

“Why Do We Love Gundam?” Shot List

Director: Carter Kay
 Sound: Carter Kay
 Editor: Carter Kay
 Camera Operator: Carter Kay
 Producer: Carter Kay

Shot #	Int/Ext	Camera Move	Angle	Subject (model kit)	Description of shot
2	EXT	Pan	Eye Level	Sazabi	Left to right shot of the sazabi's upper body
3	EXT	Pan	Low Angle	Sazabi	Sazabi looking off in the distance, camera goes from bottom to top
5	EXT	Pan	High Angle	Leo	Group of Leo's along a line, like they're traveling. One searching, the other looking, and one waliing
2	EXT	Static	Eye Level	Michaelis	Static shot where there's a suit in the back, and then it focuses on Michaelis in the front.
3	EXT	Pan	Over shoulder	Aerial	Over the shoulder shot of Aerial from Calibarn's perspective. Calibarn reaching out
5	EXT	pan	High angle	Lfrith's	L-R pan shot of Lfrith (the blue and brown suit)
3	EXT	Pan	Close up	Sinanju Stein	Close up of weapon, pans over to reveal the entire model
4	EXT	pan	Close up	Leo	Close up of Leo on ground, a model's foot on it, pan up to Gundvolva model about to strike it

Most of the project will consist of Graphics, but will definitely polish the footage when they show up in the project.

Senior Project Creative Brief

Video Name:	"Why Do We Love Gundam?"
Video Work Timeline: (note: The project was moved from Fall 2024 to winter 2025, so dates may look very VERY weird.)	Pre-Production: 09/14/2024 - 09/21/2024 Production: 10/09/2024 - 11/14/2024 & 01/11/2025 - 02/27/2025 Post-Production: 03/01/2025 - 3/19/2025
EST. Video Length:	5-8 minutes long, depending on what can fit.

Project Overview

Who is our Audience?: Fans of the series, "Mobile Suit Gundam" As well as anyone who has heard of it, but hasn't given it any interest. While we will be focusing on the judges, our goal is to reach an audience that can relate, or be introduced to the series.

What is the project about?: The project is a documentary-like video made to describe the history of "Mobile Suit Gundam", from its origins, the production behind it, the toy sales, the directors own words, ending it off with a personal connection from me as to why I love it. Adding a personal touch.

Problems we can face while producing it?: There isn't much footage we can use other than some shots of model kits I own from the series. And we cannot use shots from the series itself because of copyright. **A serious issue has come up, Adobe does not work on my computer. Have to use Trial version of DaVinci in order to progress.*

How to fix problems: I'm also an artist. There is nothing that says I can't draw using references from the show. So to fix the problem of being unable to show footage from the show itself, I will draw the scenes with my own hands and animate them myself using whatever program is available to me.

Why Is a video the best medium for this kind of topic?: "Mobile Suit Gundam" is a television series that started in 1971 and continues on to this day. To say that using any other media to convey it would work, but it certainly isn't the best. If I want to talk about this television series, then I will use a video format, documenting its history, to do just that.

Project Deliverables and Scope

What are we showing the judges?: We are showing the judges two videos. The first one a summary of how the video is made, what the video is, and how the project went overall during all phases of production. The second video will be the primary documentary video we are showing them. This is our senior project. We can also add to it by making a quick blog about the video itself, basically describing the summary video if people don't want to watch the summary and move onto the senior project using Wordpress.

Any complications that may lead to the project not working?: There is a lot that can go wrong with the project. It may not export correctly, the music could not work, some effects could even cause the entire video to just crash. Outside forces could be a lack of communication with people. Copyright is important, need to cover that and credit anything and EVERYTHING we use in order for it to pass