

# Storytelling and Moviemaking Tips

**Jim Galdos**

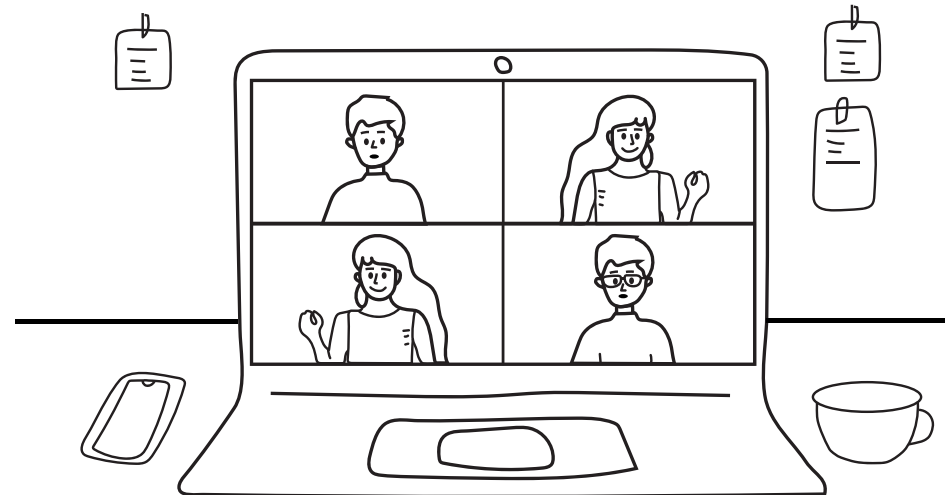
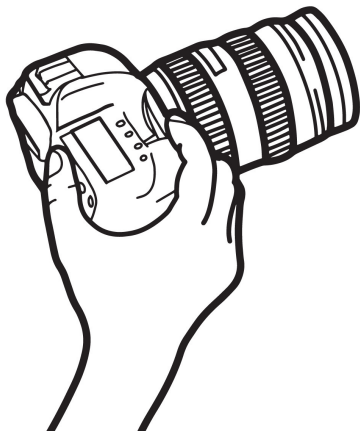
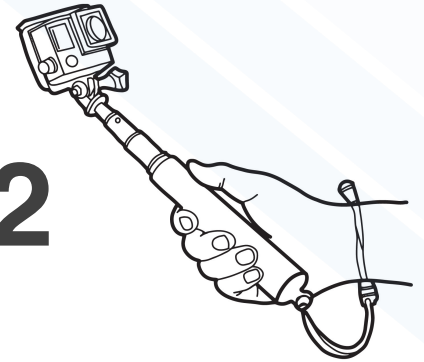
Videographer and Editor

# Filmmaking Process

- Take stock of existing visual and audio materials.
- Script.
- Create new audiovisual content.
- Import new and old audiovisual content in editing software.
- Edit.
- Add NSF disclaimer because you have to.

# Making a Movie in 2022

- Some challenges but also new possibilities
- Focus on storytelling
- Creative techniques
- A few technical tips



# Scripting

- Everyone can do it.
- Scripting process not hurt by COVID!
- Start a shared pre-production document.
- Helpful even for non-scripted content.



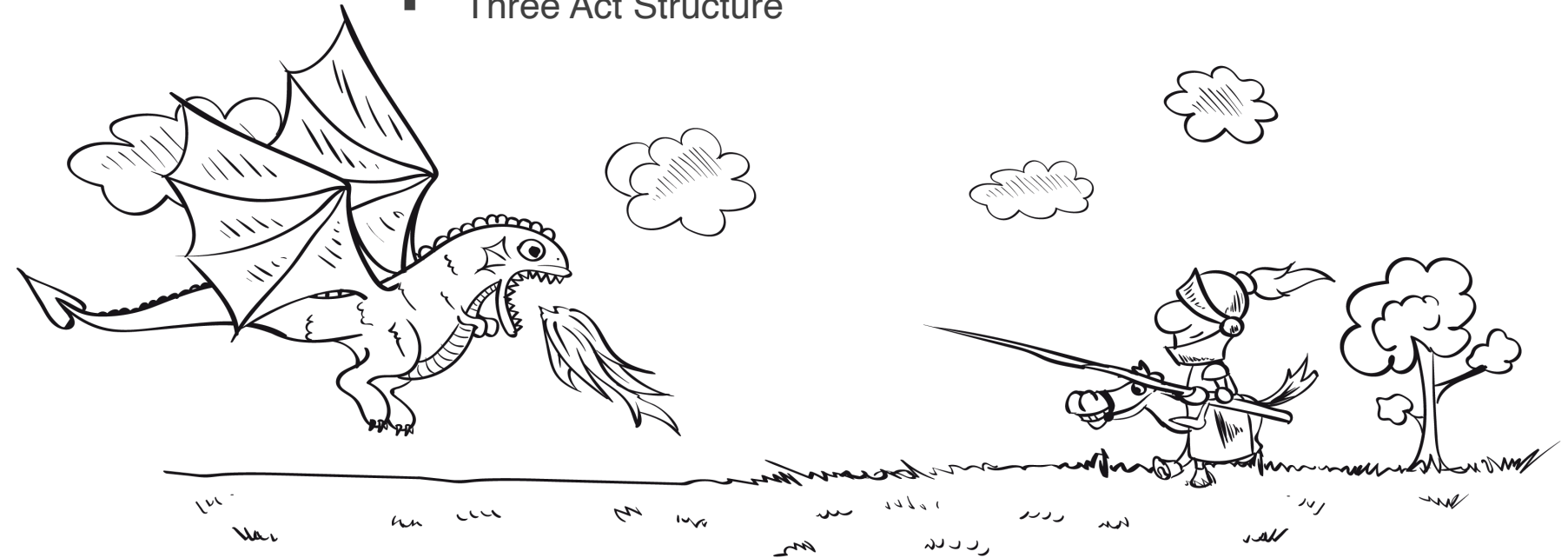


# Audience and Emotion

- Who is the audience?
- What emotions do I want the audience to feel during and at the end of the movie?
- What emotional content do I have or can I get?

# What's in a story?

- Only you can tell it.
- Should have a beginning, middle, and end.
- Why is this interesting? Unique? Important?
- Simple: 3-5 main ideas per movie
- Causal relationships between ideas
- Three Act Structure



# Three Act Structure



## Act 1

Get us interested: provoke, raise questions, show something unexpected, create a sense of mystery,



## Act 2

The “meat” of the story. Describe your intervention, begins to answer questions raised in Act 1.



## Act 3

Emotional climax and resolution. Conclude with call to action, look to the future, or a summary.

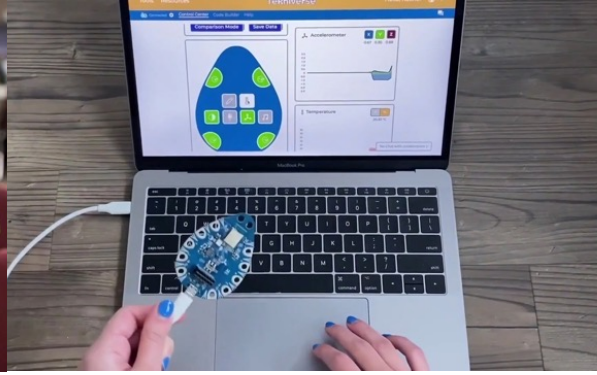
# Final Story Tips

- Summarizing a project in a concise and interesting way is not easy.
- Casting: audience sees passion and confidence.
- Don't spend time describing what you can show.
- Record yourself telling your story to someone else.



# Production Techniques





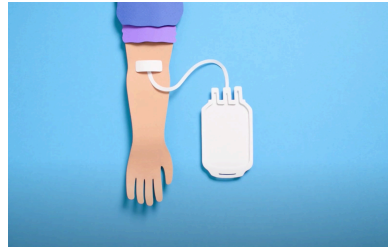
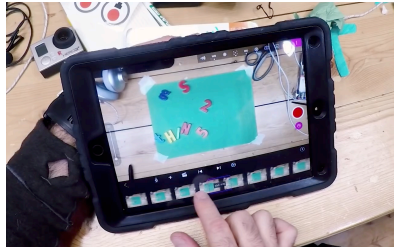
# How do we show this?

- More than PowerPoint.
- B-roll is not secondary.
- Can be done with short clips.

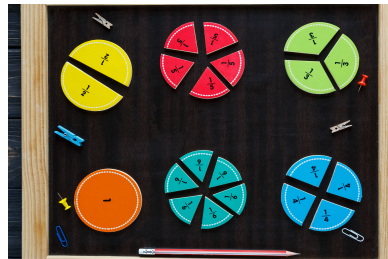


# Creative Techniques

**Stop motion animation:** Stop Motion Studio App



**Drawing, animate cutouts:** Chalk on blackboard, construction paper, Doodly.com

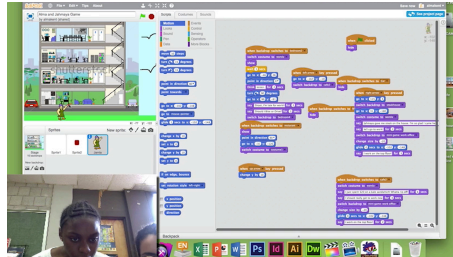


**Stock photo and video:** Shutterstock, Pexels, WikiCommons, Unsplash, Pixabay

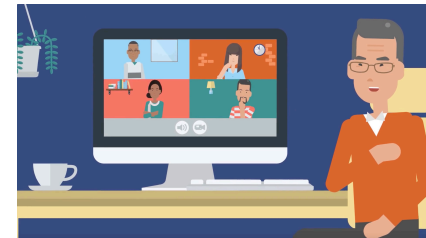
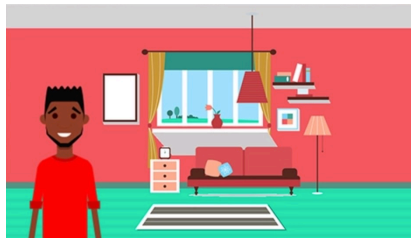


# Creative Techniques

**Screen capture:** QuickTime, Screencastify, Camtasia



**Animation:** Vyond, Toonly



**Props or demonstrations:** Cooking show or recipe style, tabletop demonstrations



# Improving Sound

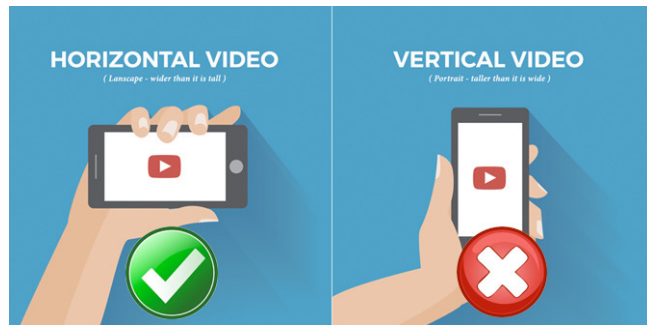
- Most important technical aspect
- Eyes can tolerate a lot, ears no
- Get the mic closer: 1-3ft
- Choose location prioritizing sound
- Eliminate background noise
- Use headphones



# Filming Tips

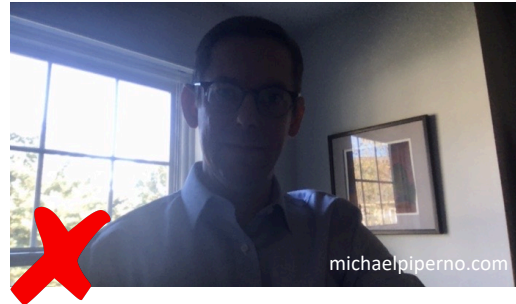
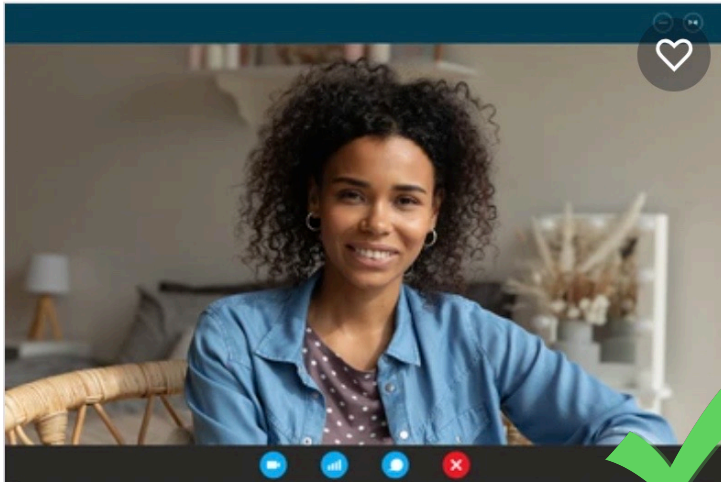
- Get a variety of distances and angles
- Keep rolling
- Passion and confidence is what we see
- Phones – use horizontally
- Square Jellyfish mount for phones – need stand/tripod

# Remote Recording



- On phone: horizontal not vertical
- On a Mac: QuickTime > New Movie Recording
- On a PC: Camera application
- Remote capture: StreamYard, Riverside.fm, Zancast

# Filming Interviews and Testimonials

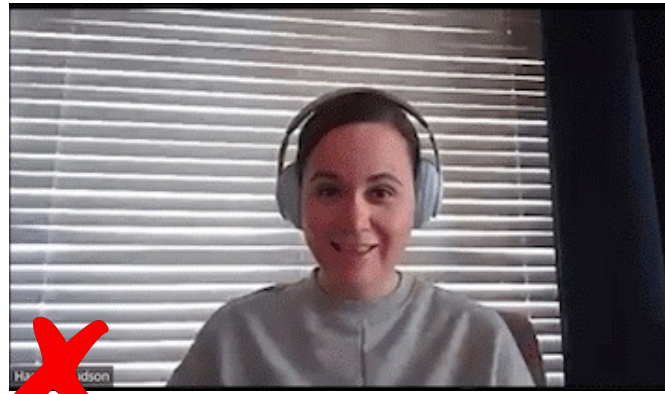
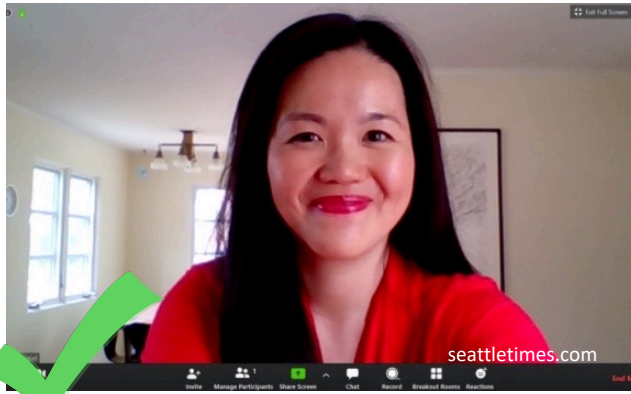


- Camera roughly at eye-level
- No big light source behind you
- Soft light in front of you or at 45 degrees
  - 6ft back from a window
  - A shaded lamp



# Filming Interviews and Testimonials

## Head Room



Also look out for

- Glare in glasses
- Too much reading
- Look into lens

# Editing

- Apple iMovie
- Windows: Video Editor (Windows 11), Photos (Windows 10), Movie Maker
- Also: Shotcut, Openshot, Camtasia
- Same concept: import, timeline, drag and assemble
- Google and YouTube for pretty much anything
- Save versions and backup to multiple drives



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Create New



# Questions