

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

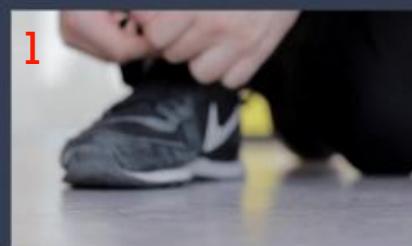
- Roles-
- Director- Jacob Jempson
- Creative Producers- Charlie Clark and Ollie Godfrey
- Editor- Daniel Hyde
- Camera Operators- Jacob Jempson, Daniel Hyde
- Actors- Charlie Clark, Ollie Godfrey
- We may also ask some extra people to help as actors.
Either people from our class or friends.
- Extra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

PROJECT NAME:

The Adults Are Talking

NAME(S) OF THE PRODUCERS:

Ollie Godfrey, Charlie Clark



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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



13



14



15

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

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	Everyone in group			
Who gets a copy of the assessment				
Outline of risk assessment	Hazards and likelihood of them occurring.			
Summary of what is proposed				
Team members / experts / contractors / contributors etc.	Jacob Jempson, Daniel Hyde, Charlie Clark, Ollie Godfrey			
List those involved				
Locations	Mk Centre: The Hub Restaurant and Shopping Area			
Outline locations involved – indicate any which are hostile environments				
Assessor	Name Signature	Gary	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.e. 'how bad and how likely'

		Likelihood of Harm				
Severity of Harm		Remote e.g. <1 in 1000 chance	Very unlikely e.g. 1 in 200 chance	Unlikely e.g. 1 in 50 chance	Possible e.g. 1 in 10 chance	Likely e.g. >1 in 3 chance
<u>Negligible</u> e.g. small bruise		Trivial	Trivial	Trivial	Low	Low
<u>Slight</u> e.g. small cut, deep bruise		Trivial	Trivial	Low	Low	Medium
<u>Moderate</u> e.g. deep cut, torn muscle		Trivial	Low	Medium	Medium	High
<u>Severe</u> e.g. fracture, loss of consciousness		Low	Medium	High	High	Very High
<u>Very Severe</u> e.g. 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: 79%	
Hazards ² List what could cause harm from this activity e.g. falls from height, trip hazard, fire, etc.		Who exposed List who might be harmed from this activity e.g. staff, contractors, contributors, public, etc.	Risk ³ For each hazard, decide level of risk as if you were to do the activity without your controls	Control measures For each hazard, list the measures you will be taking to minimise the risk identified e.g. appointing competent persons, training received, planning and rehearsals, use of personal protective equipment, provision of first aid, etc.	Risk ³ For each hazard, decide level of risk once all your controls are in place
Trip hazard	all	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/do not 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	

Props:
-bottles

Video Inspirations:

The Libertines – Gunga Din



Jamie T – Sticks 'n' Stones



The Wombats – Lemon To
A Knife Fight



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

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