Storytime Videography Challenge

- Process
  - Pre-Production
    - Define Story
    - Define Core-Message
    - Define rough structure
      - Beginning
      - Middle
      - End
    - Find people that support/tell story
    - Find space to film
    - Draw storyboard
      - Composition
      - Objects movements
      - Cameras movements
      - Transitions?
      - Settings...?
      - Switch up perspectives
      - Pacing
    - Find music to support the mood
  - Production
    - Check equipment
      - Sound
      - Light & Exposure
      - Storage & Battery
      - Camera Settings
    - Follow the plan
    - Leave the plan, where it makes sense
    - Take your time
    - Secure all data
    - Review everything
    - Encourage people you work with
    - Think of / make a Thumbnail
    - Shoot some more (angles, B-Roll)
  - Post-Production
    - Project-Structure
      - Import and save all data
      - Add all clips to sequence
      - Shorten all clips to minimum
      - Make sections of clips for parts of the story (beginning - middle (breakfast - travel - meet people - go to sleep) - end)
    - Find music matching the mood
    - Add titles (or placeholders)
    - Cut to the music (and use speed ramps where applicable)
    - Add transitions matching music
    - Color Grade
      - Color grade clips to Rec709 (exposure, contrast, saturation)
      - Color grade clips to "normal" (Exposure, Contrast, Saturation)
      - Color grade sections for a look / mood
    - Optional: Throw away most of the stuff, start over with a fresh view
    - Optional: Add other/new clips (material you need and shoot now)
    - Optional: Color grade new material matching the rest
    - Optimize Audio
      - Level out all audio
      - Auto-ducking
      - Sound Effects SFX
      - Optimize according to mood, story, perceived environment
    - Export
    - Final Quality Assurance
    - Finalize Thumbnail
    - Write description
      - Tags
      - Description
      - Affiliate Links
      - Credits / Licenses
- Hardware
  - Camera
    - Aperture
    - Exposure
      - Rule of 500
      - ND Filter
    - Video Settings
      - S-LOG
      - HSL
    - Mode A/P/S/M
      - S-Gamut
    - Sensor
      - Full-Frame
      - APS-C
      - Mediumformat
    - Resolution
    - Framerate
    - SD-Card
  - Lenses
    - Focal Length
      - Prime vs. Zoom
      - Wide-angle
      - Tele
    - Aperture
    - Filters
    - Lenses for Videography
      - Autofocus Noise? Ultrasonic?
  - Microphone
    - Links
      - https://www.thomann.de/de/onlineexpert_page_live_gesangsmikrofone_bauformen.html
      - https://ledgernote.com/columns/studio-recording/condenser-vs-dynamic-mics-10-myths-busted/
    - Build
      - Condense
        - XLR / Phantom-Power
      - Dynamic Mic
        - https://www.electronics-notes.com/images/microphone-dynamic-moving-coil-construction-01.svg
        - https://www.neumann.com/homestudio/en/what-is-a-dynamic-microphone
      - Ribbon Mic
        - http://cdn.recordinghacks.com/images/blog/2008/medium-ribbon.jpg
    - Direction
      - Cardioid / Supercardioid
      - Omni / Globe
      - 8
    - Mount
      - Lavalier
      - Boom on Pole for Interviews
      - Shotgun outdoors
  - Stabilizer / Gimbal
  - Lighting
    - For Talking Head
    - For Background
    - Outside / Night
  - Drone
  - Underwater
    - Natural light
    - Artificial light
    - Cameras
      - Action Cam
      - Housing & Pro
- Software
  - Cut
    - Adobe Premiere
    - Avidemux
    - DaVinci Resolve
    - Final Cut Pro
  - Edit Visual Effects VFX
    - Adobe After Effects
    - Blender www.blender.org
    - https://natrongithub.github.io/
  - Edit Sound Effects SFX
    - Adobe Audition
    - Audacity
    - Antares Autotune
    - More: https://zapier.com/blog/best-audio-editor/
  - Sources for video and sound
  - Publishing platforms
    - Comparison: https://www.ionos.de/digitalguide/online-marketing/social-media/youtube-alternativen-die-besten-portale-im-ueberblick/
    - YouTube
    - Vimeo
    - Twitch
    - Dailymotion
    - Metacafe
- Other Topics
  - How to handle different environments
    - Night
    - City
    - Harsh Daylight
  - 4th wall / film philiosophy
- Other skills
  - Interpersonal
  - Organization
  - Entrepreneural thinking
  - Motivation
  - Inspiration
  - (Self-)Presentation