

The background features a series of concentric circles in light gray, some solid and some dashed, creating a ripple effect. A large red speech bubble is centered on the page, containing the title and authors.

Music Video Pre-production PowerPoint

By Jacob, Daniel, Charlie and Ollie

MOODBOARD FOR MUSIC VIDEO



Music Video Synopsis (The Adults Are Talking):

A group of male teenagers go out for a night around the city, drinking and having fun. Group sizes will depend on the number of people we can get involved in front of the camera. They progressively get more and more drunk, resulting in more over-the-top behaviour and escalating an encounter with another separate group into a fight. The song will be used to undersell the drama of the fight occurring. Our leads will lose the fight yet pick themselves up and salvage what's left of the evening in a more mellowed final few shots.

- **Scheduling**
- **Schedule info here – (Ollie Producer)**
- **We plan to start filming within the next few weeks (10/11/22)**
- **Available Days: Monday, Tuesday, Wednesday, Sunday**
- **Days-**
- **17th Nov- Scouting and Sorting Lighting**
- **18th Nov- Begin Filming**
- **20th Nov- Filming Fight Scene**
- **22nd Nov- Reshoots**

Roles of Cast and Crew

- Roles-
- Director- Jacob Jempson
- Creative Producers- Charlie Clark and Ollie Godfrey
- Editor- Daniel Hyde
- Camera Operators- Jacob Jempson, Daniel Hyde
- Actors- Charlie Clark, Ollie Godfrey
- We may also ask some extra people to help as actors.
Either people from our class or friends.
- Extra People-
- Callum Mcfarlane (Actor)
- Will Mcdonald (Actor)
- James Flannery (Actor)

PROJECT NAME: TThe Adults Are Talking
NAME(S) OF THE PRODUCERS: Ollie Godfrey, Charlie Clark



SHOT: Close-ups
ACTION: 4 separate shots of our separate characters doing a different action to get ready for the night
CAMERA MOVEMENT: Still
LOCATION/SCENE Indoors



SHOT: Medium/far shot
ACTION: Characters meeting
CAMERA MOVEMENT: Still
LOCATION/SCENE Streets



SHOT: Close-ups - Placed throughout
ACTION: Character mouthing lyrics, sometimes stood calm and still and other times moving around and drunk
CAMERA MOVEMENT: Still
LOCATION/SCENE Outdoor, various



SHOT: POV
ACTION: Light reflects off surfaces and glides around the screen - a POV of our of our group's drunken sight
CAMERA MOVEMENT: Frantic, slow, blurred
LOCATION/SCENE Streets



SHOT: Far shot
ACTION: Characters walk toward a stationary camera with cuts bringing them closer and closer much faster
CAMERA MOVEMENT: Still
LOCATION/SCENE Underpass



SHOT: Close-ups - Placed throughout
ACTION: View of our characters' eyes from up close, showing the lack of detail they currently observe - during fight?
CAMERA MOVEMENT: Still
LOCATION/SCENE Outdoor, various



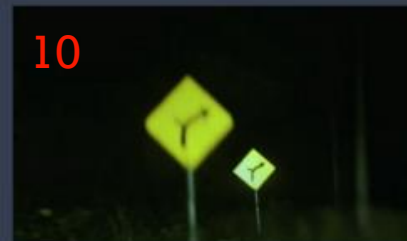
SHOT: Low angle - Placed throughout
ACTION: Drunken dancing - slowed
CAMERA MOVEMENT: Unsteady, handheld
LOCATION/SCENE Streets



SHOT: Close-up/medium shot - can be throughout
ACTION: Individual characters/whole group drink from bottles
CAMERA MOVEMENT: Still/lightly shaky/push-in
LOCATION/SCENE Indoors/outdoors/streets



SHOT: Full Shot
ACTION: Group travelling
CAMERA MOVEMENT: Still/lightly shaky
LOCATION/SCENE Between underpass



SHOT: POV/medium shot - placed throughout
ACTION: Showing the altered view of someone being drunk
CAMERA MOVEMENT: Shaky, high opacity layer over
LOCATION/SCENE Streets



SHOT: Medium shot, angle changes (low/normal)
ACTION: Our groups bump into each other, fight ensues with quick cuts between actions
CAMERA MOVEMENT: Shaky, moves with action
LOCATION/SCENE Streets/alleyway



SHOT: Close/medium low/normal angle
ACTION: One person spins and throws other into wall/bin
CAMERA MOVEMENT: Shaky, moves with action
LOCATION/SCENE Streets/alleyway



SHOT: Close-up/medium
ACTION: Miscellaneous shots of punches/kicks/etc, little anticipation or aftermath shown due to alcohol
CAMERA MOVEMENT: Shaky, moves with action
LOCATION/SCENE Streets/alleyway



SHOT: Close-up/medium
ACTION: Teens reflect at their loss, stunned after the drinks and the injuries they've sustained and pick themselves up
CAMERA MOVEMENT: Still, light shaking
LOCATION/SCENE Streets/alleyway



SHOT: Far shot
ACTION: Our leads end their night on a more calm and mellowed tone, leaning against the light pyramid
CAMERA MOVEMENT: Still, pans to show sky
LOCATION/SCENE Outdoor

Storyboard/shot list

Risk Assessment

- Call sheets and risk assessment here – (Ollie Producer)
- Call sheet will be printed out for Crew and Cast to fill in
- Risk Assessment-
- Danger of falling over, sustaining minor injuries. (Applies mostly to Actors but can happen to crew)
- Danger of being approached by strangers or being mugged. (Applies to People)
- Danger of roadside accidents. (Applies to people and equipment)
- Cast and crew may get ill (Applies to People)
- Camera and equipment may be at risk of damage if handled irresponsibly (Applies to Equipment)
- Bad Weather may be possible (Bring appropriate Clothing)
- Area may be Busy (Minimal Risk but may be disrupted)

Form

Risk Assessment Form

Production Name	Music Video: The Adults are Talking (Remake)	Production Manager	Jacob Jempson, Charlie Clark, Ollie Godfrey, Daniel Hyde (Each has their own roles) Director- Jacob
Start date	29/10/22	End date	Yet to be Determined
Distribution <i>Who gets a copy of the assessment</i>	Everyone in group		
Outline of risk assessment <i>Summary of what is proposed</i>	Hazards and likelihood of them occurring.		
Team members / experts / contractors / contributors etc. <i>List those involved</i>	Jacob Jempson, Daniel Hyde, Charlie Clark, Ollie Godfrey		
Locations <i>Outline locations involved – indicate any which are hostile environments</i>	Mk Centre: The Hub Restaurant and Shopping Area		
Assessor	Name Signature	Date completed	Yet to be Determined

HAZARD LIST – select your hazards from the list below and use these to complete Part B

Situational hazards	Tick	Physical / chemical hazards	Tick	Health hazards	Tick
Assault by person		Contact with cold liquid / vapour	x	Disease causative agent	
Attack by animal		Contact with cold surface	x	Infection	
Breathing compressed gas		Contact with hot liquid / vapour		Allergic reaction	x
Cold environment	x	Contact with hot surface	x	Lack of food / water	
Crush by load		Electric shock		Lack of oxygen	
Drowning		Explosive blast		Physical fatigue	x
Entanglement in moving machinery		Explosive release of stored pressure		Repetitive action	x
High atmospheric pressure		Fire		Static body posture	x
Hot environment	x	Hazardous substance		Stress / anxiety	x
Manual handling		Ionizing radiation		Venom poisoning	
Object falling, moving or flying		Laser light			
Obstruction / exposed feature	x	Lightning strike		Environmental hazards	
Sharp object / material	x	Noise	x	Litter	x
Shot by firearm		Non-ionizing radiation		Nuisance noise / vibration	x
Slippery surface	x	Stroboscopic light		Physical damage	x
Trap in moving machinery		Vibration		Waste substance released into air	
Trip hazard	x			Waste substance released into soil / water	
Vehicle impact / collision	x	Managerial / organisational hazards			
Falls from height		Management factors (lack of communication, co-operation, co-ordination and competence)	x		

Risk matrix – use this to determine risk for each hazard <i>i.e.</i> 'how bad and how likely'	Likelihood of Harm				
	Remote <i>e.g.</i> <1 in 1000 chance	Very unlikely <i>e.g.</i> 1 in 200 chance	Unlikely <i>e.g.</i> 1 in 50 chance	Possible <i>e.g.</i> 1 in 10 chance	Likely <i>e.g.</i> >1 in 3 chance
Severity of Harm					
<u>Negligible</u> <i>e.g.</i> small bruise	Trivial	Trivial	Trivial	Low	Low
<u>Slight</u> <i>e.g.</i> small cut, deep bruise	Trivial	Trivial	Low	Low	Medium
<u>Moderate</u> <i>e.g.</i> deep cut, torn muscle	Trivial	Low	Medium	Medium	High
<u>Severe</u> <i>e.g.</i> fracture, loss of consciousness	Low	Medium	High	High	Very High
<u>Very Severe</u> <i>e.g.</i> death, permanent disability	Low	Medium	High	Very High	Very High

Activity ¹ – Each individual activity you are proposing:			Location – where this activity will take place:		Date
Hazards ² <small>List what could cause harm from this activity <i>e.g.</i> falls from height, trip hazard, fire, etc.</small>	Who exposed <small>List who might be harmed from this activity <i>e.g.</i> staff, contractors, contributors, public, etc.</small>	Risk ³ <small>For each hazard, decide level of risk as if you were to do the activity without your controls</small>	Control measures <small>For each hazard, list the measures you will be taking to minimise the risk identified <i>e.g.</i> appointing competent persons, training received, planning and rehearsals, use of personal protective equipment, provision of first aid, etc.</small>		Risk ³ <small>For each hazard, decide level of risk once all your controls are in place</small>
Trip hazard	all	low	Speech with casting crew, making them aware of the dangers.		Trivial
Cold weather	all	trivial	make sure we are all wearing coats when not on camera.		trivial
Vehicle impact / collision	One or all	severe	Make sure we are always aware, have the crew wear hi vis		moderate
Hot Weather	all	trivial	Wear minimal clothing/ wear suncream		trivial
Obstruction/exposed feature	One or all	Low	Avoid if can see in front/ go around		Trivial
Sharp Object/material	One or all	Trivial	Keep an eye out/try to avoid		Trivial
Slippery Surface	All	Trivial	Avoid/ don't be irresponsible		Trivial
Contact with liquid or vapour	One or all	Trivial	Unlikely but keep an eye out		Low
Contact with cold surface	One or all	Low	Unlikely		Low
Contact with hot surface	One or all	High (depends how hot)	Avoidable		Medium
Noise	All	High	Non-Avoidable		High
Management	All	Medium	Internal conflicts may arise but can be prevented		Medium

79%

See 23 Editor's

Props:
-bottles

Video Inspirations:

The Libertines – Gunga Din



Techniques included that we wish to learn from/emulate:

- Lighting from Gunga Din – nighttime street look
- Drunken light distortion – Lemon To A Knife Fight
- Tracking shots of group
- Snappy cuts
- Shaky camera
- Still shots in beginning – Lemon To A Knife Fight

Jamie T – Sticks 'n' Stones



The Wombats – Lemon To
A Knife Fight



Allergic Reaction	All	Trivial	Disclose Allergies beforehand also no food involved	Trivial
Physical Fatigue	One or all	Medium	Non taxing movements however exhaustion possible	Medium
Repetitive Action	One or all	Medium	Likely but not likely to cause fatigue	Medium
Static Body Posture	One or all	Trivial	Unlikely	Medium
Stress/Anxiety	All	Medium	Always Possible depending on people's tolerances	Medium
Litter	All	Low	Almost Certain but avoidable	Low
Nuisance/Noise Vibration	All	Medium	Almost Certain but avoidable	Medium
Physical Damage	All	Low	Unlikely	Low