

ENJOYING VISUAL TECHNOLOGY

**SYDNEY VIDEO
MAKERS CLUB**



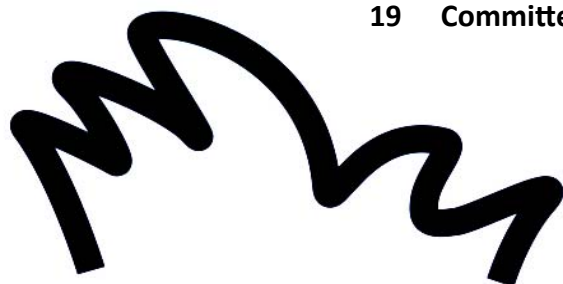
ELECTRONIC EYE

N E W S L E T T E R

OCTOBER 2015

2015

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Next Meeting

Wednesday

25th November, 2015

www.sydneyvideomakers.org.au

Presidents Message

The AGM seems like it was an age ago already but thanks again to all those who have volunteered to join - or remain on - the Committee, and of course a big thank you to Rob Nercessian for taking over the Presidential reins again. It was great to see unanimous support for the ideas he put forward and next year already looks like being a good one.

VOTY

Next week is of course the VOTY deadline and hopefully everyone who's entering is almost there! We have received 6 entries already, including a number from the other clubs for the NSW Interclub Drama, but if you're not sure about entering something please do!

I know it would really help Paul our competition manager if along with a copy of your entry on USB you could also post it to your Vimeo account and submit a Vimeo number. This makes his job of loading all the videos on to Vimeo much easier - and helps us get them all up within a few days and stay within the 5GB a week limit.

Also, please remember there's a different competition entry form used for VOTY which is on the website.

FAMM Meeting

As anyone who came to the last Focus Night will know, a group of club members took up the invitation from Wollongong Movie Makers and attended the Southern Region Combined Clubs' Meeting of FAMM.

Hosted by Wollongong Movie Makers it included members from 6 clubs (including us) and was a very well put together day. Along with a good mix of speakers, topics, and videos, it was a great opportunity to catch up with old friends, make new ones, and put faces to names who, certainly for me, have up until now only been email names.

As a social event it was excellent, as a video makers event it was excellent, and as a community and networking event it was also excellent. Tom Hunt and his team did a great job.

Without hesitation I would recommend attending the next event and our club has already been invited. I think it will be held in Nowra next May, more details will of course follow nearer the time. Whilst geographically a little further away, with a bit of planning it is something you could make a weekend of.

There's always **Trees Adventure Nowra** (treesadventure.com.au) to try if you're feeling bold. It was the backdrop to one of the videos shown at the meeting, an excellent production which absolutely followed the rule of 'show not tell' with, I think, just a single line of dialogue in the whole thing. And don't think this is just for kids, the guy who took it on in their film was certainly not 16!



At each of these meetings there's a theme and clubs make a video on that of up to 10 minutes per club. So, that could be 10 one minute videos or 2 five minute videos, etc. The theme for May is 'Finally Finished' so, thinking caps on! It's not a competition, no judging takes place, it's just a way of increasing interest and seeing different takes on the same idea. Last time I think there were about 10 clips submitted.

This weeks Club Night - Guest Speaker

Finally, do try and come to this week's Club Night, we have an external speaker who promises to be very interesting and will be talking about something close to everyone's hearts - editing and how to be better at it!

This will not be a technical 'which button do I click' session but one which focuses on the true skill of an editor - developing the narrative, keeping the audience engaged and making a lot of tough choices along the way.

I'm certainly looking forward to hearing Sally's talk, every external speaker we've had this year has been great and I'm sure this will be no different.

Hope to see you Wednesday, good luck finishing your VOTY entries in the meantime.

Cheers
Ruskin

SYDNEY VIDEO MAKERS PRESENTS

VIDEO OF THE YEAR 2015

INCLUDING THE NSW INTER-CLUB DRAMA COMPETITION

Showing at the Dougherty Centre, Chatswood: 4th December 2015, doors open at 6.00pm
more info: www.sydneymoviemakers.org.au/Voty2015

FOCUS NIGHT PHOTOS

14TH OCTOBER ,2015



Ian Scott



Stuart Plant & Rob Nercessian



Kent Fry



Paul Szilard



Ron Cooper & Jim Whitehead



Elvio Favalessa

USEFUL LINKS

Lynda.com

Excellent training for \$25 per month

Audiospanccom

Over 180,000 excellent SFX on subscription of \$59.95 per month (or \$269 a year).

DOWNLOAD LIMITS - 90 per hour, 360 per day and 720 per week, 1440 per month. Also has high-quality music (expensive).

Videocopilot.com

After Effects heaven. Huge range of plugins, effects and excellent free tutorials.

Envato.com

Thousands of tutorials on video, photography, post-production for \$15 per month.

Huge range of excellent templates, 3D models, stock footage (cheap) and much more.

Worth checking out.

Adobe.com

After Effects, *Premiere*, *Audition* and entire suite of programs that integrate with one another. Subscription is excellent value (even cheaper if you are or have a student/teacher in the household). *After Effects* includes *Synthetic Aperture*, an excellent colour grading program.

Poser (and several other programs) reasonably priced. I find *Poser* excellent for 3D modelling. Nautilus model in my video animated with *PoserPro*.

Daz3D.com

Free 3d animation program with an excellent range of very well-priced 3D models (that's how they make their money). Nautilus model in my video bought for under \$10 from there.

Reallusion.com

IC/one - 3D animation program with Kinect motion capture Worth checking out.

Crazytalk Animator - 2D animation program that is very easy to use but powerful.

Governing Australia video animated with this.

Renderosity.com

Huge range of reasonably priced 3D models.

Premiumbeat.com

Offers range of free After Effects courses.

Revisionfx.com

Twbdor - great tool for creating for slomo in post.

Blackmagicdesign.com

Davinci Resolve - excellent free colour grading software. It also now supports Magic

Lantern DNG files

Truebones.com

Thousands of motion files for use with 3D characters.

Google Earth Pro

Until recently US\$400 a year, this amazing program that can capture high-res flyovers and much more is now free at: <http://google-lationg.blogspot.com.au/2015/01/google-earth-prois-now-free.htm>

Turbosquid.com

High-quality but expensive 3D models.

Archive.org

Free public domain material. In particular go to Prelinger Archives section on this site for thousands of (mainly historic) historic video clips. Excellent resource to add another

dimension to your video.

ISkysoft.com

Excellent software to convert between video formats.

Magiclantern.fm

Home to Magic Lantern software, manuals etc. Search here for "Magic Lantern RAW" which is used to convert RAW to DNG on Windows, Mac and Linux.

Apple App Store

RawMagic (free) one of the best programs for MAC to convert ML RAW files to *CinemaDNG* for use in *After Effects*, *Davinci Resolve* etc.

You can contact me here:

Nic van Oudtshoorn, Maximedia Pty Ltd.

Email: nic@maximedia.com.au



2015 Adobe Premiere Pro CC KEYBOARD SHORTCUTS CHEAT SHEET



Playback & Navigation Keys SHORTCUTS		
Shuttle left (tap twice for faster RW)	J	J
Stop	K	K
Shuttle right (tap twice for faster FW)	L	L
Move one frame +/-	L/R Arrows	L/R Arrows
Play / Stop	Space	Space
Render	Enter	Enter
Mark In Point	I	I
Mark Out Point	O	O
Zoom In	=	=
Zoom Out	-	-
Ripple Delete Selected from Timeline	Delete	Delete

Basic Editing Keys SHORTCUTS		
Selection Tool	V	V
Razor Tool	C	C
Ripple Edit Tool	B	B
Track Select Tool	A	A
Roll Edit Tool	N	N
Zoom In/Out	Z	Z
Snap [turn on/off]	S	S
Slide Edit Tool	U	U
Rate Stretch Tool	K	K
Pen Tool	P	P
Insert & Overwrite Tool	<->	<->

Copy & Paste SHORTCUTS		
Copy	Cmd V	Ctrl V
Cut	Cmd C	Ctrl C
Paste Over	Cmd B	Ctrl B
Duplicate	Cmd A	Ctrl A
Paste Attributes	Opt-Cmd-V	Alt Ctrl V
Undo	Cmd-Z	Ctrl Z
Redo	Cmd-Shift-Z	Ctrl Shift Z
Clear In & Out	Opt-X	Alt X

Project Commands SHORTCUTS		
New Project	Cmd-0	Ctrl-0
New Sequence	Cmd-N	Ctrl-N
New Bin	Cmd-/	Ctrl-/
Import	Cmd-I	Ctrl-I
Import From Media Browser	Cmd-Opt-I	Ctrl-Alt-I
Export	Cmd-M	Ctrl-M
Save As	Cmd-Shift-S	Ctrl-Shift-S
Close Project	Cmd-Shift-W	Ctrl-Shift-W
Speed/Duration	Cmd-R	Ctrl-R
Select All	Cmd-A	Ctrl-A
Deselect All	Cmd-Shift-A	Ctrl-Shift-A

THIS WEEKS CLUB NIGHT - 28TH AT 8PM



External Speaker: Sally Moran

Secrets of a Professional Editor

At Club Night this week we have the pleasure of welcoming Sally Moran, a highly experienced editor who has worked with a range of production companies, including overseas for the BBC, and Channel 4.

Sally's experience extends across a range of genre's and, in the world of observational documentaries, includes programmes such as Bondi Rescue, Family Confidential, and The Crocodile Hunter to mention just a few.

Along with sharing some of the lessons from her experience Sally will be talking about what makes a great editor - perhaps not a simple question to answer! Sally will also share some simple tips and suggestions for anyone aspiring to improve their editing.

It promises to be a very interesting evening and will start promptly at 8pm this Wednesday, 28th October.



VOTY 2015

INCLUDING THE NSW INTER-CLUB DRAMA COMPETITION

CLOSING DATE FOR ENTRIES: 28 OCT. 2015

RUNNING TIME: 2 HOURS TICKETS INCLUDE: DRINKS & NIBBLES TICKETS: \$25

MORE INFO: WWW.SYDNEYVIDEOMAKERS.ORG.AU/VOTY2015

CHATSWOOD DOUGHERTY CENTRE - 4TH DECEMBER 2015

 SYDNEY VIDEO
MAKERS CLUB 

A stunt without the risk!

This example of an editing illusion is taken from the book *'100 Great Home Movie Techniques'* by Chris Kenworthy which is in the Club Library and is packed with 100 simple, accessible and useful ideas for all manner of things.



Leaping Across a Big Gap

A shot of someone leaping between tall buildings is a staple in popular action/adventure movies. Although it looks life-threatening, you can create this effect at home without anyone risking life or limb. By choosing your shots carefully and editing them together well, the audience will be on the edge of their seats as the scene unfolds.

While this is still not a stunt by ordinary standards, it still requires more leaping about than most scenes, so you should put safety first. Only use actors who are fit and willing to do what you ask. Everybody should be clear about what's required of them before you start shooting.



1 Characters usually leap across large gaps during chase scenes. To set up the illusion, you first need to show that there's a big gap to be crossed. Since your actor won't actually be leaping from building to building, the way to do this is to have her approach the edge, stop, and look down. This can be shot at ground level, looking over any wall.

2 The resulting shot shows the camera moving down the alleyway, and then turning suddenly toward the wall. To the audience it seems as though the camera is about to smash into the wall. Keep your lens wide to exaggerate the wall rushing up, but be careful not to actually walk into the wall.



3 The roof you use needn't be high up at all. This roof is only one story high, and is surrounded by a wall, so there is no danger to the actor. Note that the background reveals no clues to the building's true height.



4 By taking the camera even higher than the actor, you can strengthen the illusion of being high up on a roof. Although this building is at ground level, it looks like a rooftop. You'll need to keep the camera still to avoid giving away the true nature of the location. Have the actor run through the frame.



5 Set up your video camera between two bricks, pointing upwards. No tripod can take your camera low enough so this is a good way to secure it on the ground.



6 Your actor should leap directly over the camera, being careful not to clip the lens on take-off or landing.



7 This shot of the actor passing overhead can be cut into the middle of the sequence, to create the impression that she has leapt across a huge gap.



8 Shoot footage of your actor's feet leaping off and landing, and cut these images on either side of the leap.



9 For the landing, all your actor needs to do is run up and jump into frame in another location. When cut together with the run up, leaping feet, a jump through the air, and landing feet, the illusion is complete.

This idea is taken from the book *'100 Great Home Movie Techniques'* by Chris Kenworthy which is in the Club Library and is packed with 100 simple, accessible and useful ideas for all manner of things.

Take it out of the Club Library and have a look for yourself.



Field Audio

Kent R Fry
Sydney Video Makers Club

Audio is as important as pictures

- Audio is considered to be at least as important as pictures in any video;
- It is believed that audiences will tolerate poor, fuzzy or otherwise out of shape pictures;
- It is believed that audiences will NOT tolerate poor audio.

Gathering Audio in the Field

- By this I mean anywhere but in a sound stage which has a large immovable audio mixer and proper audio facilities;
- Portable equipment is required;
- That means it runs on batteries;
- That means it needs to be small and light weight.

Potential Problems of Recording Field Audio

- Distance from the audio source is the prime determinant of the quality of audio generated – the closer the better;
- All microphone recorded audio needs to be boosted from the very small microphone signal;
- The boosting circuit is called a microphone preamplifier;
- The equipment we use to record the microphone signal produces noise of its own, called the 'noise floor'.

The following outlines a hierarchy of ways in which we might mitigate these potential problems.

From Basic Audio to Professional Audio Recording

1. Audio from built in camera microphones;
2. Audio from microphones attached directly to the camera;
3. Audio from a mixer;
4. Audio from a mixer recorded on a separate audio recorder.

1. Built in Mics

- The cameras that we use, with few exceptions, have cheap microphone preamplifiers and other audio components;
- The preamps produce a relatively high noise floor;
- The microphones are generally very basic;
- When the audio is boosted or amplified so is both the low quality mic performance and the noise floor;
- The microphone on the camera is almost always too far from the audio source;
- This approach gives the lowest quality audio we can record.



2. External Mics on Camera

- The next step up in audio quality is to put a reasonable quality microphone on the camera;
- This will alter one of the three quality issues with the basic camera – it will generally improve the quality of the audio being sent to the camera from the microphone;
- It won't be any closer to the audio source;
- It won't alter the noise floor problem;
- This gives the second lowest audio quality we can generate.

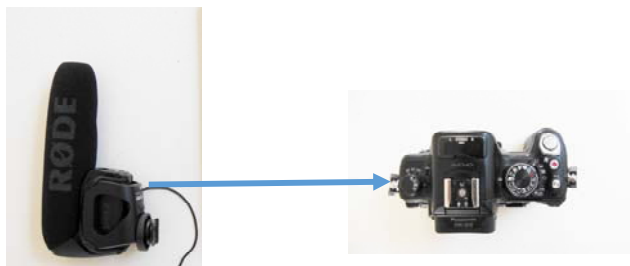


Connections 1

- Now that we have all the important audio bits, we must connect them properly;
- The audio person is responsible for monitoring the audio and ideally should monitor both the audio being mixed and the audio being recorded.
- This ensures that the recorded audio is not in some way compromised.

The following shows pictorially the hierarchy of mitigation approaches.

Connections 2 – Improve Microphone



Connections 3: Get professional mics and a mixer – get close to the sound source



Connections 4: Monitor with Headphones – make sure the audio is good



Connections 5: Get Headphone audio from the camera – make sure the recorded audio is good



Connections 6: Add an external audio recorder – reduce the noise level problem



The End

You can eliminate each of the three potential audio quality problems:

- Proximity to the sound to be recorded;
- Microphone quality;
- Noise floor;

if you want!



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

President:

Ruskin Spiers

Vice President:

Ami Levartovsky

Secretary:

Ian Scott

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 \$70, Couple/Family\$ 95, 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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