

Video Projects

CTLT: DIGITAL ARTS PROJECTS

LEVEL OF DIFFICULTY: Easy to Difficult

Making a video is a multistep process. It involves using both equipment and computer programs. Each part of the process is pretty easy to learn, but creating a high quality product can be very time consuming.

TIMELINE:

The timing largely depends on your vision for the project. Leaving enough time after filming is the most consuming (and misjudged) part of process. A good rule of thumb is to allow yourself one hour for each minute of edited video (for example, a twenty minute video will likely take twenty hours to edit). Most projects will take **two to four weeks to complete, depending on the complexity of the project, and your skill level.**

- **Less than a week:** A simple, unedited movie for the web (e.g. YouTube). Allow one hour to learn to use the recording equipment available at the library circulation desk, one hour to learn to convert your footage to a usable format.
- **2 to 4 weeks:** A short (3 to 15 minute edited video) including filming a number of takes. Allow one hour to learn to use the recording equipment available, and one to three hours to learn basic editing skills. Digitizing is done in real time, meaning that if you have an hour of footage, it will take you at least an hour to digitize that footage.
- **More than 4 weeks (a long time):** A longer video (over a half hour) with a number of scenes, sound recording, and intensive editing.

Email CTLT@goucher.edu with a list of days, dates, and times you are free to schedule an appointment with a Digital Arts Specialist.

EQUIPMENT:

Choose your equipment based on your project. If you are making a YouTube video for your friends, you might not need the most advanced camera available. However, if you are making a video project for a film class, you need to make sure you have the right equipment to create a quality product. **No matter what type of project you're doing, it is highly recommended that you schedule an appointment to learn to use the hardware and software available before shooting any footage.**



- **Video Editing Software**
 - iMovie, Final Cut Pro
- **Video for Web: Mini Flip**
 - The library offers digital video cameras that are made specifically for taking simple web video—the Flip Video Camera (shown on the right). Brochures are available in the CTLT.
- **Video for DVD: Sony Handycam or Canon GL2, tripod, miniDV tape, & DVD-R**
 - The library offers a number of different cameras for you to use. The Sony Handycam or the more advanced Canon GL2 work well for most video projects. You should also borrow a tripod to mount the camera on while shooting. You will also need to purchase a miniDV tape to use in the camera and a blank DVD *minus* R (DVD-R) to put your final project on.

THE PROCESS:

Simple web project process:

1. Filming (with the mini flip)
2. Transfer to computer
3. Upload
4. Done!

Basic and more advanced video projects:

1. Filming
2. Transferring to the Computer (using a dubbing station in the library or hooking up the camera to the computer)
3. Editing (in iMovie or FinalCut Pro)
4. Putting on DVD/Web
5. Done!

Caution: Most people spend the majority of their time on the editing process; do not start editing a few days before a project or application is due!

WHERE TO GET HELP:

- **Pick up a brochure or manual:** The CTLT has great brochures on how to use the equipment and manual that covers the basics of video editing and iMovie, step by step. Pick one up in the CTLT and try it out before you start your project.
- **Have a problem with your project or need some quick tips?** Swing by the library and ask a specialist for some help (the Green Shirts) during library hours between 9am and 11pm on weekdays and some weekend hours.
- **Schedule an appointment with a specialist:** Digital Arts Specialists are available to help with any part of the video process. From learning how to use the camera, working with iMovie or Final Cut Pro, to getting your project on DVD, request an appointment by emailing CTLT@goucher.edu.