

Final Critique: School of Fish

Wendy, Lamiss, Payton, Avery

Links for Videos:

Final edit (after crit) <https://youtu.be/Tb-39Cy-8dk>

March 30th (edit 4) <https://www.youtube.com/watch?v=n5FAQwqq6h0>

March 30 (edit3) <https://youtu.be/n5FAQwqq6h0>

March 29 (edit2):https://www.youtube.com/watch?v=baCVUG__t9Y

March 28th (edit1): <https://www.youtube.com/watch?v=CmQEk4oawow&t=15s>

Group Artist Statement:

(250 word group artist statement) (lead by Payton)

“School of Fish” is an experimental TV episode that dives into an investigation of climate change and the corresponding effects on aquatic species. The show’s host, Coral, leads the audience through this investigation and grounds the storyline by appearing throughout the segments as an endangered coral species. The format of the show is inspired by children’s TV programs like Lido TV, Sesame Street, and SpongeBob SquarePants; However, the content is intended for all ages and has been made accessible for all knowledge levels. Throughout the various segments, the creators prompt the audience to learn about, reflect on and imagine solutions to topics regarding human-earth interactions. By examining several aspects of human-earth interactions, such as science-based conversations, everyday plastic usage, navigating climate anxiety and effects of fast fashion, “School of Fish” addresses climate change through a multifaceted approach. The TV episode ends on a sombre note, the beloved host Coral succumbs to the consequences of climate change. While this tone shift may seem jarring, it was necessary to convey the reality of the situation and prompt the audience to continue reflecting long after the show concludes. “School of Fish” offers a look into the challenges aquatic species are facing while motivating the audience to

continue their own climate-related investigations. We are all a part of the problem, and therefore we must all be part of the solution.”

Describe Post Production Work

Wendy

What Was Learned

I appreciate how much we built on the editing skills learned in Experimental 1, from learning how to: edit a green screen, use the analogue camera, create video collages, add sparkles for transitions, compose digital music, and produce animations with Procreate Dreams.

What Was Successful

I feel fortunate to have had the opportunity to work with my TV show group. Because we were able to brainstorm and collaborate together, collectively our ideas were stronger, more creative, and cohesive. Often when we were together, we would continue to build off each other’s thoughts, and this continued into the post-production stage. In my own post-production editing, I was pleased with the sound of the voices, particularly in the interview that was conducted with George and Otis. In addition, I felt that the timing was good for the introductions of the show and the book. Through my own experience working with children, shorter segments are more engaging. In addition, I was pleased with the visuals in Chats with Coral. There were some areas of the animation where characters spoke for longer periods of time. To make these sections more interesting, I incorporated feedback from my own group members and from the second crit, adding bubbles, moving characters when they spoke, and including visuals that correlated to what the characters were talking about. Finally, the final edit choices were successful in having a good flow among segments. Additional bubbles and sparkles helped with flow and consistency with transitions.

Challenges

It took me a little longer to become familiar with Procreate Dreams and the Da Vinci Resolve editing tools. I greatly appreciate the extra time that was offered by Nathan outside of class for review. Sometimes I also looked up YouTube videos and asked for assistance from other students. One suggestion might be to offer links to editing videos in a resource supplement on CourseLink. Another possibility would be to create videos while teaching this so students could go back and review the information learned in class.

Lamiss

What was learned

When editing this segment, I learned many things. Thanks to Nathan's help, I was able to transform the green screen in the background into a child-like underwater fantasy. I also learned the importance of good production/ shooting. Due to non-constant monitoring of the camera, many clips that I thought were saved were actually never taken because the camera turned off. If I had been more focused on the camera, it would have saved me a lot of time mixing and matching clips together. I also learned how to tune out fabric noises and background sounds, which was something I was really nervous about.

What was successful

Overall, I think the whole segment was successful. I think the fashion segment has some humour and fun aspects, but also speaks about marine life decline without causing the viewer much distress. I also found that the background that was used for this segment turned out to be better than expected, after losing take of where I placed the first background image. The second background speaks about underwater life, but also has a childlike feel to it, so I'm kind of glad I lost the first one. I also found that the countdown and red carpet were more entertaining and successful than I thought. It was funny to watch, and I hope our viewers find it just as funny as we did. And most importantly, our group communication skills were amazing during post-production. Most of us didn't know each other before this assignment, but through constant communication and transparency, we were able to overcome most of our obstacles.

Challenges

As expected, when working on long-term projects, there were many bumps on the road. Specifically, we had a difficult time arranging the segments in an order that naturally follows. This led to the making of versions of the video. For the fashion segment, I had a hard time getting rid of the green outlines on both characters. This led me to redo the 3D keying multiple times, which was time-consuming. Furthermore, due to my injury, I had to step back from the things that I wanted to contribute to, which was mentally hard for me to do. And lastly, I had a hard time trying to have both the characters speak at the same volume. Unfortunately, because both characters were in one audio track, I couldn't find a way to divide the voices, so I had to accept that that was all I could do with the time that I had given myself.

Payton

What was learned:

During the production process I learned how important it is to remain adaptable. At first I had hoped for multiple interviewees, however, I quickly realized availability and willingness to participate was few and far between. This meant I had re-imagine the segment. Overall I think having one interviewee actually

strengthened the segment. The ideas became super clear and concise, for children's programs that straight-forward messaging is actually ideal.

Successes:

I think overall the experimentation with mediums I had not used before (i.e. animation in procreate, and moving collage) were super successful. I also think the concept itself was a success. By starting with a strong concept (i.e. Kids show about climate change and underwater themes) we had a clear sense of direction and stuck with it, it also made for a cohesive end product even though some segments were produced individually or with fewer groupmates.

Challenges:

A challenge I faced was letting go when things did not go as planned. Originally I had hoped to have two camera angles for the interview scene. After realizing one angle was not sufficiently executed I had to come to terms with cutting it completely. At first I struggled to accept the mishap but learned that accepting it and moving on would be much more productive than dwelling in the defeat. As someone who navigates anxiety, group work was also challenging at times. I lucked out with an amazing group but, still, I had days when I was not sure if I could socialize. Getting through my low moments and still being a team player reassured me that even though it is a challenge I am more than capable of working through my anxiety and producing good quality work.

Avery

What Was Learned

I learned so much about editing and post-production, over the semester I have become so much more comfortable and confident editing videos. I feel like I have finally got to place where I was able to execute things intentionally and describe what I was doing -not just creating fun stuff by accident.

Successes:

Its complete!!! But also we combined so different styles, mediums, and materials while also executing and following the same theme. We used different types of animation, greenscreens, and ways of creating in order to mimic what would happen underwater. I had a success with the green screen and playing around with effects. I was able to great a sequence "*Ocean Transition*" entirely on the computer and just messing around with layers and the 3d keyer effect. This is something was expecting to have so much fun doing, and that was a success. Another success was watching our group come together and learn each other's strengths. During production Lamiss would work on the Camera and Payton worked on the Audio, Wendy was the star, Coral, and I took the lead on post production!. We definitely had challenges, but also many successes.

Challenges:

Managing expectations and trying to create something that meets everyone's needs, while also being able to do and create anything. This project is really ambitious and there were a lot of days where it definitely felt very hard. Even though everyone in this group is exceptionally collaborative and willing to help each other and support everyone's ideas, it was still challenging. We didn't know each other (well), we all have different styles of working, different strengths, and passions! Which in the end is entirely responsible for the success and fun of the final movie, but it was also a social project learning each other and how to work with them, while also working with yourself and trying to create something individually you are proud of.

Stills from each segment

Intro Title Sequence/Dance scene



Production by Payton, Wendy, Lamiss and Avery
Edited by Payton, bubbles added by Wendy

Introduction to Show



Produced by Wendy and Megan

Edited by Wendy

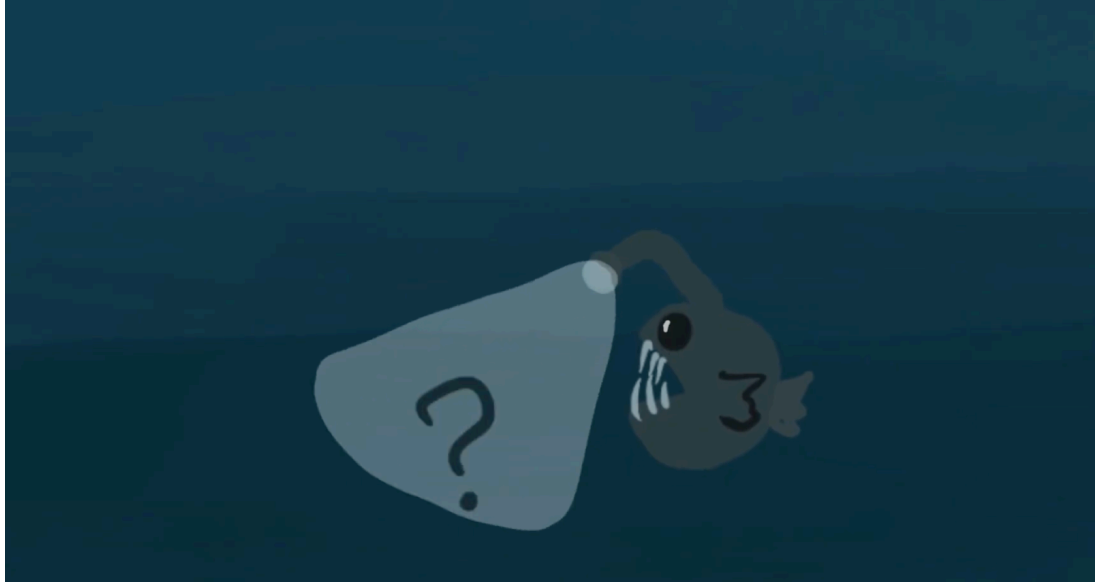
Moving collage transition



Produced and edited by Payton

Tiger animation and sparkles by Wendy

Animation Transition to Interview



Produced and edited by Payton

Deep Dive with Angler Fish



Produced and Edited by Payton, with guest feature=Nour Kashlan as Expert

Ocean Transition:



Production= Avery
Editing= Avery

Introduction to Book Segment



Produced by Wendy and Megan
Edited by Wendy

ASMR Book Segment



Production= Avery
Editing= Avery

Transition Clips



Production and edited by Payton / Tiger & fish animation elements by Wendy
Editing by Payton and final sequencing by Avery

Chats With Coral



Produced and Edited by Wendy
Theme Song for *Chats with Coral* created by Wendy

Meditation



Produced by Wendy, Lamiss, Payton, and Avery
Edited by Wendy

Fashion Segments



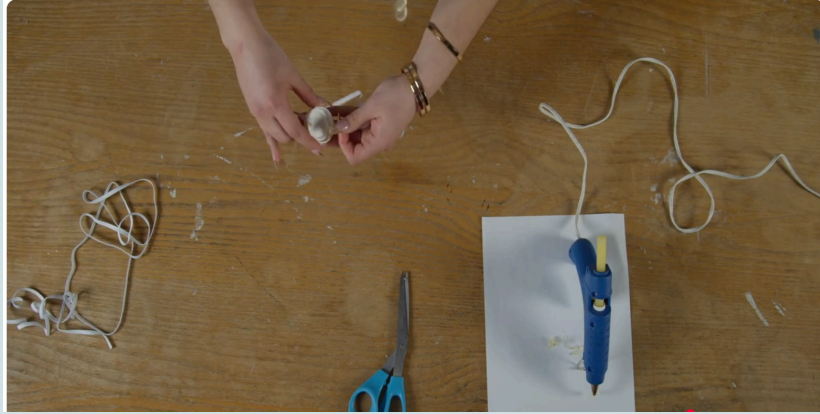
Production: Wendy and Lamiss
Editing: Lamiss

Disclaimer



Production: Lamiss and Wendy
Edit: Lamiss

Craft Time



Production: Lamiss and Wendy

Edit: Lamiss

Red Carpet Moment



Production: Lamiss and Wendy

Edit: Lamiss and Avery

Breaking news



Production = Wendy, Avery, Lamiss, Payton

Editing= Avery

Memorial and Credits



Production = Wendy, Avery, Lamiss, Payton

Editing= Avery

Final Editing of All Sections: Collaborative effort of all group members