

Demonstration Video Proposal

By Griffin Rushton

Title: “How to Play Recorder”

Objective: Teach the audience how to play a song on the recorder, an instrument that many think they know how to play, but actually don't.

Target Audience: The target audience of this video are people who own a recorder but don't know how to play it anymore.

Show Description: Everyone you know was taught how to play the recorder at some point in their life, but how many of these people actually know how to still play it? Come join [INSERT HOST NAME] as he/she demonstrates the basics of the recorder and teaches us how to play a song or two!

Production Plan: For this production, I will need to create a title graphic, a lower third, and 5 demonstration graphics for each of the recorder fingerings we will teach during the program. I will need a music intro and outro.

In the studio, I will need all 4 cameras to be in use. Cam 1 will be used for MCU's and CU's of the guest, Cam 2 will be used for a 2-shot of the guest and host and for a MCU of the host and a graphic, Cam 3 will be used for MCU's/CU's/and ECU's of the host, and Cam 4 will be used for high-angle shots and super wide shots. I will need two wired lavalier microphones for the host and guest and potentially a shotgun microphone for crisper recordings of the recorder playing.

The crew will consist of a director, TD, AD, Graphics Operator, 3 Audio Engineers, 3 Camera Operators, Floor Director, and Lighting Operator.

Props and Wardrobe: The host will wear a nice button-up shirt and the guest will wear a short-sleeve/long-sleeve t-shirt with no branding. I will need/provide two recorders to be used by the host and the guest. I will need a waist high-table with a black tablecloth on it to set the recorders on. The background of the scene will be black.

PARTIAL SCRIPT

VIDEO

AUDIO

LIGHTING

FADE UP GRAPHIC
"Making Music with
[INSERT HOST NAME]"

MUSIC AT BEDLEVEL.

ALL LIGHTS ON

DISS CAM 2- MWS of
Host. PUSH to MS

MUSIC UNDER HOST.

FADE IN HOST LOWER
THIRD

HOST:
Hello! And welcome
to Making Music with
me, [INSERT NAME].

FADE OUT LOWER THIRD

MUSIC OUT.

Today, instead of
learning how to play
a new instrument,
we're going to
RELEARN an
instrument I'm sure
all of you have
played before- The
Recorder!

CAM 4 - High-Angle
Recorder

The recorder may
seem like a simple
instrument, but if
you know how to play
it well, there are a
lot of fun things
you can do with it.

CAM 2 - 2-Shot Host
and Guest

Today, we have
[INSERT GUEST NAME]
with us who is going
to learn how to play
the recorder.

CAM 1 - MS Guest

GUEST:
Hello

FADE IN GUEST LOWER
THIRD

*HOST and GUEST ad
lib a conversation
about playing
recorder before.*

FADE OUT LOWER THIRD

HOST:
Okay, let's get
started.

-Host Demonstrates How to Hold and Play the Recorder-

VIDEO

CAM 2 - 2-Shot with space on left for graphics.

FADE IN GRAPHIC: "G Fingering"

FADE OUT GRAPHIC.

FADE IN GRAPHIC: "A Fingering"

FADE OUT GRAPHIC.

-REPEAT THIS PROCESS FOR "B", "C", AND "D"-

VIDEO

CAM 2 - Pan back to 2-shot

-HOST TEACHES GUEST A SONG AND THEY PLAY TOGETHER-

VIDEO

CAM 2 - 2-Shot

DISS CAM 4 - Wide Shot Pull

ROLL CREDITS

FADE TO BLACK

AUDIO

HOST:

Now that you know how to hold and play it, let's learn some fingerings.

The first note we'll learn is a G. The fingering is Thumb, 1, 2, & 3 on your left hand.

HOST AND GUEST PLAY A "G"

HOST:

The second note is an A. The fingering is just Thumb, 1 & 2 on your left hand.

HOST AND GUEST PLAY AN "A"

AUDIO

HOST:

You're doing great! Now that you know all the fingerings, let's play a song together!

AUDIO

HOST:

Wow, at this rate, you'll be a pro in no time!

SLOWLY FADE MUSIC IN UNDER HOST

HOST:

Unfortunately, we're out of time today. Thanks [INSERT GUEST NAME] for being here today, I hope you had fun.

GUEST:

Oh yeah this was a blast!

HOST:

Until next time, I'm [INSERT HOST NAME] and I hope you have fun making music at home. Bye.

MUSIC TO BEDLEVEL

FADE OUT

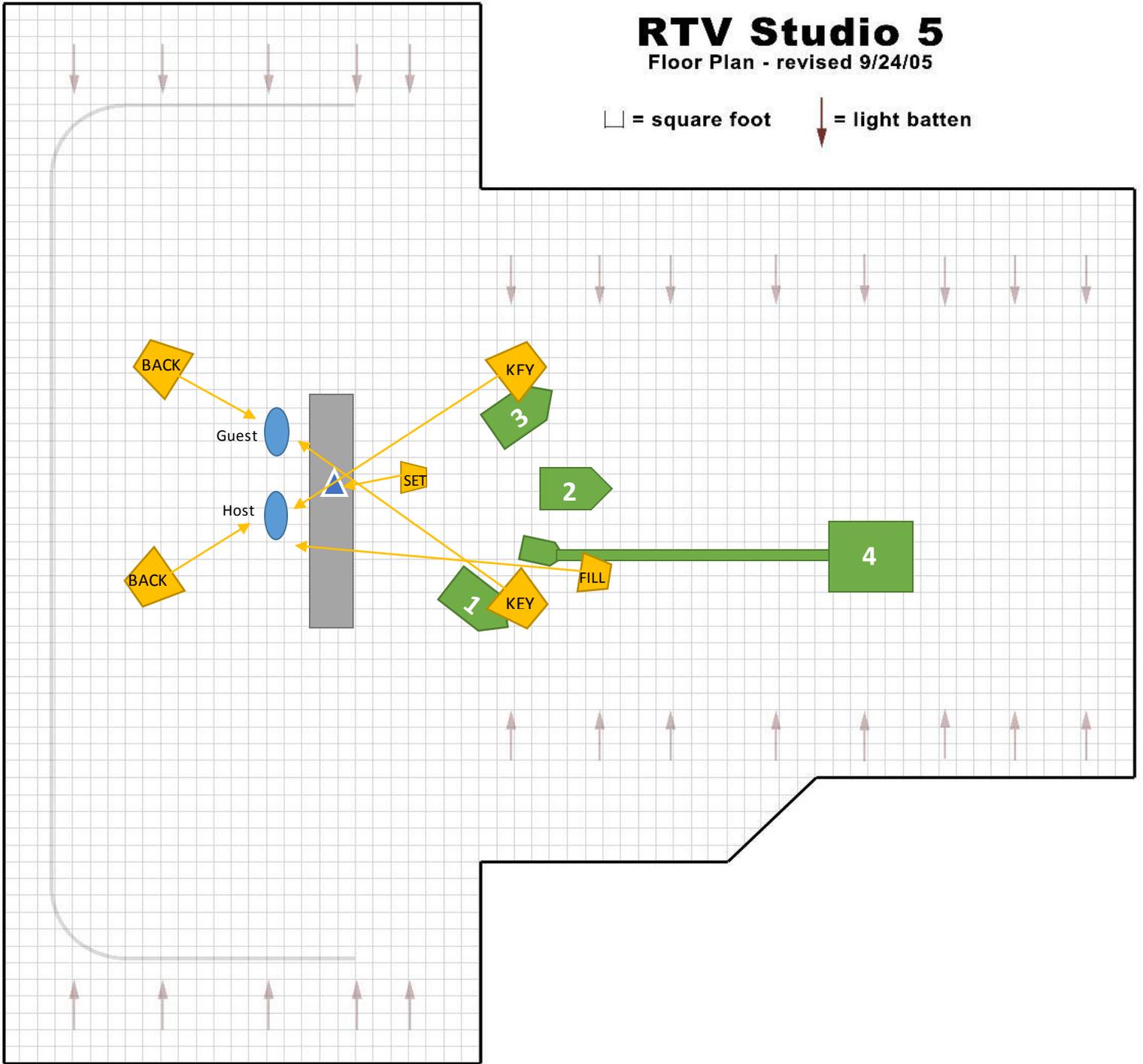
FLOOR PLAN AND LIGHTING PLAN

RTV Studio 5

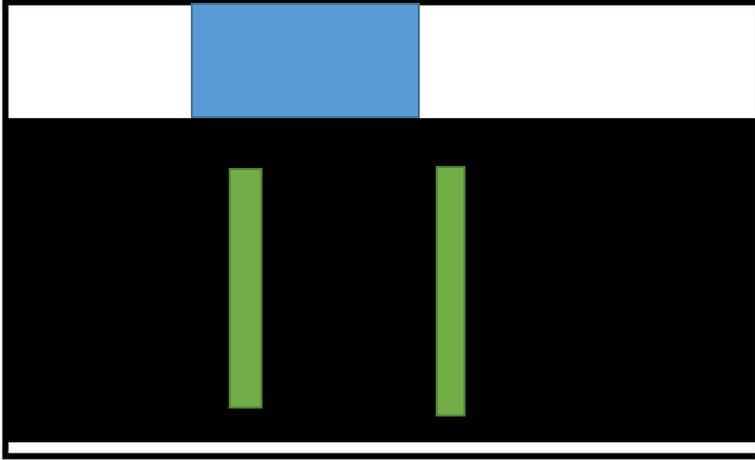
Floor Plan - revised 9/24/05

□ = square foot

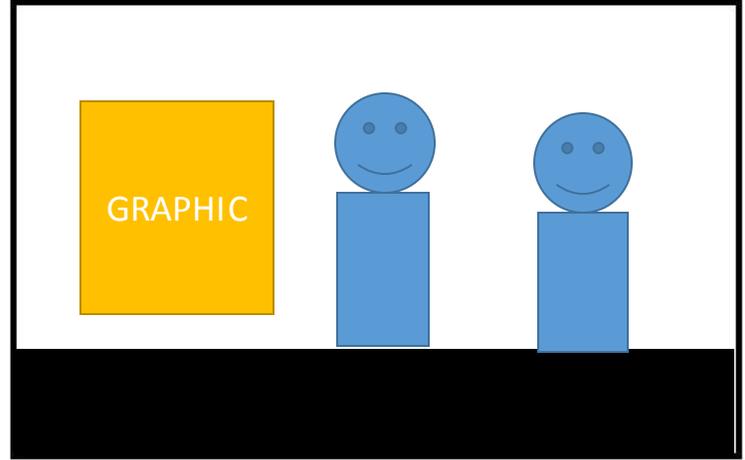
↓ = light batten



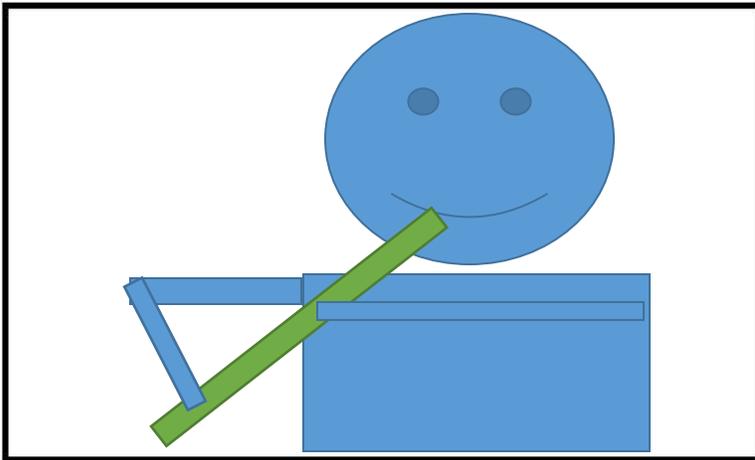
KEY STORYBOARDS



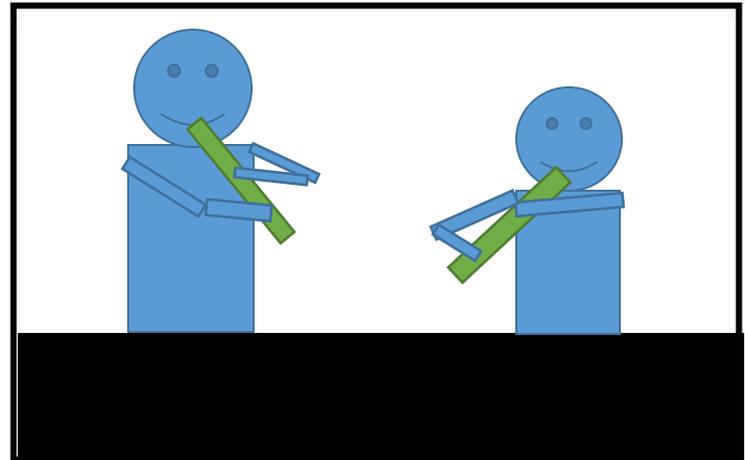
CAM 4- High Angle Shot of Recorders on Table



CAM 2- 2-Shot plus room for Graphic



CAM 3- MCU of Host Playing Recorder



CAM 2- 2-shot of Host and Guest Playing together