Game Show Shared Paperwork

Task 2

Brainstorm

There were several different ideas that we had for the multi-cam project, the main aim that we has was a game show but there were several different ideas for the game show, one of which was a parody game show in which the game would be rigged and scripted in such a way that it would create comedy without the awareness of the participant, the game show wouldn’t have been mean spirited in any way however, as the tricks would be harmless such as buzzers not working and wrong answers even though they were right.

The most popular idea that we had was the multi-cam game show in which 4 contestants would compete against each other in video games. We were a bit iffy about this at first technically this might be very difficult to pull of because of the game capture, but whenever we found out that we had access to game capture technology as well as 2 consoles with multiple controllers, we felt that this project was possible.

Task 3

Production Style

Script

GAME SHOW SCRIPT

INT.STUDIO.BRIGHTLY LIT

IN FRONT OF A GREEN SCREEN STAND A PRESENTER DRESSED IN FORMAL ATTIRE.

PRESENTER

Hi, I'm the presenter...

CUT TO:

INT.STUDIO.BRIGHTLY LIT

IN FRONT OF THE GREEN THE 4 CONTESTANTS INTRODUCE THEMSELVES

CUT TO:

INT.GAME SHOW SET.BRIGHTLY LIT

DAY 1! THE 4 CONTESTANTS ARE STATED AND PARTICIPATING IN THE GAME SHOW

CUT TO:

INT.GAME SHOW SET.BRIGHTLY LIT

DAY 2! THE 4 CONTESTANTS COMPETE IN THE SECOND DAY OF THE COMPETITION

CUT TO:

INT.GAME SHOW SET.BRIGHTLY LIT

FINALS! THE 2 FINALIST COMPETE WHILE THE 2 RUNNERS UP WATCH. THE SCENE ENDS WHENEVER ONE OF THE PLAYERS WIN.

THE END

Links and Inserts

We would use links and inserts to give information to the audience as to what game is being played and what the score is for the contestants.

Refining original ideas

What was unique about this project was that we were constantly coming up with ideas as to how to do things, so nothing was particularly set in stone, the only thing that we did keep to was the format which was the screenplay, a lot of what happens in the show is spontaneous because of the nature of the show, so we didn’t script for certain things to happen during the show, whenever we we’re filming we did however come up with a few ideas, for example there was a part in which 2 of the contestants were fighting for what felt like forever, so 2 of the contestants pretended to be uninterested in what was happening.

Task 5

Production documentation

Script

Shotlist

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Shot number | Scene number | Location | Shot type | Description | Lighting/Angle |
| 1 | 1 | External studio | Medium Close-up | Presenter introducing the show | Brightly Lit/Normal Angle |
| 2 | 1 | External Studio | Wide shot | Contestants introducing themselves | Brightly Lit/ Normal Angle |
| 3 | 2 | External Studio | Wide Shot  (Master Shot) | Wide shot of contestants | Brightly Lit/High Angle |
| 4 | 2 | External studio | Medium shot | Medium shot showing 2 contestants | Brightly lit/ Normal Angle |
| 5 | 2 | External Studio | Close-up | Camera capturing game footage | Brightly Lit/ Normal Angle |

Studio Floor Plans

We did rehearsals in which we decided what would be the best layout for the production, we decided to have 4 cameras 3 of which would be directed at the 4 contestants, 2 being close-ups and one being the master shot (wide shot) the 4 camera would be hidden behind 2 walls that we set up with posters put on hiding the camera and tripod that was holding it up, this camera would be used to film the game footage after we came across problems with the game capture card, we found out where would be the best place to up the setup based on where plugs would be for the TV and consoles as well as what would be the best light source.

Location Plans

We only had one location for this production, the studio was the only location that we used for this production, there were no external locations, we did not document this location for a time because we we're limited as to when it would be free for filming. Our crew we're all well notified as to when the studio was free for filming.

Risk Assessment

Wires: to ensure that nobody tripped over wires, we tapped the wires down on the ground to ensure this didn’t happen.

Equipment Checklist

* JVC HD camera (4)
* Tripods (4)
* HDTV (1)
* shotgun microphones (2)
* Xbox 360 (1)
* Xbox 360 controllers (2)
* Nintendo Wii U (1)
* Nintendo Wii U controllers (1)

Camera Script

The camera position during the production were not scripted for this production as the cameras we not movies, we had nothing in particular that we had scripted that required a camera script. The set-up for this production was very basic and did not require many camera shots and angles.

Task 7-Operational Methods

Communication within team

There was a great deal of communication between thanks to the fact that it wasn't a live multi-cam show, after each round in a game we would be given information by Matthew and discuss what we should do for the next game. Even though these moments we're being recorded for the show we were able to cut them out in the multi-cam edit.

Shot calling

We had all of the cameras set up and recording from the beginning, however we decided not to hook them up to a edit desk as we did not want to cut the production on the fly, we preferred if we brought the footage into a multi-cam edit on final cut and mess around to see what are the best shots to go with.

Talk-Back

We were not using a control room with a editing desk for this production, for talk back we received feedback from Matthew who was not participating in the game show who was giving us advice about we should and shouldn't be saying during the filming, he however was not in a control room but instead behind the set in the studio.

Cueing

As I said before because of the nature of the show there wasn't much rooms for cues, all of the dialogue and actions of the participants during the show were not staged. The only time we used cues were for the intros that we did using the green screen in which the presenter said some dialogue and the participants introduced themselves.

Vision Mixing

We did not use a vision mixer for the live recording of the show, and effects that we want to add to the final product will be done on final cut after the editor cuts a raw cut of the show.

Video and Graphics Inserts

We intend to add graphics into the cut of the show, these will include text that will provide the audience member with information about the project like what game is being played and what the scores are.

Sound Mixing

For the production we had 2 microphones both picking up the sound of the contestants as well as the sounds of the game, we also had the cameras pick up sound in order to synch in final cut. The reason why we used 2 microphones was in case of a fault with one of the microphones which would know existed until we listened to it again on a computer.