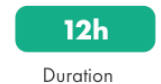


CREATE EXPLAINER VIDEOS AS SEEN ON science SKETCHES

Develop strong foundations to start creating your own amazing animated science sketches from scratch to finish and help others understand your research!

Whether you are an artist or have no drawing skills, this project-based course will teach you how to write animated science sketches, shoot, edit and broadcast them on the web.



Learning Objectives

- Communicate your ideas in images and video
- Learn animation techniques
- Write, shoot, edit and export shorts, accessible videos about scientific research

Who is This Course For?

- Beginners who want to practice while learning.

Requirements

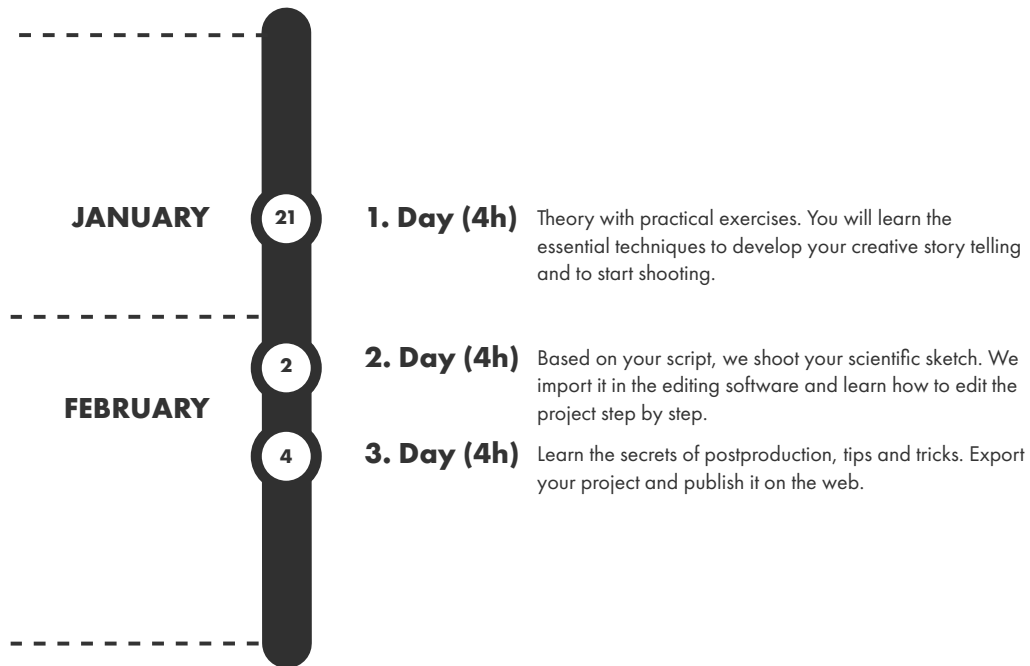
- Knowledge of the Windows or Mac environment.
- A smartphone or anything that records on video
- Davinci Resolve (you will be shown how to get this shareware in the course) NO experience with Davinci Resolve is needed.



Your instructor for this course is Hector Granero, owner of a video production company in Strasbourg. Hector is an expert in media industry with a lot of experience in filmmaking.



PLANNING



Day 1

CONTENTS

GETTING START THE PROJET

- What is a science sketch, and how does it work?
- Differences between types of explainer videos
- Essential animation techniques for beginners
- Shooting with a smartphone: lightness and speed
- Designing a science sketch that requires quick and low-budget approach
- Building a scene: writing a clear narrative structure and developing shots to deliver the message.

→ Practical exercises: writing the narrative structure of your own animated science sketch

SHOOTING

- Getting around the smartphone's integrated camera constraints: dynamic range, depth of field, sound recording, etc...
- Controlling focus and exposure: Auto and Manual Mode
- Ensuring the stability of the frame
- Accessories and gear to extend the smartphone's video capabilities: image stabilizers and external microphones

Day 2

- Setting up the surface
- Lighting your environment
- Positioning the camera
- Directing the animation

→ Practical exercises:

- Filming and recording sound with smartphones
- Shooting of the narrative structure

EDIT AND EXPORT

Day 3

- Setting up the project in Da Vinci Resolve
- Importing from the Camera Roll
- Assembling shots
- Creating a basic edit in Da Vinci Resolve
- Colour correcting
- Adding a music track and applying advance time remapping
- Mastering titles and transitions
- Taking into account the legal aspects: musical rights and right to control use of their image
- Exporting the final project
- Publishing on the web

→ Practical exercises:

- Finalise and export your project

