

Video Story Telling Workshop

BY

GIRL CHILD CONCERNS
2nd Floor, Abdullahi Yaro House,
3A Ali Akilu Road Kaduna.
Kaduna State.
Nigeria

April 17th -25th 2009

INTRODUCTION

The workshop started with an introduction of the Executive Director CFC communicating for Change Mrs. Sandra Obiabo and her staff. The Executive Director asked all participant from both Lagos KIND (Kudirat Initiative for democracy) and Kaduna GCC Girl Child Concerns to introduce themselves.

Activities

- Story Development & Scriptwriting
- Camera Operations, lighting & Sound
- Computer & Internet Appreciation
- Video & Audio Editing
- The Production Process

The workshop started with an introduction of an icebreaker by Ms. Ita Hozaiife, a professional writer who holds a degree in Theatre arts to the participants called the white socks, which is both a fun game and an avenue to get to know one another better.

STORY DEVELOPMENT AND SCRIPT WRITING

(Facilitated by Ms Ita Hozaiife)

The facilitator started her session by introducing the participants to the importance of creative writing in developing and writing scripts. Ms. Ita introduced the participants to the two types of story development namely fiction and non-fiction. She also discussed the difference between Creative writing and Script writing.

- Fiction = is an imaginative form of narrative.
- Non-fiction = is an account or representation of a subject which is presented as fact.
- Creative writing = writing that expresses the writer's thoughts and feelings in an imaginative, often unique, and poetic way.

- Script writing = an art form..

Ms. Hozaiife pointed out some important elements in a script which include:

- Writing a Synopsis -A synopsis is a short summary of your story, a brief introduction of your characters and your story.
- What your story is all about?
- Who your main Characters are and the goals they aim to achieve?
- Who your secondary characters are?
- What their roles are?
- What their relationships are?
- Who is telling the story?
- Where the story is taking place?
- What happens in the middle of your story?
- How does it connect with the beginning?

Ms. Ita asked the participants to generate story ideas from their environment and experiences and importantly create believable characters and a good writing dialogue.

CAMERA OPERATIONS, LIGHTING AND SOUND **(facilitated by Mr. Yinka Edward)**

Mr. Yinka started his session with an introduction of himself as a cinematographer . He informed the class that his session is key to the flow of the story telling/video workshop. He further divided the process into three main parts namely pre-production, production and post production.

Mr. Yinka explained to the participants that the pre production was the initial session they had which dealt with story development and how to write a script, which led to the production stage which is the shooting of the film using a camera.

What is a Camera?

Mr. Yinka defined a camera as equipment that can be used in any form. He further stated the one vice of the equipment as a means of destroying the

world and notwithstanding important as medium used in changing the world positively.

Parts of a camera

Camera consists of two main parts

- i. Body
- ii. Lens

The Body consists of

- i. LCD screen
- ii. Red button/ record button(noting most cameras come with two red buttons)
- iii. Battery
- iv. Zoom button (consists of the telephoto and wide angle
- v. View finder
- vi. Microphone (comes in different sizes and shapes)

Types of Lenses

- i. Prime lens
 - a. Wide angle lens – this type of lens opens more coverage area. Wide as the name suggests.
 - b. Standard lens
 - c. Telephoto lens – this type of lens takes tight shots/close ups. This is usually used to pass a certain message. Standard lens (50mm)

After the facilitator had described the types of lenses and body he defined a Shot as the start to the end of a record point.

Types of shots

BCU – big close up (shot above the shoulder line)

CU – close up (shot above the waist line)

MS – medium shot (shot below the waist line)

MLS – medium long shot (

LS – Long shot (wide shot)

ELS – extreme long shot (very wide shot)

OSS – over the shoulder shot (over the shoulder of one character to the shoulder of the other)

Compositions

It is the size of an image and how the image/object is positioned, e.g. mass, form, movement. Mr. Yinka also described composition as the size, placement of a pictorial element.

Compositions

- Looking room – the entire space between the frame and where the object is looking from.
- Head room – the space from the top edge of the frame to the edge or top frame of the object.

Composing the scene is the camera mans function; rearrange all the pictorial elements into a semblance order, before lighting the player or the set said Mr. Yinka. He further said because composition involves artistic taste, emotional awareness, personal likes, dislikes, experience and background to individual cameramen, strict rules cannot be applied.

Composition Balance

It is the state of equilibrium. If all forces are equal or compensate each other, they are said to be balanced.

Types of Balance

- Formal
- Informal

Formal/Symmetrical

When both sides of a composition are symmetrical or almost equal in attraction formal balance results. It is usually static, lifeless, lacking force, conflict and contrast. A formally balanced picture suggests peace, quiet, equality. A pictorial should be formally balanced because it is generally presented to convey that quality to the viewer, such a scene should be filmed almost square on, with little or no camera angling so that pictorial element on each side are similar in image size.

Informal/ Asymmetrical

When both sides of a camera are asymmetrical or different in attraction, informal balance results. It is dynamic because it presents a forceful arrangement of oppositional arrangement.

Camera Support

- i. Tripod
- ii. Dolly
- iii. Crane
- iv. Steadiom
- v. Monopod
- vi. Car mount
- vii. Jib
- viii. Fig – rig
- ix. Strain rig
- x. Cine saddle

LIGHTING

Light is a very crucial point for filming. It is used to illuminate up, to tell time, modeling and to set mood.

Key light

This light is the major source of light. It is the most important light on the set because its intensity is greater than other light on the subject. It will and should create shadows. The angle and density of the shadows serve as clue to the type and location of the presumed source. They also provide a clue to the time of the day and the nature of the source.

Fill light

It is the diffused light placed to reduce the contrast of the shadows cast by the key light. It should never be bright enough to cast its own shadow.

Diffusion

These are materials that are used to cut down the intensity of light.

Back light – Creates depth

Modeling

It separates the object from the background.

Background light

This kind of light, lights up the background. They are instruments used to light the wall of the background.

2 types of light

- i. Day light
- ii. Tungsten light

Gels – These are colored materials that change the color of the background.

COMPUTER AND INTERNET APPRECIATION

(Facilitated by Mr. Steve Sodiya)

Mr. Steve Sodiya a computer engineer, editor, director and a producer holds a HND in computer science. Mr. Sodiya started his session by introducing himself and what he would be teaching the participants.

Simply put a system means the way things are done said Mr. Sodiya. A computer, at its most basic, is a machine which can take instructions, and perform computations based on those instructions.

He further named and explained the 3 main divisions in a system.

- i. Input – this sends information to the computer
- ii. Processing
- iii. Output – this sends information out of the system

The 2 types of computer

- i. Desktop – these are stationery computers installed in a particular place.
- ii. Laptops – they are computers that can be moved around.

The two (2) components of a computer are the hardware and software.

Hardware: All the physical components of the computer these can be felt seen and touched; e.g. monitor, C.P.U., keyboard, mouse.

Software: The instructions that run a computer; e.g. word, accounting software, video editing software. These are installed in the computer. The software is the opposite of the hardware's as they can not be seen said Mr. Sodiya.

Operating System

Mr. Sodiya described an operating system as the blood of the computer. It is responsible for the management and coordination of activities and the sharing of the limited resources of the computer.

The operating system for PC are the windows XP and windows Vista while that of MAC is OS/X.

Every application that is opened are opened into a window. The first icon you need to locate is the start button.

An icon is a small pictorial representation of an object. Icons may represent a file, folder, application or device on a computer operating system. They may also be found on the desktop, toolbars and in the menus of computer application software such as Microsoft word. Icons are made more user-friendly by being very distinct from every other icon.

Monitor – It is a piece of electronic equipment which displays images generated from output.

CPU (central processing unit) – Is an electronic circuit tat can execute computer programmes.

UPS (uninterrupted power suply) – the UPS also known as battery back-up provides emergency power from a separate source when utility power is not available.

Title bar – It consists of the part of the window where the title of that window appears. It is positioned at the top of the application window.

Task bar – The task bar is used to launch and monitor applications. It is positioned at the bottom of the application window. One of its elements is the start button.

Tool bar – It is a panel on which onscreen buttons, icons, menus or other input or output elements are placed.

Menu bar – It is the region where all list of commands in a computer are housed.

What is the Internet

The Internet is a worldwide collection of computer networks, cooperating with each other to exchange information. Through telephone wires and satellite links, Internet users can share information in a variety of forms. A computer that connects to the internet can access information from a vast number of servers and other computers. Internet users can:

- i. Exchange electronic mail (E-mail) with friends and colleagues with accounts on the Internet;
- ii. Post information for others to access, and update it frequently using the WWW (world wide web);
- iii. Access multimedia information that includes sound, photographic images and even video; and
- iv. Access diverse perspectives from around the world.