

Direction in Scene Productions

An Introduction

About myself

- psykon/mercury
- Scener since 2003
- Studied Film back in 2010
- Does GFX, Animation, Editing, Color, Camera Stuff
- Meteoriks Head of Direction in 2021 & 2022
- Organizes MountainBytes
- Echtzeit – Digitale Kultur Board Member
- IT Security Architect during the day

- Procedural Modeling & Animation
- (Modular) Synthesizers
- OpenData, OpenCulture, FOSS
- Music at 180 BPM
- DIY- & Weird Electronics
- Godzilla
- History



What to expect

Defining Direction

Practical Example: Fermi Paradox

How to build yourself a “Direction-Toolbox”

Where to go from there

What not to expect

Don't stress about

- "Telling a story"
- Perfect editing & camera paths
- Having a super unique concept
- "Executing your vision"

But think about

- Shaping Experiences
- Pacing & Reactions
- Embrace the Scenes Uniqueness
- How to use your resources
- Also: Having fun with it

So, what is direction?

Directing a Birthday Party

Guiding the Makers

- What do we want to do?
- What do we need?
- Who buys it?
- Who needs to be where, when?
- Do they have enough resources?
- Who's good at this?

Who, What, When

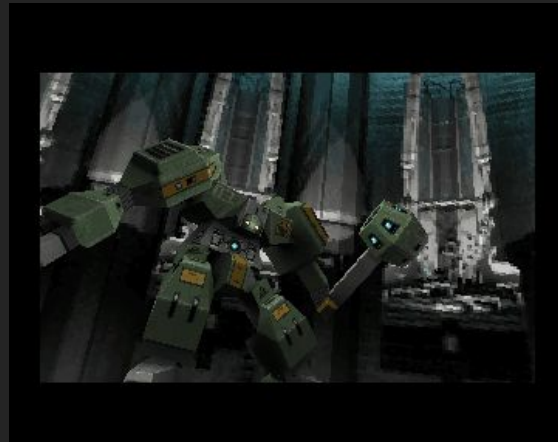
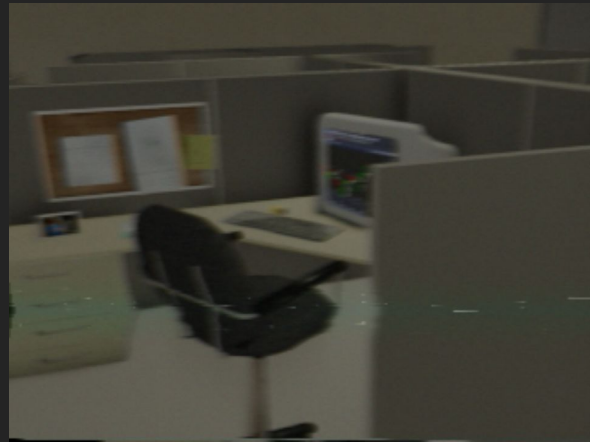
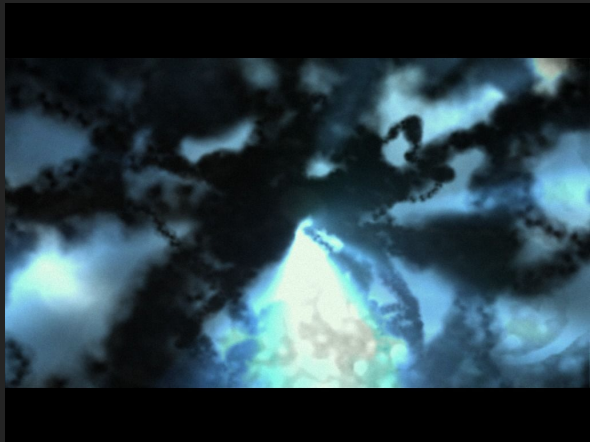
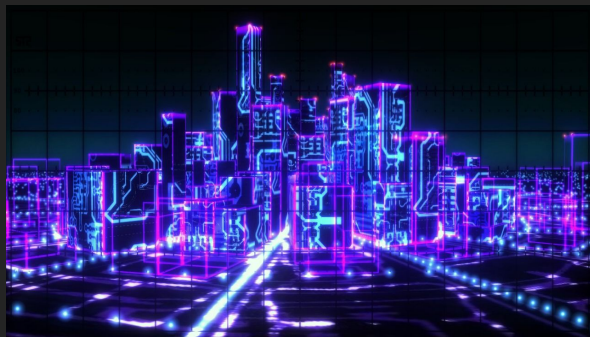
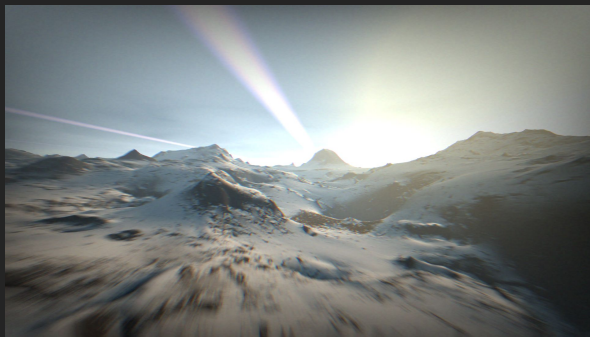
Guiding the Experience

- At home, at the bar, in a park?
- Should the party have a clown, magician, or burlesque show?
- Is there a theme? Should we decorate? How much?
- Food & Drink selection?
- At which time should people go home?

Audience, Intent, Resources

**Taking the audience
on a journey.**

Demos, you say?

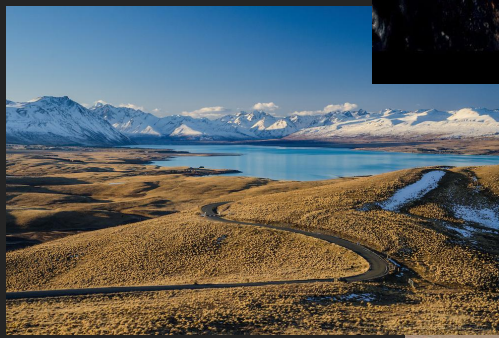
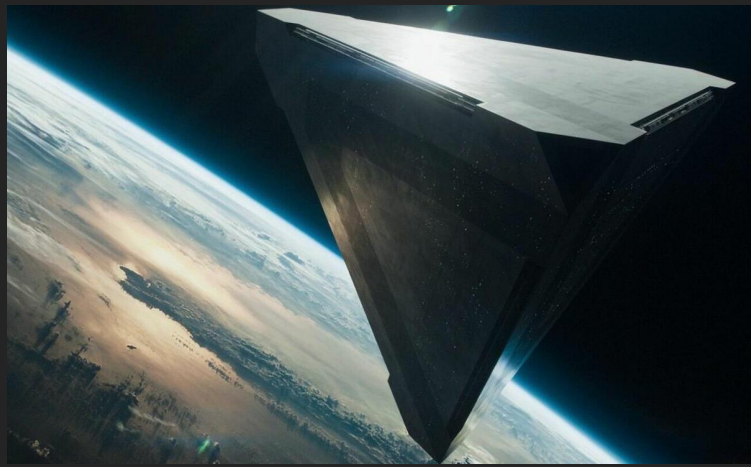


Fermi Paradox

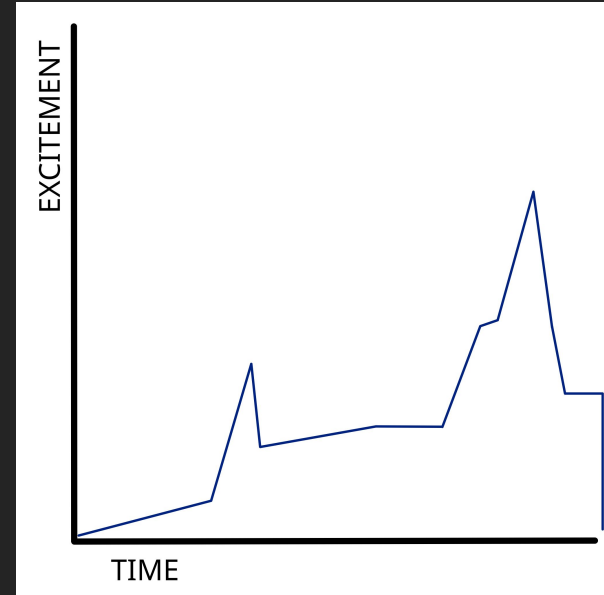
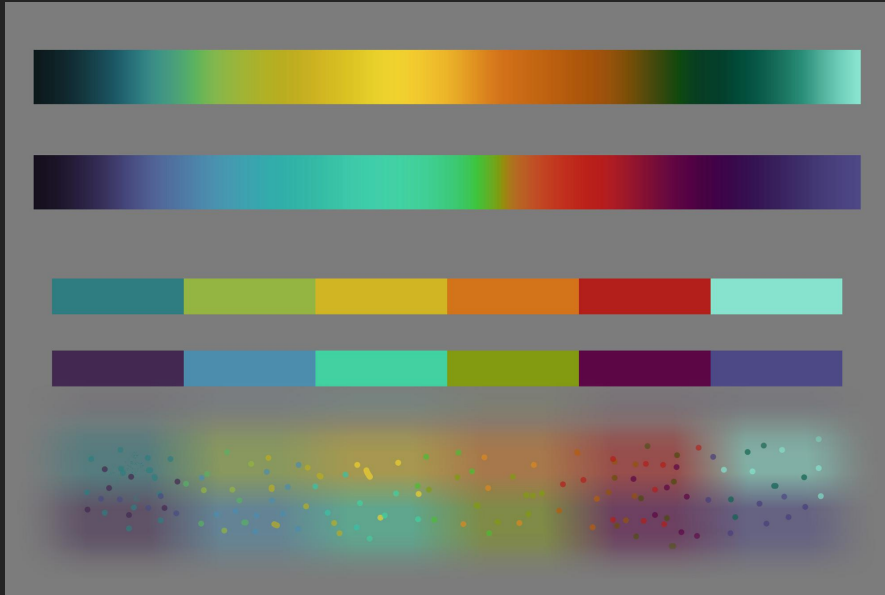
Concepts / Building Ideas



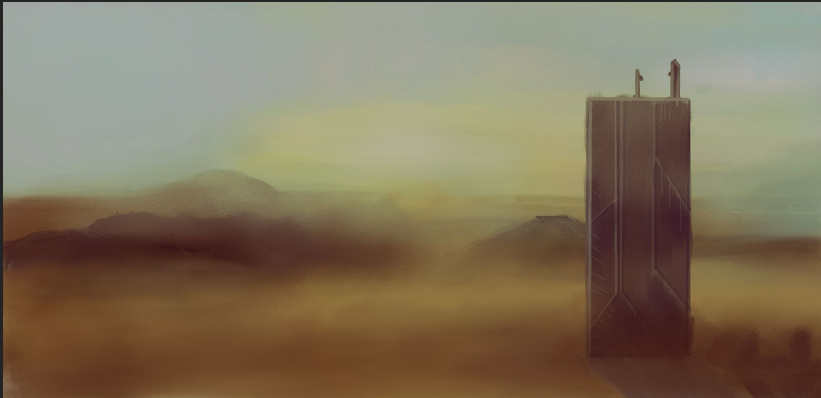
Concepts / Building Ideas



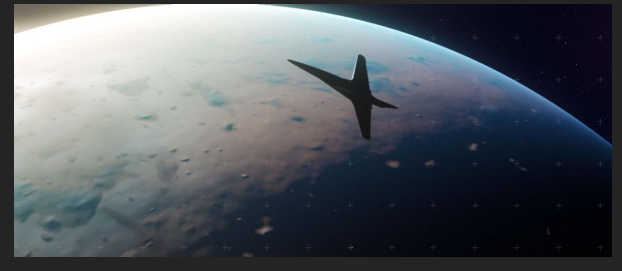
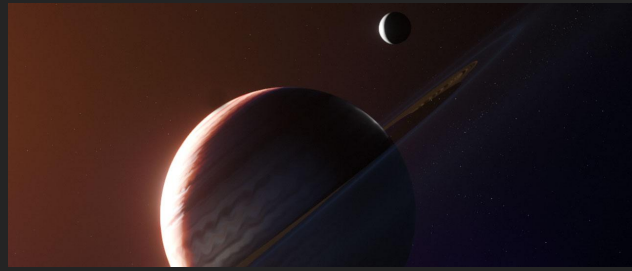
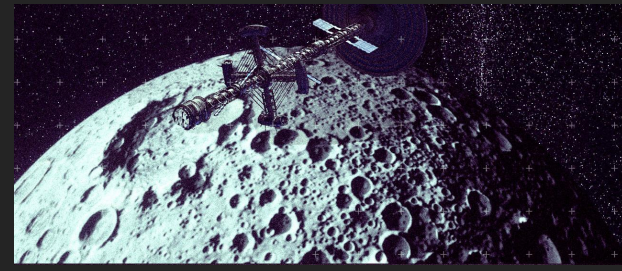
Timeline Concepts / Setting the Mood



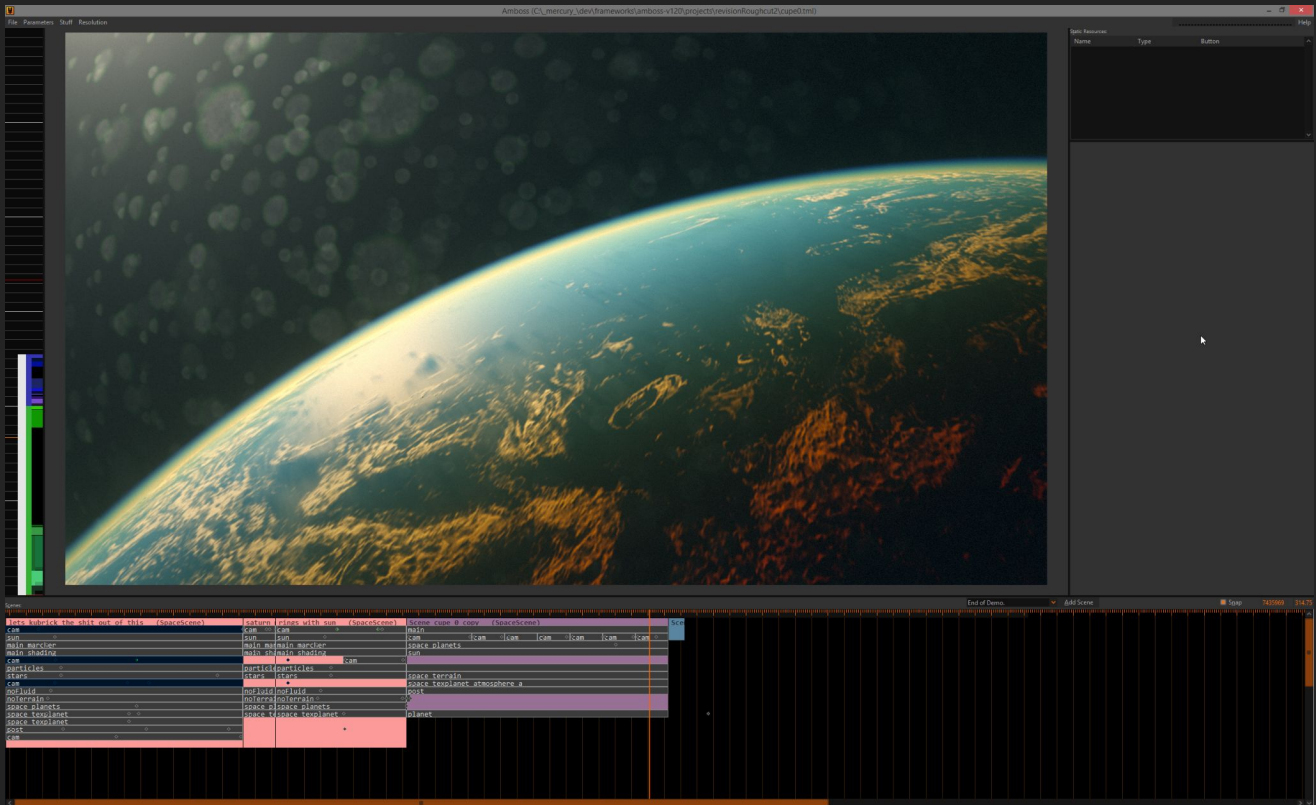
Concepts / Building Ideas



Paintover / Experimentation



Putting it together / Iterating



Dealing with constraints.

The deadline is NOW

Building a Direction-Toolbox

Climb the shoulders of Giants

- Read what others have to say
- Research how [...] was made
- Talk about your Ideas and struggles
- Learn from the mistakes of other people

You are not starting from nothing.



Map your journey

- Storyboard & Index Cards
- Timeline-Sketches
- Model audience reactions
- Reference other work

Lay out the experience from start to finish - how does it feel?



Iterate on Ideas

- Concept Art
- Paintovers
- Moodboards & Collages
- "Key" Artwork & Sound

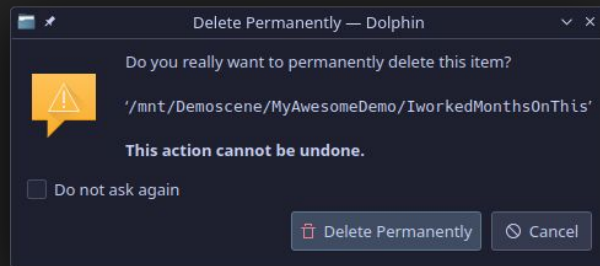
Sketch your idea, compare,
test, adapt and repeat



Learn to let it go

- Throw out ideas that don't click. Do it early.
- Always ask **why** something's there
- Shorter is often better

Removing things you worked on hard is painful but a valuable skill



Work together.

Ask for help.

Know when to stop.

Where to go from here

Documentation

- Write
- Sketch
- Keep **everything**

Learning

- Screenwriting
- Composition & Color Theory
- Editing & DOP Essays
- Principles of Animation

Inspiration & Research

- Art of the Title
- Music Videos (Vimeo > YouTube)
- (Extra-) Short Films
- Ask “why does this work for me?”
- Your fellow Sceners

revision24.psykon.net

THANKS!

Any Questions?