

Reflection Essay

We started off our project with a clear idea in mind; we wanted to make a crime scene investigation video. What we were not so sure about however, was how. We decided to use my place to shoot the images and videos, because of the three of us, I had the most suitable room. I had literally no experience with making videos or taking light, reflection and shadow into account when doing so, which I why I have learned a lot about how to do that. We decided to use a taped-off area as an indication of where the body had been, rather than having to work with a real (dead) body, because it is much easier to create several consistent images (plus, no one really wanted to play dead). After creating our crime scene, we started shooting our videos. In hindsight, we should have more clearly thought of what exactly our story was going to look like. We did not shoot some videos that we afterwards might have wanted, so we had to work with what we had. This was not necessarily a bad thing though, as it forced us to improvise and to be more creative. In addition, we had also shot videos that we later decided we did not need, which was a pity.



After we had shot all that we had though we needed, the editing started. As with filming, I had no real experience with editing videos, so I had to pick this up along the way, which was somewhat frustrating, but in the end worth the effort. We wanted to create a dark and gritty ambiance, so we applied various filters to all of our footage. And a dark and gritty ambiance is nothing without dark and gritty music, so we sought to find suitable audio that added this extra flavour, without intruding too much.



Some extensive audio syncing was required...

Then came the hardest part. Fitting all the pieces together with Ximpel. As expected, none of us had previous experiences with using Ximpel, forcing us to study up our knowledge. While at first, this seemed an impossible task, we later really got the hang of it and we even started to enjoy working with it. Even though we ran into some limitations in the end, we were able to deliver an interactive video that we felt was satisfactory to our wishes. I hindsight, we should have better checked the limitations of Ximpel before even starting to shoot our footage, but again, this forced us to find other ways of completing the same goal, which is always a useful experience.