Next Club Meeting:
Wednesday May 11th, 7:30 - 9:30 p.m.
Cupertino Room, Quinlan Center,
10185 N. Stelling Rd., Cupertino, CA

IN THIS ISSUE: MAY 2011

April 2011 Meeting

Highlight

KrazyTalk Animator

A Presentation by Michael Humphress of Reallusion

It isn't often that we video-makers consider making animated videos. certainly, at club meetings the topic rarely comes up. We tend to think of our work as being the product of the camcorder but digital technology and computers have opened up the world of animation to all of us.

Wednesday May 11th Meeting

Nimitz Grade School Movies

Susan Woods and her students return once again to show us this year's iMovie productions. With the assistance of an Apple employee Susan and the children are sure to impress us.

Making Animation Videos Easy

Historically animation productions have required a talent for drawing and the willingness to spend many hours drawing and painting hundreds of "cels", a la Disney and Warner Bros. But all that has changed.

Even the word animation has broadened to encompass what we used to call cartoons, Japanese-style Anime, and those jellybean-like 3D characters created by movie studios like Pixar. Computer programmers have played the major role in causing this, and have now provided those of us with limited drawing talent an inexpensive means to get into the act.

The April meeting, produced and arranged by **Bill Mannion** and presented by **Michael Humphress**, Business Development Director for Reallusion Software Company, presented a demonstration of that company's flagship software program *Crazytalk Animator* and also sibling programs *CrazyTalk 6* and *iClone 4*.

CrazyTalk Animator

This program is a developmental leap forward from *CrazyTalk 6* which is described below. *Animator* has added full body animation, along with a many other new features, to the earlier program. *Animator* also comes in two versions: Pro and Standard. The standard version, designed for beginners comes short of several advanced features that makes the Pro version the choice of serious animators.

"Drag and Drop" allows a wide range of media such as photos, graphics, Flash media and audio to be brought into the workspace.

Real-time puppeteering, (Pro version only) is the method by which the user animates facial features and body parts. Motion points are placed over the character's body joints or face to control facial and limbs movement. Each part of the body is made up of a

"sprite" which can be moved independently of all other parts. By ma-

nipulating the motion points animation is achieved, rather like working a marionette. Speed and motion, including exaggerated motion, is easily controlled.

Several libraries containing pertinent files for actor editing, animation, background scenes and SFX are include.

Two editing engines allow separate control of scene backgrounds and characters. The Composer Mode engine is for characters and props set-ups while the Stage Mode engine takes care of animation editing.

Advanced Timeline and Keyframe editing (Pro version only) is what makes Animator such an impressive program at the price. This feature provides, along with other controls, 16 tracks of body part animation and separate facial motion tracks.

Auto lip-synch, which automatically fits recorded or text based speech to mouth movement is a carry-over from *CrazyTalk 6*.

CrazyTalk 6

This precursor of *CrazyTalk Animator* is a facial animation program whereby several faces can be

animated in a single scene. Each face has a separate timeline allowing independent manipulation within the scene.

Puppet animation is the method by which the user selects facial features, such as eyes, mouth and hair, and animates them to match a desired expression. Even whole head and body motion may be put in motion. Auto lip-synch causes mouth movement to match recorded speech.
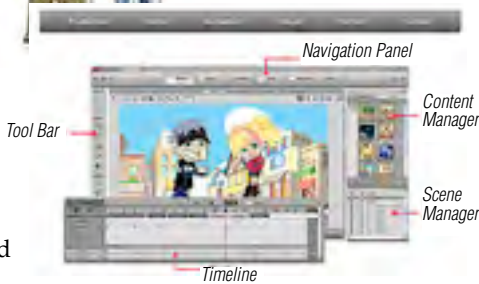
Typically the work flow starts by importing an image, then build a 3D model of the image, then animate it before out-putting to a chosen format such as MPEG-4 or a Flash file. Alternately one can output to other popular video editors for inclusion in other video productions.

For those who want to create their own characters rather than dragging and dropping an existing image, 9 face profile styles and various facial features are provided to build one's own unique portrait.

iClone 4

This program is for those who wish to combine both graphically created objects and video captures in the same movie. For example, one may wish

to graphically create a fantasy landscape and have a "live" video captured person in the foreground. The background can be constructed and adapted from the many object files (props and terrain, etc.) included in the package. The "live" actor can be separated from its video background

Navigation Panel
Content Manager
Scene Manager
Tool Bar
Timeline

A Note from Bill Mannion

CrazyTalk Animator provides video creators (that's us folks) with an arsenal of digital tools and settings that allow you to bring your characters to life. It also allows you to enliven your videos, create storyboards for a shot list for a video you may be producing, and it helps to create PowerPoint presentations with animated content. This looks like a great gift for fathers (as well as doting grandfathers) with elementary school children to give to their children and grandchildren to encourage creativity and storytelling on their PC. It can also be used on Apple computers using an emulating program like Parallel or Boot Camp. Reallusion has many other interesting software animation programs. You can see these at their website. Michael Humphress can be reached at michael@reallusion.com for more information.

through an alpha channel and then inserted into the new scene with his/her motions intact.

If one chooses, graphically constructed actors and creatures (such as a unicorn for our fantasy movie) can be built from the included files and provided with motion.

Multiple image layers provide independent control of characters, props and scenery, and camera and lighting controls change viewpoints and moods. Lighting effects such as glare, exposure control and contrast are included. Editable path templates allow objects to travel about the workspace as the user wishes while zoom controls provide motion toward and away from the viewer.

Final output may be saved as HD or DVD files, or AVI, WMV, flash or MPEG-4 formats.

This article has only touched on the many features in Reallusion's programs. For those who may have been encouraged by Bill Mannion and Michael Humphress's presentation to dip a toe into the world of animation, check out Reallusion's web site at **www.reallusion.com** for current special price deals and a lot more information. ∎

PRESIDENT'S MESSAGE

"Connections"

I really enjoyed April's *CrazyTalk Animator* software program demonstration that seems to have a lot to offer. I'm sure I have seen it, or one like it, while watching the NBA play off games the last week or so, used to put sports announcers or athletes heads on alternate bodies. It's fun to know how it can be done. **Bill Mannion**, the producer for the program, spent a lot of time making arrangements and preparing for the presentation. If you enjoyed it too, be sure to let him know you did. We all appreciate comments on the service that we've given to the club.

John Dietrich's DVD showing how he uses animation to switch from one part of a Public Access TV cooking program to another was informative and interesting. I might even try it in a future project. **Ron Rhodes**, our newest member, demonstrated the use of drawings to make his animated feature based on a story that he and his brother wrote when boys. He did the video work and got his son to do the drawings. It was very clever and something many of us could do if we had the patience and talent for drawing.

The May meeting will feature videos made by **Susan Woods**' young students of from the Nimitz Grade School. Fred Pfost, the program's producer, recently donated a digital camcorder to the school for use in this year's productions. Susan Woods had previously received $1,200 from the "going inactive" San Jose Movie/Video Makers Club to purchase a classroom video editing computer, and Susan is very pleased that the class was assisted this year by an employee provided by the Apple Company's video division. I'm looking forward to seeing their productions.

This month I would like to feature another of my video making "connections". **Fred Pfost** has been a long-time strong supporter of the club. It was his "big screen" video projector that we previously used at club meetings. I have always wondered how he could carry such a heavy piece of equipment around. I'm told that he even kept it on the second story of his home and had to carry it up and down the stairs each time he brought it to club meetings. He has also spent many hours adapting and experimenting with devices to control the sound system in our meeting room. I first met Fred while a member of the "The Better Part" senior Public Access video production group. He did a show about the development of video-audio tape recording that could be replayed by only rewinding the tape. A major development. He was an engineer member of his company's development team. Fred's technical advice and comments during our club meetings has enriched my video understanding and experiences. Through his high level contacts he has been able to arrange club field trips to major film and audio production studios as well as arrange a club visit to our local NBC Channel 3 studios in San Jose. It was there that we got to see how automated cameras and electronic controls are used to present news and other locally produced shows for commercial TV. Fred has received several engineering work national honors in his career. His other contributions to the club include being an active member of the Club movie production group, currently acting as our Club Secretary and Coordinator of Refreshments, setting up the sound system and bringing his DVD player to each meeting. I certainly appreciate knowing him and working with him.

Remember to bring your videos to show at the June 8th meeting where I will be producing the Member Video screenings event. You may or may not choose to have members comment on your movie; just let me know how you feel. I would like to know in advance at the May meeting who will be providing videos as there were not many members indicating they would be bringing videos at our April meeting. I will be asking again at our May 11th meeting.

Gordon Peterson

Solve Your LCD Viewing Problem

By Bob Meacham

One of the problems every videographer faces is using the LCD (Liquid Crystal Display viewer) in bright daylight. The surrounding light makes it almost impossible to see what the camera is seeing. This causes most shooters to have to use the eyepiece, which means putting the camera to their head to see what they are capturing. This in turn limits styles of shots (everything gets shot from head level) and restricts their view of other things going on around the action and camera, and can cause missing something that would have been great to catch on camera. To solve this problem for my Canon HV-30 I purchased a small, collapsible LCD hood that fits onto the LCD screen when open and shields a lot of the external light allowing me to see the screen even in bright daylight. The one I chose is made by a company named "Hoodman". They offer several sizes to fit most camcorder LCDs. It simply uses elastic Velcro straps to fit over the LCD panel and has flexible corner joints to allow it to adjust and collapse into a flat position

when you are not using it. It is light weight, fits nicely into your gear case and operates easily putting it on and off with little effort. This company also makes all kinds of viewing aids for most camera types, from eye loupes to monitor hoods to LCD skins that save the glass and more. As you can see, it takes little space and is easy to use. I almost guarantee that if you get one you will use it a lot on your outside shoots. It really opens up your creative shooting. ∎

V.P.'s MESSAGE

Perspectives 5

By now our taxes are behind us (hopefully) and we can start thinking about enjoying another beautiful springtime in Silicon Valley. It's also time to start thinking about filling up all those empty chairs at our monthly Viewfinders meetings. **Frank Swanson** sends the layout for the number of chairs, tables, and other equipment for each Viewfinders monthly meeting to the Quinlan Community Center. Typically 48 chairs with an aisle are requested. With current membership at 38 it would appear to be just the right seating arrangement. But as you know, not all members come to every meeting so we always have room for guests. So again I emphasize that current members are the best source not only of potential new members for our Club

but for assuring meetings with fewer empty chairs. While filling the Cupertino Room to capacity may not be practical, if each of our members were to bring a guest or two to our meetings from time to time we would be able to fill more of those 48 chairs. And possibly add a few new members.

In the January 2011 Newsletter President **Gordon Peterson** wrote as Club VP, I would be responsible for introducing new members to other Club members with similar editing software, cameras, computers, and/or interests. The goal is to have new members feel welcomed and involved from day one.

Ron Rhodes is new member introduced by **Fred Pfost** this year. I approached Ron about the "Animating Videos" program I was assigned to produce for the April meeting and asked him what he would like to see presented. Ron gave me quite a list of potential topics and said,"Oh, by the way I have recently made an animated video!". As you can imagine he was immediately invited to show his video during the second half of the April meeting.

Now I am looking for a Viewfinder member with similar software (Adobe Premiere Elements) and hardware

(PC) to volunteer to mentor/work with Ron and perhaps join forces to produce a video. Any takers out there? Don't be bashful. Give Ron a call!

We know Ron has quite a good imagination based on his video that we saw in April and we also know he is obviously well up on the "Ken Burns" technique. He has a lot of knowledge to share with us.

In addition to Ron we have another new member, **Bruce Berger**, who may need a mentor and two returning members, **Bob Rodert** and **Skip Stevens**. Glad to have you on board again.

By the way have you ever wondered what the "Ken Burns" technique would have been called had that great documentary producer been named "Mandrake Gershmalt" for example? "Ken Burns" works perfectly with "technique". Same goes for "Walt Disney". I don't think you could sell many tickets to "Herman Schmelling Land"!

Just some random thoughts flitting through my mind while composing this article.

Bill Mannion

PICTURE PUZZLE by Milt Kostner

Somebody has been messing around with this family picture and made nine changes. Can you spot them all?
Answers on Page 8

To NAB or not to NAB for Viewfinders

By John Dietrich

Bob Meacham and I attended the 2011 National Association of Broadcasters (NAB) annual show in Las Vegas. Was it worthwhile—YES. But then, I went with money in my pocket. I was shopping for KCAT, the Los Gatos Public Access station. The question is should other Viewfinders attend this massive event? The answer is a re-sounding YES if any of the following adjectives apply to you; creative, curious, interested, inspired, inventive, imaginative, or resourceful.

While you may think this event is reserved for the big boys in broadcasting, it is not. I ran into a couple ladies from Modesto who work for Gallo. My wife, Rita, really enjoyed some of the gadgets. She had a chance to operate a camera you would find at every NFL game ($250k) and the Scorpion extending jib system ($750k). She was also delighted to pick up free-bee's (pens, demo CDs, lights, toys, etc) available at a lot of the different booths.

Here is my recipe for members that might consider coming in the future and how to make the most of your trip. Do not consider the trek if you don't like people (over 100,000 attendees), if you have a difficult time walking, or if you don't own comfortable shoes. Plan on walking a lot because this show covers almost 3.2 million square feet spread between 3 halls, including an outdoor area for broadcast trucks and equipment!

Do you visit or want to visit Las Vegas? If yes, then plan a visit to coincide with the show (11-14 April this year). If you are already in Las Vegas, there is no additional travel cost. Check the exhibitors attending the show:
www.nabshow.com/2011/index.asp

 This year you could literally sit at the Adobe booth and watch software demonstrations on many of the major CS5.5 components. Would you like to know how to use After Effects to Warp Stabilize your walk through the park to make it look like you hired a Steadycam operator?

Just around the corner from Adobe I sat through a demo at Autodesk. Maya is one of their best-known products. The demo was a very high-end product called "Flame". Even

though I have never used it and don't intend to, I found it fascinating to see how the M&Ms driving the Kyle Bush NASCAR commercial was made. The creative talent for the design demonstrated the techniques he used.

One word of caution, don't attend if you don't want to know how the magic is performed. Most of the time it is difficult to find the real part of the illusion in the final video—most of these projects are computer generated

these days. In fact, the creative talent doing the presentation showed how he created a VW Passat commercial; even the roadway the car was driving on was computer generated.

Certainly looking at the cameras brought by Sony, Canon, JVC, Hitachi, Panasonic, RED, or Grass Valley Group was fun to salivate over. But I found the mini sets/studios each manufacturer built to show off their cameras equally interesting. These were full of vivid color, rich textures, and sometimes-even eye-candy.

Yes, I did enjoy all the precision-made toys, the focusing LED lighting, the electronics gadgets that can change any type of video format into any other type of video format. I recommend you consider attending simply to broaden your horizon, gain knowledge on a significant software package, or to see what you can see.

Rita surprised me when I asked if she would like to come again. She said yes. Let that help guide your decision. ∎

CLUB MEETINGS REFRESHMENTS VOLUNTEERS

We're looking for volunteers willing to provide refreshments at club meetings. Please let one of the Board members know which month you will be available. In 2011 we plan to have two people sign up for each month which will ease individuals cost.

Jan 12th	*Brian Lucas & Irv webster*	*April 13th*	*Jerry Oliver & Virginia Misoff*
Feb 17th	*Fred Pfost & Milt Kostner*	*May 11th*	*Linda Grodt & Jack Gorham*
March 9th	*Jim Visser & Bernie Wood*		

TREASURER'S REPORT FOR APRIL 2011

Bank Account Beginning 04/01/11 $1581.43
Income Subtotal: $100.00
Dues (3) $90.00
DVD's (2 MT) $10.00
Expenses Subtotal: $0.00
Bank Account Ending 04/30/11 $1681.43

BECOME A VIEWFINDERS CLUB MEMBER
The yearly membership dues are $30 for individuals, $35 for families and $5 for full-time students. Bring your check (made payable to "Frank Swanson" with memo to "Viewfinders Club Dues") or cash to our May 11th meeting. Our current membership for 2011 stands at 38 (34 renewals + 4 new).

Frank Swanson

SHOOTING TIPS FOR THE AMATEUR VIDEOGRAPHER: Part 9
by Frank Swanson

The Six Top Tips for Shooting Family Videos

This month's article deals with those occasions when you pull out your camcorder at family gatherings and start shooting. Later this year I'll be presenting a program on *Family History Videos* where you plan ahead a great deal, but this article is more about spontaneous and unrehearsed capturing of family events like birthdays and picnics.

1. Get Close: Video and television are all about close-ups. We love seeing faces, eyes, smiles and laughter. This means getting close to the action. Instead of standing at one end of a table shooting the birthday kid blowing out the candles on a cake, lean over the table and record that action filling the viewfinder. Then take
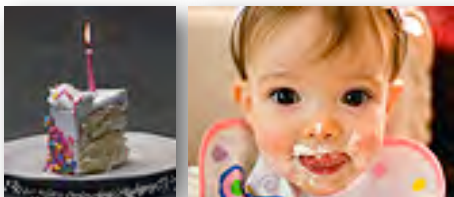
close-up shots of all of the other kids' faces – it doesn't matter what's going on for each one, just that you get them – all of them - recorded. At a party don't just hover at one end of the room, get in the crowd and circulate, get into their faces and conversations. Some might think you're a bit obnoxious and pushy, but when they see the video later, they'll be so happy to see all the smiles and happy twinkling eyes.

2. Shoot at Eye Level: Try to hold your camcorder at the same level as your subjects. One of the most important tips I can give is to get down low when taking shots of children. Get

the shot from the child's perspective. Don't shoot down at them (makes them seem small and insignificant); don't shoot up at them (makes them look like monsters). This is especially true when shooting kids and animals – get down on your knees, sit on the floor, or lie down prone on the floor. They'll be more at ease and you'll get some terrific footage.

3. Shoot Wide Angle: Avoid using the zoom or telephoto lenses because you're probably not using a tripod, but recording everything handheld. It's always a struggle to keep faces and people in focus when they're moving around in unpredictable ways. When you're on wide angle, almost everything is in focus and the inevitable bumps and wiggles you get from shooting next to people will not be noticeable. The most interesting video shots are

those where you are physically moving the camcorder closer to your subject or farther from your subject (not zooming), maybe while panning the camcorder slightly sideways. Use the foldout LCD monitor to see what you're recording during this move. Now that I've said this, do mix-up your shooting angles and focal lengths too to inject a lot of life and variety into the video.

4. Shoot Details: Another way to add interest to your videos is to focus in on the details of the event. I find at a party that many of these shots are best taken before the guests arrive and might include shots of the birthday cake, bal-

loons and other deco-

rations. Often it's good to get in nice and close to these things – fill the frame with them (to the point where they even become a little abstract). You'll find that these types of shots look great scattered through the video between shots of people.

5. Shoot Interviews: At family events, don't just capture people milling around and having a good time, or just the blowing out of birthday can-

dles and opening of presents. Get some interviews – use the audio capture capabilities of your camcorder or use an inexpensive wire-attached lavaliere microphone pinned to their shirt collar. Ask the guests questions that don't require a "yes" or "no" answer, but require that they say a sentence or more about the birthday boy or girl, or a funny experience they've had with him or her. Good interviewers have some prepared questions to ask the guests, so plan ahead and these interviews will make a good video very, very special.

6. Hand-over Your Camera to the Kids: This might sound a little risky, but if you really want to get some interesting footage and angles, not to mention the impromptu audio that will be recorded, it's worth the chance. Most kids these days have no problem safely operating a camcorder. Show them how to hold the camcorder, where the start/stop button is located and let them go. If you see them panning too fast, or trying to use the zoom control, politely make some suggestions to just shoot holding the camcorder as steady as they can. Of course, you may have to do some editing-out of a bunch of silly, jerky or otherwise unusable footage, but that's the joy of getting all that other priceless footage. And, this will most likely ensure that you're in the movie as well. How many times have

A Report from National Association of Broadcasters, 2011

By Bob Meacham

After a long three days of walking around the Las Vegas Convention Center floors touring the exhibits at NAB, I have found some things that might interest our Viewfinders members. In an accompanying article, John relates his first visit to the second largest trade show held in the US.

This show has exhibitors that range from the highest level of professional broadcast equipment to small "Mom & Pop" shops that make specialized equipment for even the amateur videographer. These, and the ones in between, fill three halls each the size of the San Jose Convention Center.

As I have reported in past years, one of my goals is to see the direction the entire industry is going for distribution of finished videos/movies/shows. Again, there is no hardware (DVD formats, Blu-Ray or other) on the horizon that will replace what you are currently creating onto now. The future is going very strongly and rapidly towards streaming or uploading to web sites, or sharing on compact flash cards. If I could give you one piece of advice for your future video distribution, it would be start learning now about uploading (formats, styles & sites) and sharing (private vs public sharing) your videos to the Internet. Online storage and streaming video sites are exploding. You should be able to find a site and adequate storage for your new videos at either a free or low monthly charge. The whole industry is moving that way.

Another item is that the support for the use of DSLRs (digital SLR still cameras) for shooting high quality videos is also growing. If you have a DSLR that can shoot HD videos you can find camera mounting rigs, stabilizing rigs, all forms of motion creating rigs as well as on-camera lighting and add-on audio equipment. There are many new videographers shooting everything from short videos, to commercials, to full length movies on DSLRs with fantastic results. So, if you have a DSLR, or are in the market for one, you will find everything you need to be as creative as you like.

Along those lines a couple of the camera manufacturers are now offering a camcorder with an interchangeable lens. Sony offers the NEX-VG10 camcorder that accepts a line of lenses to create things like depth of field and different visual effects. Two problems are it starts at $2,000 with one lens, and it does not have an external mic capability. Panasonic offers its AG-AF100 camcorder that also has the ability of interchangeable lenses. Again, it is pricy at $2,500 without a lens. At these prices it would be best to pay more to get their new lines of pro-sumer video cameras that now accept interchangeable lenses while giving you all of the features that one would want in a decent video camera. All of the rest of the low end camera market is going to the DSLRs or simple point & shoot.

On a side note, I did see people adding lenses to the iPhone to shoot video on that camera and also found a great show special, 1/3 off, on the GoPro camera. The GoPro is a small, simple camera in SD, HD and 3D formats that comes in a waterproof case for sports or action shooting.

I was surprised to find a couple new tape format cameras, most are going to compact flash cards (CF) or hard drives. As long as the tape format sells it will continue to be available but mostly in older models and will be phased out as sales decline. So, again, plan on your next camera to be either an older model tape camera (while still available) or a new model CF camera. One advantage of the CF cameras is the transfer to your computer and editing software is much faster, not real time like with tape transfer.

In the area of editing software, most manufacturers offer new expanded camera/file formats as part of their standard packages. A lot more editing, creating features are also being bundled into the standard packages. You can now do just about everything you ever want, in any software above the basic entry level package. I do have to say, I saw some incredible presentations at the show on the capabilities of some standard video editing packages. You are only limited by your imagination (and some hours of effort).

Now, on to the big 3D format and its place at NAB. As reported last year, 3D is all the rage with camera manufacturers making even small consumer 3D cameras, editing software manufacturers putting together 3D editing capabilities in their packages and TV/display manufacturers working on better viewing devices. Every exhibitor at NAB offered about 1/3 of their lines in 3D format. I think it is now up to the consumers to either embrace it or reject it as a standard viewing option.

So, from lighting, to camera rigs, to cameras, to editing software, things are as exciting as they come. Expect a rapidly advancing and changing cycle of new devices as the manufacturers try to stay ahead or the advance curves of developing video. Get inspired and have fun with your videos! ∎

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you watched a movie to hear from the crowd that they didn't see you having fun, see you in the action? Too often we forget to include "the videographer" in our movies.

So, there you have it, six tips on how to get some great useable family footage that will allow you to make a priceless home movie of your family for those occasions that pop-up once in a while. All of your family and some of your friends know that you're a videographer, so why not show them what you can do with some simple shooting techniques to make your editing task that much easier? ∎

CREDITS
Editor and Publisher: Brian Lucas
newsletter-editor@viewfindersclub.org

Viewfinder Newsletter is published during the fourth week of each month for Viewfinders Digital Video Club of Cupertino members.
Please send announcements and articles for submission to the publisher during the two weeks previous to the following monthly issue.
Send address and email corrections to the publisher.

MONTHLY CLUB MEETINGS
Held in the Cupertino Room, Quinlan Center. 10185 N. Stelling Road, Cupertino, California.
Watch the calendar for programs updates.
Guest admission is free.

MEMBERSHIP DUES
 $30 for individuals
 $35 for families
 $5 for full-time students

OFFICERS
President: Gordon Peterson
president@viewfindersclub.org

Vice President: Bill Mannion
vice-president@viewfindersclub.org

Treasurer: Frank Swanson
treasurer@viewfindersclub.org

Secretary: Fred Pfost
secretary@viewfindersclub.org

WEBSITE
www.viewfindersclub.org

Picture Puzzle Puzzle Answer from Page 4

 A5: April's blouse color *(she's a
       quick change artist)*
 E1: Picture vanishes *(It was weird anyway)*
 D3: Linda's veggies on plate
       (probably a vegetarian)
 B4: Steve's blue plate special
 D4: Julie's side to reddish
       (you say ketchup; I say catsup)
 C2: Potholder gone *(someone got the bird)*
 B1: Bottle disappears *(who drank it?)*
 A3:   Lamp shade gone *(probably on the head of
       the one who swiped the bottle)*
 E5: Julie's black hose to pink *(get with it, girl!)*

CLUB MEETING EVENTS
2011

January 12th, Wednesday

Videomaking Made Easy with the Canon SD 4500 by Jonathan Parnell of Keeble and Shuchat

Tech-Tips: *Framing the Shot*

February 17th , Thursday

Award Winning Amateur Movies: by Frank Swanson. Screening of movies from SCCA, AMPS and AIFVF contests in 2010

March 9th, Wednesday

Using Still Images Creatively in Videos: how and why the video editor should employ The Ken Burns Effect by Brian Lucas

April 13th, Wednesday

Making Animation Videos: with Michael Humphress of "KrazyTalk Animator"

Tech-Tips if time allows

May 11th, Wednesday

Nimitz Grade School Movies: screened and presented by teacher Susan Woods and Apple employee and editor Peter
Tech-Tips if time allows

June 8th, Wednesday

Member Video Screenings: recently produced movies by club members are shown to help Club members improve the quality of their productions

Tech-Tips if time allows

July (TBD)

Making Low Light Videos: basic rules and procedures for improving your low light video shooting and editing

Tech-Tips if time allows

August (TBD)

Making Family History Videos: what, why, how and when to get started in documenting your family history

Tech-Tips if time allows

September (TBA)

Independent Movie Maker Presentation

Tech-Tips if time allows

October (TBD)

Annual Member Video Contest: screening of best movies produced by Club members this year

Tech-Tips if time allows

November (TBD)

Golden DVD Awards Night: screening of the top three movies for the year; also election of Club officers for 2012

DECEMBER

No meeting this month