



Outreach sessions: video content sessions

SLQ Wiki Fabrication Lab 2026/06/11 08:22

Outreach sessions: video content sessions

There will be two sessions for the video component of the program.

1. brainstorming and making objects for video ideas
2. recording offsite session with some editing

Engagement style

Venue

Fabrication Lab/ Offsite

DML

Dates

Wednesday 7th November 10-12pm

Wednesday 14th November 10-12pm

Capacity

10

Staffing

2 x Program Officers

Session 1

Wednesday 7th November 10-12pm: Young people from Albert Park Flexischool.

THE PLAN

Wednesday 7th November 10-12pm: Young people from Albert Park Flexischool.

1. Introductions
2. Finish hand tools induction (make the badge and fix any of the paperwork)
3. Go through the new game mechanics- talk through the game board, cards and sound design
4. Brainstorm at least 2x opportunities for animation.

Examples:

- The beginning the Kaiju coming out of the water and getting enraged

- Kaiju runs out of cards and has grown weary and slinks back into the depths of the ocean. The Defenders win.

- Kaiju destroys the last building in the city, once the smoke settles, the Kaiju relishes the destruction around it and wins the game.

(Also see ideas on other sheet from 1.0 version) We could also play with the idea of making videos from the perspective of the kaiju or the defenders (similar aesthetic to *Cloverfield*)

5. We can then make objects that may be needed using Adobe Illustrator (or other 2D design software) and the laser if need be.

6. Goodbyes- anything to think about for next week?

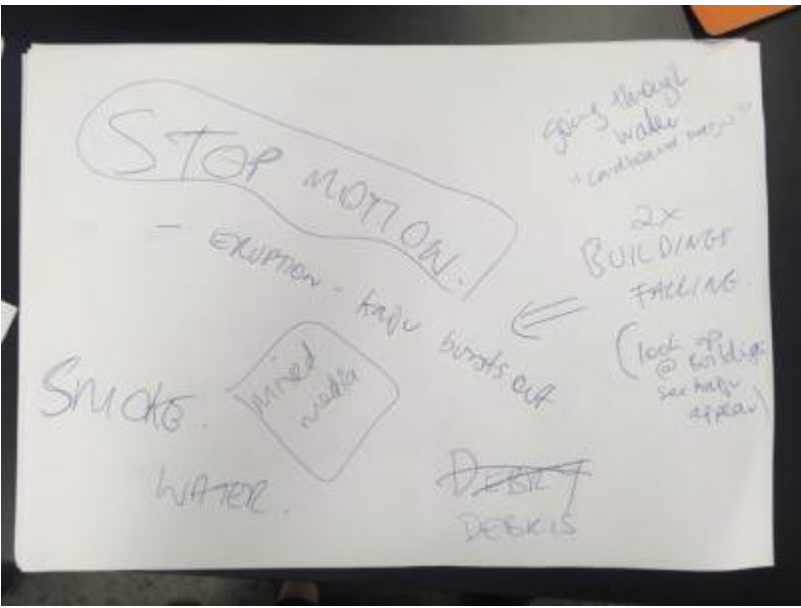
THE OUTCOMES

Ideas from version 1.0 for video

Here are the ideas that came up:

- Fire and smoke
- Time lapse of sun rising and setting over the landscape
- Kaiju approaching city limits
- Promo videos for new casino/bridge development, overlaid with flames, people running
- Fake news reports from the scene
- Close up of the Kaiju's wrath
- Youtube videos of cardboard cities being destroyed
- Motion trigger smoke and hazard and remote controlled Kaiju



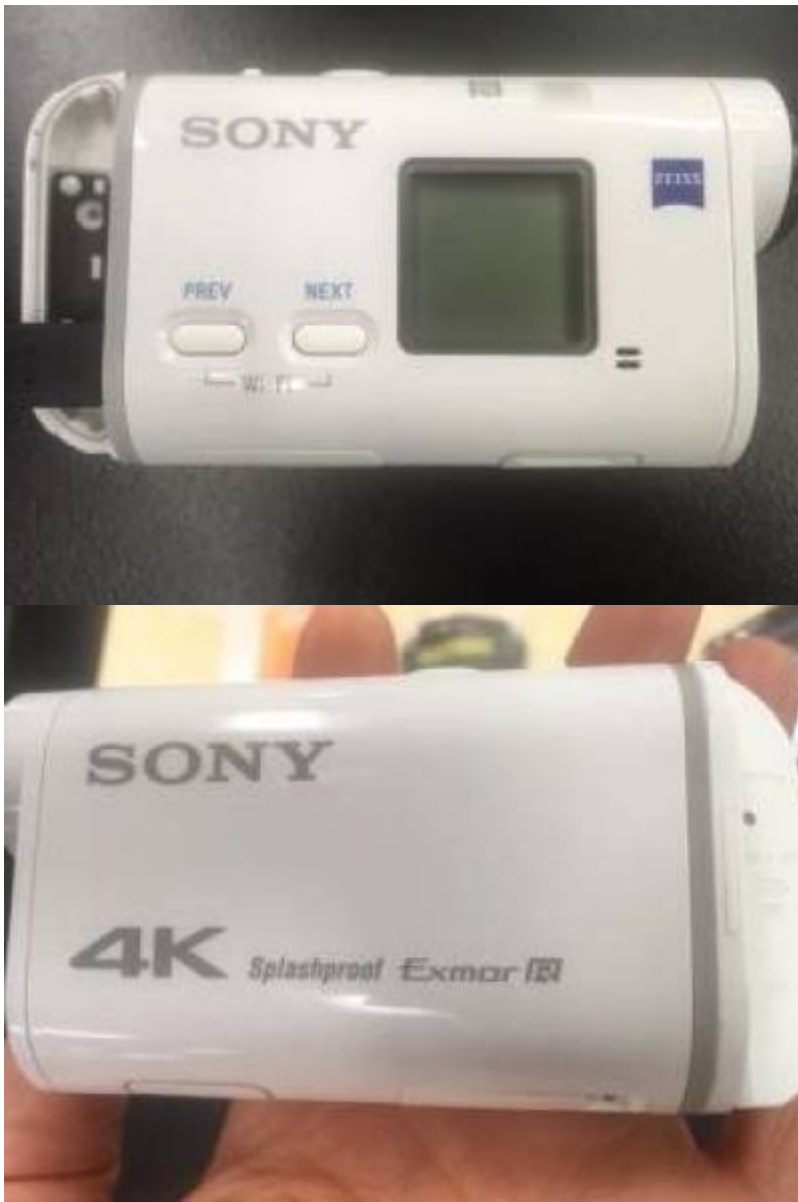


Session 2

Wednesday 14th November 10-12: record video content offsite on location or around Albert Park (or at The Edge)

THE PLAN

Andrei and I have prepared video content from the perspective of the Kaiju and Defender using the underwater Sony camera



We then brought the footage into imovie and made an example short animation.

The plan is to show this example and then go to film from the water and then from the city

Record video using Sony action cam (does up to 10metres under the water) attached to a pole

Then come back to the Fabrication lab and edit as a group using the Mac lap top. The group may also

like to grab some other shots.

Reflection

This was a great session where we managed to take video footage over the bridge (running) as well as in the water from the Kaiju perspective. After filming we went back to the lab and edited on a Mac laptop using imovie projected onto the big screen. Taking turns on who drove the editing. No- one had used imovie before. It is an easy access point to learn and get going with quickly.

We brainstormed further footage if the Defenders win the game (buildings with fireworks) as well as if the Kaiju wins (dead people on the ground)

The group decided that they would like to come in again next week to work on the hardware to trigger sound and video.

Photos

capturing video footage from Kaiju's perspective (underwater camera) and then with phone camera *Cloverfield* video style from the defenders perspective.

