

FACTOID

FROM OFF
THE INTERNET

Qual: Level 2 Diploma in Creative Media Production & Technology

Start date:

WEDNESDAY 6th

JULY 2022

Deadline:

MONDAY 5th

SEPTEMBER 2022

This project is to help you learn the four key assessment areas for the creative media course:

Research & Ideas: Exploring the topic or theme of the project and finding information and inspiration to help you generate and develop ideas

Planning & Production: Visualising your aims using sketches, storyboards, scripts and mock-ups. Organising your time and the resources you need to create your final piece of work

Practical skills & Presentation: Using relevant equipment, software and techniques to create your final piece so it is ready to present to others

Evaluation & Reflection: looking back at the project to weigh up how well you achieved your aims, the skills you have developed and how you could improve in the future

The brief

Research factoids and use what you discover to create a story around it. From your story, develop one of the following projects and present your work to the group.

You may present your final piece of work as:

- A poster for a film or game
- A short film or animation
- A live action or animated trailer for a film or game
- A comic / graphic storyboard
- Concept artwork for a film or game
- A podcast or audio-based drama

Any moving image work must be in MP4 format

Any audio work must be in MP3 or WAV format

Graphics / Illustration must be either JPEG or PNG format

WAYS TO RECORD YOUR WORK (USE ALTERNATIVES IF YOU PREFER)

- Word / PowerPoint / Pages / Keynote / Canva
- Wix website (free after sign-up) at [wix.com](https://www.wix.com)
- On paper / Sketchbook

What's a 'factoid'?

A factoid is a bit of information that is often repeated or represented as a fact, but is actually untrue. Some examples of factoids:

The memory of a goldfish is just three seconds long.

If you drop a penny from the Empire State Building and it hits someone on the head, they will be killed.

Walt Disney has been cryogenically frozen so he can be brought back to life in the future.

The Great Wall of China is the only man-made object that can be seen from the moon.

You can find lots of factoids on the internet as well as websites that debunk commonly held beliefs. snopes.com is a popular fact-checking website that allows you to check the veracity of all sorts of things.

Research

Carry out some research by looking for factoids.
Are there any that grab your attention?
Would any of them make a good starting point for a story?

Record your research by using the following methods:

Screenshots or images from your computer / device

Written notes about the factoids you find interesting

Links to the websites or videos you investigate

You might find you get ideas about stories as you're researching. When you do, jot them down so you can think about them more later. If you don't jot down a reminder, you'll forget.

Ideas

Hopefully you have lots of ideas and have been jotting them down.

One way of developing your ideas is to brainstorm or use a spider diagram. Develop your story idea by thinking about the following aspects. Think about them in any order as it will give you different ideas.

PLOT

The overall story

How does it start?

What are the important events?

How does it end?

SETTING

The time and place

Where is the story set?

What time period?

Is it on Earth or elsewhere?

CHARACTERS

Heroes / Villains

Friends / Enemies

Backstory

Personal journey

Visit <https://www.mindmup.com> and choose 'Create a free map' to get cracking with your ideas. Save your mind-map as a pdf or an image at the end. You could also do it on paper.

Planning & Production

Once you have decided upon your story,

Write it down!

If you don't feel like writing the whole thing, just bullet point the plot.

Then you need to decide how you are going to present it.

Whichever brief you decide to go for, use the guide below to help you create the right sort of planning materials.

MOVING IMAGE (FILM or ANIMATION / TRAILER)

Create a storyboard that visualises what the viewer will see and hear. Look here at some examples of storyboards: <https://www.studiobinder.com/blog/storyboard-examples-film/>

ILLUSTRATION (COMIC or CONCEPT ART)

Create some sketches or simple drawings of what the characters, environments and objects from your story will look like. Try out different options before you decide which you will use for the final piece. For a comic, think about the panel layout too.

Check out some examples of comics and concept art online for inspiration.

GRAPHICS (POSTER)

Sketch out the different elements that need to go onto your poster e.g. logo, title, images, decoration. Explore different layouts by combining the elements in different ways.

Check out some great poster design tips here:

<https://designshack.net/articles/inspiration/10-tips-for-perfect-poster-design/>

Planning & Production

Plan your time and resources using a simple table similar to the example (for making a short film) shown below. Add as many rows to your table as you need.

Include the tasks you will need to complete for your planning and production.

DATE	TASK	RESOURCES	COMPLETE
10th August	Draw storyboard and add audio notes	Paper; pencil	
11th August	Gather equipment and props Arrange times with actors	Phone camera; toy alligator; fake blood; 2 actors; costumes	
15th August	Filming in bathroom	1 actor; Bath (plughole)	
17th August	Filming a drain in street	2 actors; toy alligator;	
20th August	Filming alligator coming out of sewer (use a pipe with water)	Toy alligator; Torch	
20th August	Filming alligator attack	Toy alligator; 2 actors; fake blood	
21st August	Gather sound effects from soundbible.com and BBC sound effects archive	Gurgling; Reptilian growl; Screams Water running / dripping; Roars	
27th August	Edit video sequence	Video editing software e.g. Adobe Rush / Da Vinci / Sony Vegas	
28th August	Add sound effects and music	Video editing software (as above)	
28th August	Export video to mp4	Video editing software (as above)	

Practical Skills & Presentation

Use practical skills to produce your final piece of work. There are many apps and software applications you could use.

If you have a smartphone you can probably get something free from your app store. If you have a computer, take a look online.

Some good free options are:

VIDEO EDITING

COMPUTER: Da Vinci Resolve (Free download)

<https://www.blackmagicdesign.com/products/davinciresolve/>

APP: Adobe Premiere Rush (requires sign up)

GRAPHICS / ILLUSTRATION

COMPUTER: Krita (Free download) krita.org

APP: Sketchbook

ANIMATION

COMPUTER: Clip Studio Paint (Free trial) www.clipstudio.net

APP: Flip-A-Clip

AUDIO

COMPUTER: GarageBand (Mac) / www.audiotoolset.com

APP: GarageBand (iOS) / Lexis Audio Editor

To present your work, save your final piece in one of the following ways:

VIDEO/ANIMATION:
MP4

GRAPHICS/ILLUSTRATION:
JPEG or PNG

AUDIO:
MP3 or WAV

Evaluation & Reflection

Now that you have finished your final piece, look back over the project and reflect on what you have learnt.

Answer the following questions in as much detail as you can:

How did the research you carried out help you to come up with a good idea?
Looking back, how would you improve your research stage?

Why did you choose your idea?
Would you choose a different idea looking back? Why or why not?

Do you think your planning was organised and showed what you aimed to achieve?
How would you improve your planning if you were to do it again?

What practical skills did you use to make your final piece?
Did you learn any new skills or software to make your final piece?

What challenges or difficulties did you have during your project?

Are you happy with what you made? Why or why not?
What would you do differently if you were to do it again?

Are there any other skills you would like to learn in future?

Deadline

Monday 5th September 2022

*All work for this project must be
presented to your tutor in an
appropriate format*