

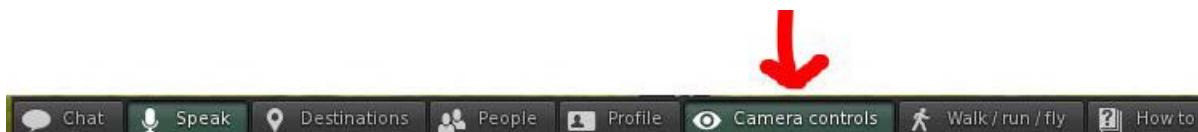
## PROJECT 2: WORKING WITH LIVE FOOTAGE

Using live footage to make a video is very similar to using still photos. Your biggest difficulty will be in getting ready to film. You will need to master the following important skills.

### SKILL 1—USING THE CAMERA CONTROLS TO SHOOT YOUR FOOTAGE

This skill is critical during this workshop since there will be far too many avatars trying to crowd around a scene. We need you to stand well away from the scenes and use your camera controls to capture the footage you want, so we don't have a bunch of extra avatars visible in the scenes.

To use the Camera Controls, click on your View button on the bottom toolbar, and use the various arrows inside the Camera Controls square that pops up to let you look around while your avatar remains motionless.



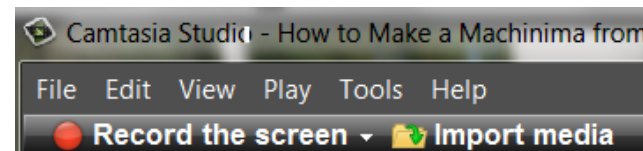
- Click on the + or - signs to zoom in or out.
- Use the arrows inside the square control to look to the right or left or up or down.
- Use the arrows in the circle control to rotate around an object.
- To get back to your normal view, simply use any keyboard arrow or your mouse to have your avatar take a step or two.



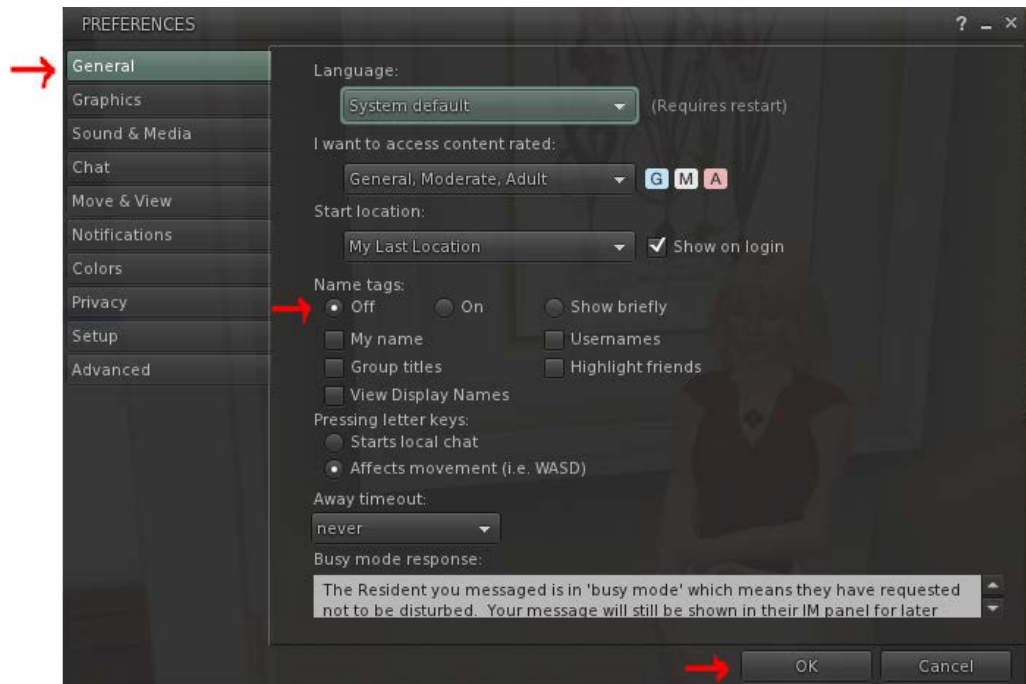
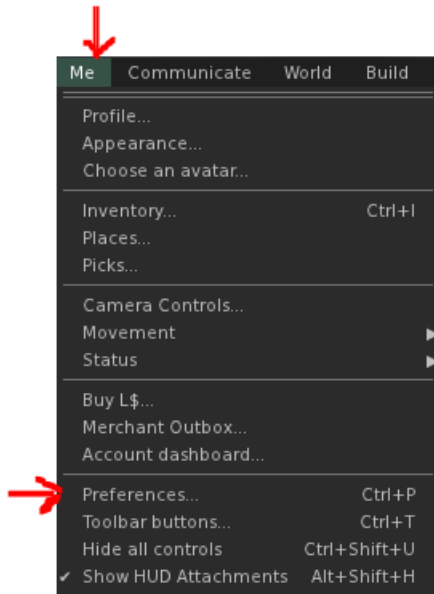
Practice using these controls until you can see, take, and wear what is in the treasure chest near this sign.

### SKILL 2—PREPARING YOUR SCREEN

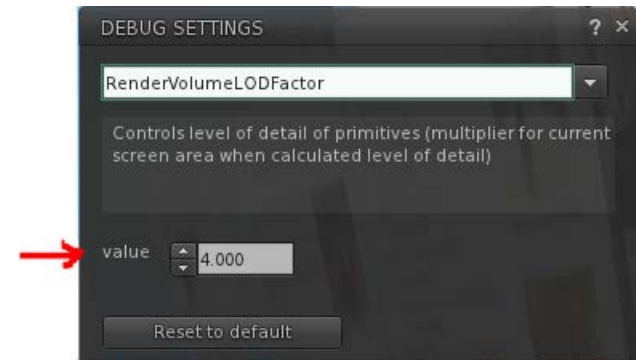
- Open Camtasia.
- Click on the red "Record the Screen" button at the top of your screen.



- **Re-size your canvas** by pulling on the canvas corners to exclude items you don't want in your final footage.
- **Turn off name tags** by:
  - Going into your Me menu
  - Clicking on Preferences
  - Clicking on the General tab.
  - Clicking in the circle in front of Off under Name Tags.
  - Clicking OK.



- **Reset your LOD factor** to improve how thoroughly all items rez.
  - Go to the Advanced menu in the top-of-the-SL-screen toolbar. (If this menu is not visible, click Ctrl-Alt-D to bring it up.)
  - Click on "Show Debug Settings."
  - Type in "RenderVolumeLODFactor."
  - Set the value to 4.000.
- Optional: Click Control + Alt + F1 to hide floating texts, menu bars, etc., from the recording screen.



## DURING THE FILMING

To decrease the amount of tedious editing you will have to do later, consider the following work pattern:

1. **Set-up** for the coming scene by finding the screenshot you want to film with your SL camera controls.
2. Press the Camtasia **“Record”** button.
3. When we have finished with a scene, click on **“Pause”** and set up for next scene.
4. When everyone is ready, click on the Camtasia **“Resume”** button.
5. **Repeat** the above steps until everything is filmed.
6. Also, remember to shoot your scenes from far enough away that you can do a lot of your zooming and panning when you are editing. Saving your zooming and panning work for when you are editing generally makes the zooming smoother and less disruptive to your work with actors.

## AFTER THE FILMING

- Be sure to **click on the “Save and Edit”** option. The filming you just did will appear in your Camtasia clip bin and on your tracks at the bottom of the Camtasia screen.

- If for some reason you have no footage or your footage has too many problems to use, we have created and posted to our Dropbox a zip file containing raw footage that you may use. To import a zipped file into Camtasia:
  - Click on the file menu in Camtasia.
  - Click on "Import Zipped Project."
  - Browse for our "Raw Footage for Practice Editing" file in our Dropbox.
  - As soon as you click on the file and it opens, it's imported.
  
- **Separate sound and video** by right clicking on your tracks to get the "Separate video and audio" option.
  
- **Cut your sound and video tracks into scene-sized pieces.** This will enable easy placement of transitions later and will also make it easier to jump to different points in the film whenever necessary.
  - Watch the video and pause it each time there is a scene change.
  - Click on the video and audio tracks.
  - Click on the split track icon.
  - Your split points don't have to be fastidiously accurate since it is easy to correct them later by pulling on one side of a clip or the other. Pulling on a clip in this way will reveal more or less of the original footage rather than stretching the faces and objects within the footage.
  
- **Delete audio and video pieces you don't want.**
  - Click on the track at the beginning of where you want to eliminate something.
  - Click on the split track icon.
  - Click on the track at the end of where you want an elimination.
  - Again click on the split track icon.
  - Then right click on the track piece you have now separated from the rest of the track, and click "Delete."
  
- **Adjust the placement of the audio track** to improve lip syncing. The quality of lip syncing varies greatly among the different virtual worlds, and you may also need to make adjustments because of the video or audio insertions and deletions you made to your tracks.
  - Click and drag your audio segments to their new positions.
  - Break the segments into even smaller pieces and pull them apart if you need to add some longer pauses.



- Alternatively right click and choose clip speed to lengthen or shorten an audio segment, but be careful because changing the speed also changes the pitch of a speaker's voice. In fact, you can use clip speed to alter a speaker's voice on purpose when you don't have enough students for all the character roles you have.
- If you occasionally don't have enough footage for a particular scene, you can either import a still photo to insert, or you can "extend" the problem clip.
  - To extend a clip, move it to a clean track so you don't alter the placement of your other clips.
  - Now move your play head to the end of the problem clip.
  - Hold your cursor over the end of the clip until a light blue bar becomes visible.
  - Right click on the blue bar and choose "Extend clip" from the menu that pops up.
  - Then replace your original clip back on its original track along with its extension.
  - The edges of the extension can be pulled to make the extension whatever size you need.
- Remember to insert **transitions, a title, credits, and music**, just as you did with the still photos machinima.
- When you add music, **fade it in and out, and lower its volume when actors are speaking** by pulling down on the light green line that is visible on the sound track when you click on the "Audio" tab in the middle of your screen.
- Also remember if you ever have trouble finding a tab, click on the "More" menu on the tab bar in the middle of your screen.
- **Extra animation** can be added to live footage, just like it can be added to still photo video tracks. So experiment with zooming in and out multiple times with your footage.

## SHOT SEQUENCE:

### 1. In Alice's garden

- a. Reading
- b. Following the white rabbit down his hole

### 2. Moving counter-clockwise around Wonderland

- a. At pill table 1
- b. At pill table 2

- c. At the caterpillar
- d. At the Cheshire cat
- e. At the cards painting the roses red
- f. At the Queen of Hearts throne
- g. In front of the menacing cards

### 3. Back in the garden

