

Breakdown of Idea – Music Video Bible Pitch

Diamond Dogs music video in VR

- A music video but the audience watches it in VR
- The audience watches starting from Bowies Perspective, then changes throughout

Eg. they go to the studio as Bowie, then they're inside the music video from different perspectives, then the song ends and you're back in the studio as Bowie, and you sit at the dressing table taking off makeup then the experience ends

Each of us are going to come up with ideas for the music video, share the ideas and then the Storyboard artists will refine ideas into a script, from there we can start refining design work

Roles

Director/Organiser –

Makes the Schedule, sets deadlines

Collects all of the work from everyone and puts it in the pitch

Checks all of the work fits well together and fits the concept

Storyboard Artist –

Writes out the Script for the music video

Draws out the storyboard

Storyboard Artist Assistant –

Helps the storyboard artist with drawings and writing the script

Set Designer –

Design the sets

Completes a sketchup/blender model

Props –

Work with set design to decide how to dress the sets

Do sketches for props

Make some samples (digital or irl)

Design any creatures that might be in the video

Head of Costume –

Communicates with the Director to ensure characters and costumes fit with concept

Decide who designs what characters and their costumes

Costume Designers –

Design characters and their costumes of anyone in the music video

Produce final design drawings or samples