# MUSKWA-KECHIKA FEATURETTE

Video Editor | Destination British Columbia











I created a behind the scenes featurette video to give context and inspire DBC's audience to watch the Muskwa-Kechika Virtual Reality video. The video was filmed in Summer 2017 and while the VR video was already completed, the behind the scenes footage and b-roll had yet to be edited and compiled together.

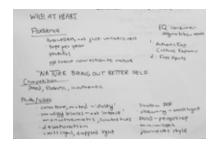
Scripting, Storyboarding, Editing,
Brand Alignment, Motion Graphics
Premiere, After Effects, Illustrator







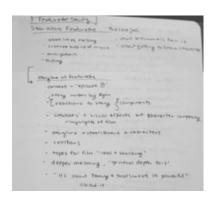
#### RESEARCH



# Brand Alignment

I studied the DBC brand following the brand guidelines and analyzing their existing content, to ensure that I built up an intuition and tone for the video/photography that aligned with the company. I found that the emphasis was placed on authenticity and telling stories that evoke emotion.

#### "WILD AT HEART + AUTHENTIC EXPERIENCE"



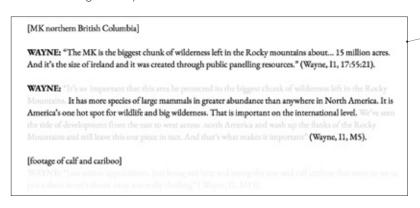
#### Featurette

Having never created a behind the scenes featurette style video before, I analyzed several featurettes created by famous studios for movies, to understand the style and genre.

# **IDEATION**

### Scripting

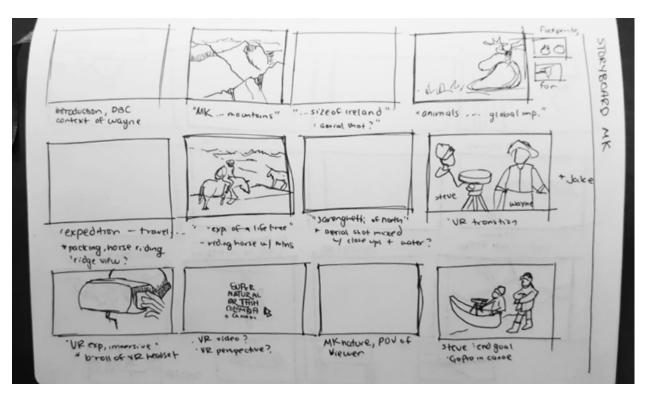
I shifted through six hours of B-Roll and two hours of interviews to familiarize myself with the content. From the interviews I created an outline, organizing it into related concepts. I typed up and categorized the important quotes to use for creating the script.



Script for MK video organized according to interview quotes.

# Storyboard

Once completed with the verbal story, I storyboarded the video thinking of which shots of b-roll would be more appropriate for each section, to determine whether there was enough coverage for the content.



## **POST OVERVIEW**

Each edit received a review, I listened to critique and then applied the appropriate revisions to portray the most compelling story.

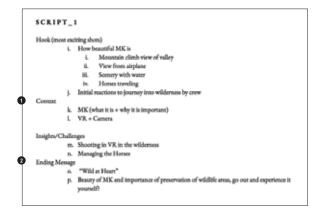
Audio Edit1 > Audio Edit2 > Audio Edit3 > Video Edit1 >>> Video Edit 10 > Colour Correction



Colour correcting workspace after the edit was approved.

## **CHALLENGES**

My first audio edit was too technical and focused on the 'Behind the Scenes' aspect of the crew as opposed to the emotional appeal and importance of preserving the wilderness. After a review session, I took another look and revised the script (as seen in the comparison of outlines below), pulling the most intriguing quotes. The result conveyed peoples' personal connection to the location and the global importance, making it much more compelling.



- The first version was too focused on technical aspects of the shoot.
- 2 The ending message was not as clear and too general.
- SCRIPT\_2
  Outlines (WHY -> FORM FIRST)

  Hook for importance
  Importance of MK to audience-last largest wildlife preserve in north america
  Introduction of MK
  Description of MK
  Cariboo part

  VR aspect
  Go Pro Oddessey Camera
  One Interesting aspect of VR

  Conclusion (WHAT audience gains)
  Importance of MK to Wayne
  Importance of preserving wildlife for the future
  Visit the MK
  - 1 Intro hooks the audience and introduces the topic first.
  - 2 Level of importance on personal, audience and world level.

# **CONTRIBUTION**



It is often difficult to clearly communicate context and location of places for travel through video. Having previous experience in motion graphics, I was able to extend the video further by creating an animated map that clearly demonstrates how to travel to the end destination at Mayfield Lake Camp.

From this project, I created a small library of animated travel maps to various other destinations for later use.

Below are some other animated maps I created to popular locations around British Columbia.









## **TAKEAWAYS**

Having only some experience in colour correcting, I learned how to use different waveform graphs to adjust colour and luma values to account for any inconsistencies across different display screens.

I gained experience in assembling a coherent and emotional story from b-roll and interviews to create a documentary-featurette style video.

The video was played at the all staff meeting. My supervisor and team were pleased with the final video and it was distributed accordingly on the company's YouTube and social media alongside the VR one.