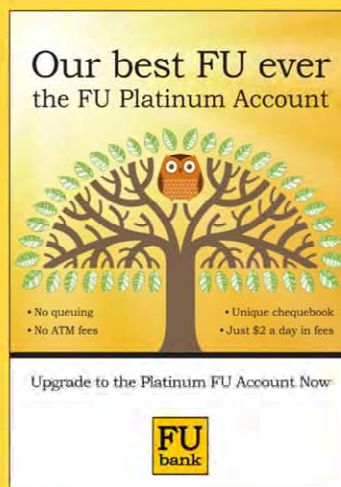
# Building a Bank!!

If you're thinking of dressing up a building or an office block to be somewhere it's clearly not you might be interested in how we created the FU bank branch at the start of our FU bank ad - here's how it was done!! And, in case you're wondering where the shop we used is, it's on William Street in the city.

The first thing we did was to create a few of the more general things we'd need to create the feel of a branch both inside and out. This included logo and a few posters selling various different bank products from our new bank.



A simple logo block was all we needed to start dressing the bank!



Some dummy posters which would go in the branch on the walls and also be visible in the window.

Having done that we found a suitable shop, this one happened to be the Hertz hire car centre on William Street. We made absolutely sure to use a tripod or this would not have worked, or at least not so easily. The camera needs to be 100% still for the whole shot.

We also needed to be careful of a couple of things in composing the shot. The main issue was that during the shot nothing moved in front of the parts we intended to turn into FU Bank signage or posters. That could have been people, birds, trees, anything at all although the biggest risk was pedestrians.

The next thing that was important up front was knowing what we were going to do to the shot afterwards and choosing both the location and the angle with that in mind. In fact we shot two different shops just in case!

With the Hertz shop, the black colour suited us since that fitted with our FU bank colours. Also, it was fairly well decorated and smooth which made it easier to hide the joins between what was real and what was invented.

As you'll see in a minute, our customer did move in front of the roller advertisement which we knew we wanted to change and turn into an FU bank ad. We could easily have got round this in the edit by simply coming in as he's past it but, by having him move in front of it for just a few frames, although it meant slightly more fiddly masking for the effect, it is one of those little things that helped to "sell the effect". It would have worked fine without it but it's a combination of these little things that help overall.

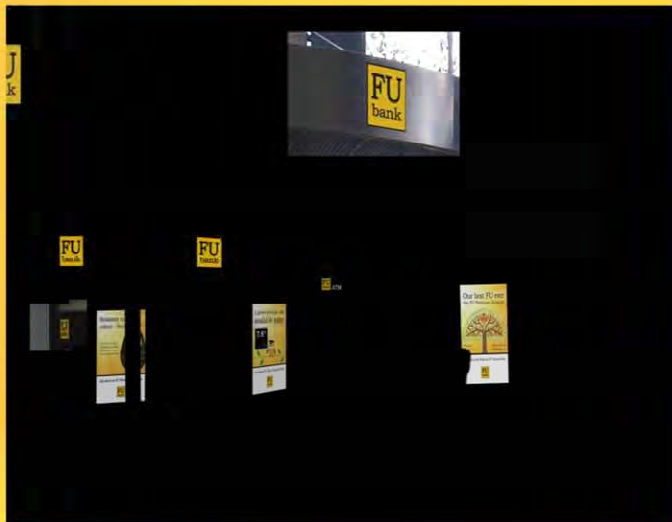


The before shot, including the customers shoulder just in front of the bus advertisement, this was the opening frame.



With the bank livery added and the bus sign changed too.

The dressing of the bank was all done in Photoshop and then imported into After Effects to be laid over



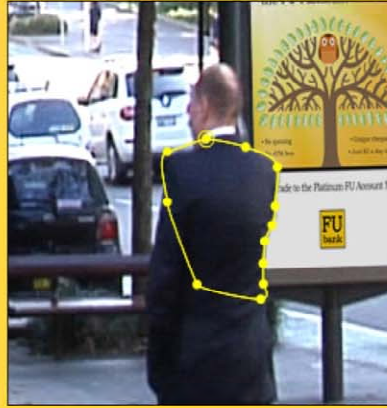
This is basically what was actually produced in Photoshop and then laid over in After Effects. The black areas would all be transparent.

Notice in the bottom left hand corner of the bus sign (bottom right) where you can see how the sign has been cut out so that when it is laid on top of the actual video it doesn't block the customers shoulder. All this masking was added and animated as he moves in After Effects. See next page...

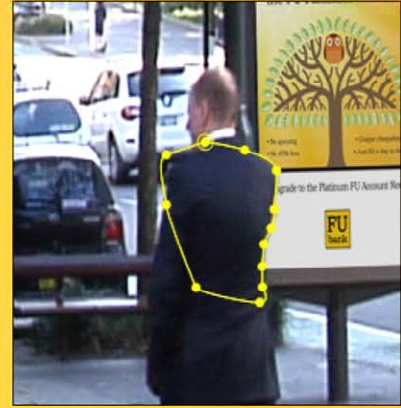




Frame 1 with Mask extent visible



Frame 2



Frame 3



Frame 4



Frame 5



Frame 6



Frame 7



Frame 8

As the man moves through frames 1 - 6 the mask moves with him. What the mask is doing here is cutting out the left bottom corner of the sign otherwise that would appear over the top of his shoulder since in reality it has all been placed on top of the video layer. By masking along his shoulder line and removing the 'new sign', his shoulder appears to stay in front of the sign. By moving the mask slightly in each frame the sign is revealed as he moves and all looks normal.

Once you get to frame 7 the whole sign is visible and so the mask is having no effect, which is fine since his shoulder is no longer in front of the sign.



Lets look at one of the other shots in the ad, the one when the customer visits the ATM...

We ended up rushing this shot and just choosing the closest ATM rather than one with quite the right look. This meant we had a shot which was made very busy by all the signs and so on from the shop which it was next to. To fix this we simply added a wall where one might well have been anyway!

Since the actor moved in to the scene from the right of the shot and never went in front of the wall this was a very simple thing to do and hugely changed the effect of the shot. Also, his moving in from the right covered the next doors window which was equally busy.



#### Before

A busy and cluttered shot which should never really have been taken but sometimes you take what you can find on the day and this was the nearest ATM and we were running out of actor time.

When you look at it your eye does not get drawn to the ATM immediately, even after the FU bank branding and sign has been added and that is a problem. So...



#### After:

A plain wall is added over the top in After Effects.

This creates a much cleaner composition, your focus goes much more immediately to the ATM and since the wall follows a natural vertical line it was very very simple to do and no one was any the wiser.



Focus Night

# Clip Surgery



Editing



Colour  
Correction



Special  
Effects



Audio



File  
Formats

## Having a problem with your videos?

Maybe it's an **editing challenge, audio problem, colour correction job or special effects** issue you need help with? Of perhaps it's something else, either way the 'Clip Surgery' at Focus Night is designed to help!

At the end of every Focus Night we're going to start running a 'Clip Surgery' so, if you need help, bring along the clip you're having problems with, hand it in at the beginning and **we'll see if we can fix it** that evening or maybe take it away and solve it by the next meeting.

The problem doesn't have to be complicated, it can be anything from exporting a file, removing the boom mike cable from your shot, colour correction or adding special effects.

Whatever it is, bring it along, along with the **source files** on a USB stick and we'll see what we can do to help!

### Example:

Removing Boom Mike Lead.

Here's the before & after but if you need help doing it, just ask.



Clip Surgery - Every Focus Night



## Develop an idea into a script or check out the ideas on the Club Website

At the last club night 8 ideas were suggested as seed ideas for the club production. The ideas are all detailed on the Club Production page of the clubs website. These are currently open to the public to view.

Here's a quick reminder of the ideas, they're not supposed to be polished ideas and so some don't have - or perhaps don't reveal - the endings.

- A cafe with a 2 way mirror gives a disabled man a unique world view.
- A blind girl is given a mirror before an operation to recover her sight. After the operation she looks at and then drops the mirror.
- A magical family mirror enables holders to see how lives change.
- A mirror reveals a persons character as seen by others.
- A princess and a frog story based on a well known joke.
- Follow a \$50 note through some colourful characters and to church!
- Discovering her best friends' husbands affair changes a womans life.
- A separating couple independently decide to spend a last night in their previous home, surprising an enthusiastic estate agent.



### Develop the Ideas to a Script

If you'd like to develop one of these ideas to a script please do and then bring it along to the March 26th Club Night. Alternatively if you have any other ideas which are ready as a script then please bring them along too.





From the **S.V.M. LIBRARY DESK FOR**  
**MARCH 2014**                      **CD Disk 28.3**                      **200 PRO SOUNDS**

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**All mp3 format Sound.**

This disk has 200 sounds and the two highest sounds are at 1.15 and the second at 1.59 second most of all the other sounds are from under 20 seconds

Heart, this is set out in Alphabetical order e.g. “A” 3 x AIRbrake-horn-leak, times will be shown as 1 to 3seconds or as 1-4-8 seconds shown as with a “s” at the end.

“A”      **Access** denied 1s, 2 x **Adjusting** Radio 6 to 18 s, 3 x **Air** brake – horn- leak 1to 3s, **Air** port 28s, 3 x **Alarm**-beep-ring 3 to 10 s, **Ambulance** 12s, **Aooga** horn 1s, **Applause** 7s, **Atomic** bomb blast 17s,

“B” **Baby** rattle 3s, 3 x **Back** up – beep 10-11-21s, **Bagpipes** 10s, **Balloons**- burst- snap-stretch all 1s, **Banging**- tin-echo 2 to 10s, **Barnyard** 18s, **Baseball**-bat all 1s, 2 x **Battle** 16-20s, **BBQ** sizzle 7s, 5 x **Bees** 2-3-4s, 2 x **Beep** 1to 8s, **Bell** 5s, **Big** door open 3s, **Big** pool splash 4s, **Bird** & a bee 21s, **Black** hole 6s, 2 x **Boat** air horn 3 & 9s, 2 x **Boo** echo 6 & 7s, **Bottle** rocket 3s, **Boxing** bell 3s, **Break** glass-window-plate all 1s, **Brown** nosed 10s, 2 x **Bubbling** 2 & 8s, **Bugle** plays taps 32s, 2 x **Bus** door –horn 2 & 3s, **Button**-beep click-droop- flutter-zip all 1 & 2 -5s, 8 x **Buzzer** all 1 & 2s,

C” 2 x **Camera** click all 1 & 2s, **Can** opener 10s, 22 x **Car**-alarm-brake-crash-door-pass by-horn-screech-start- all from 1 to 13s, 12 x **Cartoon**-charge-door-fall-phone-run-split-whistle-squeak-yell 1 to 45s 7 x **Cat**-meow-purr-screech-yell all 1 & 2s, 3 x **Chain**-rattle-saw 1 to 6s, **Chimes** 6s, 7 x **Christmas** music box from 16 to 1minute 59 seconds, **Church** bell 10s, City traffic 54s, 4 x **Clock**- chime-tick 2 to7s, 3 x **Cock** gun all 1s, 2 x **Coin** table 1 & 4s, 6 x **Computer** beeps all 1 & 2s,2 x **Crow** 1 & 2s, 4 x **Crowd** cheer 2-4-6-8s

“D”      **Deck** the halls 10s, **Dial** phone 3s, 2 x **Dog** bark 1 to3s, 8 x **Doorbell** from 1 to 3s, 3 x **Dot** matrix printer 1-4-8s, **Dove** coo 19s, **Drag** race 9s, **Drain** 3s, **Dream** 3s, **Drill** short 3s, **Drive** up & park 10s, **Drop** bomb 7s, **Duck** 1s, **Dull** thump 1s,

“E”      **Eagle** 2s, 9 x **Electric**-current-arc-carving knife- drill -shock-door-heart-ping- from 1 to 8s, 2 x **Elephant** 1 & 2s, **Elevator** 6s, 2x **Elevator** 3 & 4s, **Emergency** system 7s, 3 x **Explode** 2-6-7s,

“F”      2 x **Fall** 1 & 6s, 3 x **Fanfare** 1 to 8s, 2 x **Faucet** 2 & 6s, 21 x **Fire**- cracker-missiles-truck siren-fireworks-from 1 to 58s, **Fishing** reel 2s, 3 x **Flat** line 3-4-11s, **Flush** toilet 11s, 2 X **Fly**-metal 1 & 2, 2 x **Foghorn** 2 & 3s, **Footsteps** 8s,**Forrest** 10s, 3 x **Frog** 3-5-7s, **Frosty** the snow man 17s, **Fry** bacon 15s,2 x **Future** beep 1& 2,

- “G”** **Generator** 25s, 4 x **Ghost** moan 7-17-21-22s, 2 x **Glass** break 1 7 2S, **Grave** walk 3s, **Groan** 2s, 2 x **Grow** 1 & 2s, 3 x **Gun** battle 3-6-8s, **Gun** shots 4s,
- “H”** 3 x **Hail** 16-17-19s, 4 x **Hammer**- metal-once-saw 1-4-5-8s, **Hand** bell 7s, **Hand** saws 5s, **Happy** new year 3s, 4 x **Harley**-idle-engine-start 6-9-10-16s, **Hawk** 6s, 2 x **Helicopter** 4 & 17s, **Hit** crowd cheer 9s, **Home** alarm 6s, 6 x **Horse**-gallop-neigh-run 2-3-4-9s, **Howl** 2 & 6s ,
- “I”** 5 x **Ice**-in a glass-skating-walk 2-5-7-9-10s, 2 x **Implosion** 2 & 3s, 3 x **Indian**-call-drums 2 & 3s, **Inside** a jet 2s,
- “J”** 2 x **Jack** hammer- long 5 & 14s, 7 x **Jet**-fly-idle-pass-start 3-4-6-11-13 s, 5x **Jungle**-birds-5-7-14-17-19s,
- “K”** **Kettle** whistle 7s, Kick door 3s, 3 x **Kids** cheer-playing-scream 3-8-26s,
- “L”** **Lab** 8s 6 x **Laser** fire-pulse-sword 1 to 4s, 7 x **Laugh** cartoon-man all 1 & 2s, **Lawn** mower 4s, 3 x **Lion** scream 2 & 3s, **Locust** 8s, **Luger** 1s,
- “M”** 3 x **M16**-distant-single shot 1 to 9s, **M50** 4s, 2 x **Machinery** all 3s, **March** 5s, **Meat** sizzle 2s, 7 x **Metal**-clang-door open-grind-special all 1 & 2s, **Metronome** 1s, 4 x **Missile**-beep all 1 & 2s, **Modem** 3s, **Motor** boat 11s, **Motor** cycle 8s, **Movie** projector 8s,
- “N”** **Navy** whistle 1s, **Nice** day 2s, **Nigh ten** gale 2s,
- “O”** 3 x **Ocean-waves** 9-10-15s, **Office** phone 4s, **Oil** strike 25s, 6 x **Old** car horn-phone-phone ring-train-gun battle 1-3-6-11-17s, **Organ** 8s, 3 x **Out** board motor 3 & 6s, 3 x **Oven** buzzer-door 3-5-7s,
- “P”** **Paper** crumple 5s, **PA** squeal 4s, **People** laugh 7s, **People** talk 12s, 5 x **Phone** –talk-busy-pick up –ring 1-3-5-8s, **Piano** smash 12s, 5 x **Plane** crash-fly over-idle-low 3-16-17-46s, **Play** basketball 4s, 5 x **Police** arrive- bullhorn -pass- radio 3-4-15-17-23s, 6 x **Pool** ball hit-break-pocket-shot-splash 1-2-3-4-23s, 2 x **Pour** drink ice- soda 2 & 8S,
- “R”** 4 x **Race** car-pass 4 7 5-20S, **Radar** ping 2s, 2 x **Railroad** crossing 5 & 6s, 5 x **Rain** -shower-storm-thunder 8-15-30-33s, **Restaurant** talk 9s, 3 x **Rifle** shots all 1 & 2s, 3 x **Ring** bell all 1s, **Road** buzz 10s, **Road** construction 3s, 3 x **Rocket** count down-blast off – whistle 10-17-24s, **Roulette** wheel 6s, 2 x **Run** towards 2 & 3s,
- “S”** 3 x **School** bell 3-4-9s, 6 x **Scream**-man-short-shut up-what all 1 & 2s, **Screen** door-close 1 & 4s, **Seagulls** door-close 1 & 4s, **Seagulls** 11s, **Seashell** horn 8s, **Shake** roll dice 3s, 3 x **Shield** all 2s, **Shoot** glass-weapons 3 & 4s, **Shopping** 13s, 7 x **Shot** gun all 1 & 2s, **Siren** 15s, 5 x **Siren** hilo-horn-wail -wa wa 1-4-5s, **Sleigh** bells 5s, **Slide** projector 16s, 4 x **Small** bell-chimes-giggle-waterfall 1-2-6-10s, **Smoke** alarm 6s, **Snake** drum roll 5s, 2 x **Snore** 2 & 3s, 2 x **Snow** ski-skiing 5 & 12s, **Space** ship land 10s, 3 x **Sparrow**-close 3 7 7S, 2 X **Spooky** laugh 4 & 14s, 2 X **Spray** bottle-paint 2 & 4s, **Sprinkler** 5s, **Staple** gun 5s, **Starting** gate 3s, 2 x **Static** & long 1 & 4s, **Storm** blows

15s, Stunt plane 9s, **Submarine** alert 5s, **Swamp** jungle-monster 1 & 35s, **Swim** 19s, **Swing** 1s,

“**T**” **Take** one 1s, **Tennis** 3s, **Tension** 4s, **Thunder** & rain-rumble-storm 2-6-8-27, **Time** machine 3s, **Toy** train horn 2s, 2 x **Traffic** jam-horn all 2s, 8 x **Train** arrive-horn-move-pass fast-pass slow-pull away-whistle 3-4-5-15-16-17s, 2 x **Trash** can all 2s, **Tree** branch 5s, 3 x **Truck** brake- drive by- horn 1 to 8s, **Trumpet** 3s, 5 x **Type** ding-fast-writer-shift 1-7-8s,

“**U**” 2 x **UFO** all 2s, **Uncock** 1s, 2 x **Underwater**-scuba 3 & 13s,

“**V**” **Vacuum** cleaner 9s, **Volcano** explode 31s, 2 x **Volks** wagon horn-start 1 & 11s,

“**W**” **Wagon** 12s, 5 x **Walk**-hall-in woods-on sidewalk 6-7-22, **War** drums 17s, 2 x **Warning**- bass 2 & 3s, 5 x **Water** balloon-drop fill 1-6-7-14s, **Wave** roll in - splash 8 & 9s, **Welder** 12s, 3 x **Whip**-crack all 1s, 9 x **Whistle** blow-down-here-short-sparkle-up-wolf-while you work 1-2-3- to 8s, 3 x **Wind**- chimes 2-5-8s, **Window** slide 1s, 2 x **Which** laugh -long 3 & 6s, 4 x **Wood** chipper-click-planner-splinter 1 to 11s, **Wrapping** paper 7s

“**X**” **Xylophone** 2 seconds,  
4s, **You** got mail 4s,

**Zipper** -- **Zoom** --- **Zoom away** all 1 second.

“**Y**” **Yawn**  
“**Z**”

Some sounds I have left out as they are single pieces and less than 1 second or they did not work at all..

More on the Music and Sound Effect's next month.

You're Librarian  
Graham Sainty



# FEBRUARY MEETING NIGHT

26TH February, 2014



*Keith Peel, Barry Crispe and Lee Crispe*



*Colin Cooper, Graham Sainty and Gerry Benjamin*



*Ian Howard and Ian Scott*



*Phil Brighton, Jim Whitehead , Ron Cooper and Don Reade*



*Ruskin Spiers*



*Margaret Tulloh and Barbara Fletcher*



*Elvio Favalessa and Don Reade*



*Sam Barua and Barry Crispe*



*Phil Brighton, Ian Scott and Ruskin Spiers*



*Graham Sainty*



*Ron Cooper and Don Reade*



# ILMA CAVE TALKING ON SCREEPLAYS





## FOCUS NIGHT 12TH MARCH, 2014



*Graham Sainty and Stuart Plant*



*Beryl Stephens and Don Reade*



*Beryl Stephens*



*George Karadonian and Kent fry*



*Ruskin Spears giving advice*



*Beryl Stephens, Jim Whitehead with  
Barry and Lee Crispe*



*Ian Scott with Barry and Lee Crispe*



*Paul Szilard*



*Paul Szilard with friend*



*Elvio Favalessa  
(Our trusty treasurer)*



*Beryl Stephens and Don Reade*

President:  
Andy Doldissen

Vice President:  
Ruskin Spears

Secretary:  
Peter Frohlich

Treasurer:  
Elvio Favalessa

The Club meets on the **FOURTH WEDNESDAY** of each month (except for November & December) at 8PM at the Dougherty Centre, Victor Street, Chatswood. Tea & Coffee are available from 7PM. **FOCUS** nights, which usually cover technical subjects, are held on the **SECOND WEDNESDAY** of each month (except January & December) at 7.30PM at the Dougherty Centre, Victor Street, Chatswood.

The Committee meets on the **FIRST WEDNESDAY** of each month. Members are always welcome to attend, and for meeting time and venue, see any committee member.

Member's guests may be invited to meetings; the first visit is free, subsequent visits are \$5. New members are always welcome. Annual membership is single \$60, self and spouse \$85, Overseas and Country members \$35

Note: Equipment brought to a Club night is not covered by the Club's insurance. Members should study their household insurance and check whether their video equipment is covered away from their premises and consider whether their cover should be extended.

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<b>Membership Secretary</b>	<b>Elvio Favalessa</b>	<b>0438 980 060</b>
<b>Library Manager</b>	<b>Graham Sainty</b>	<b>0412 764 771</b>
<b>Event Organiser</b>	<b>Mike Elton</b>	<b>0401 928 994</b>
<b>Committee</b>	<b>Ilma Cave</b>	<b>0410 758 941</b>
<b>Committee</b>	<b>Kerry Gibson</b>	<b>0423 645 532</b>
<b>Committee</b>	<b>Stuart Plant</b>	<b>0412 509 25</b>

### **other roles**

<b>Presentation team</b>	<b>Phil Brighton, Ian Howard, Stuart Plant, Kerry Gibson</b>	
<b>Editor Electronic Eye</b>	<b>Margaret Tulloh</b>	<b>0403 295 063</b>
<b>Competition Manager</b>	<b>shared - Andy, Ruskin, Ilma Cave</b>	
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<b>Visitors Coordinator</b>	<b>Gerry Benjamin, Rob Nercessian</b>	
<b>Team Coordinator</b>	<b>Andy Doldissen</b>	<b>0403 838 783</b>
<b>Club Equipment Mgr</b>	<b>Andy Doldissen</b>	<b>0403 838 783</b>
<b>Catering</b>	<b>Team roster</b>	

**Please address all correspondence for Committee Action to:**  
**The Secretary,**  
**Sydney Video Makers Club,**  
**P.O. Box 1185,**  
**CHATSWOOD NSW 2057**