

Song Lyrics Project Pitch: Diamond Dogs Group One

Team Name: Diamond Dogs VR

Team members:

Chelsea Pentecost

Hannah Marshall

Laura Forman

Odile Shi

Yuxin (Jennifer) Lin

Intended Outcome

For this Project we aim to produce a Production Pitch Bible for a Diamond Dogs music video in VR. We aim to represent our music video mainly by using a Storyboard or an Animatic, and aim to format our Bible Pitch so it's organised by Department, showing what work they intend to produce.

A further aim for our outcome is to produce some test footage of our VR video, by building the set in Blender (including lighting, props etc) and importing it into Unreal Engine so we can simulate what it might be like for the viewer in VR to walk around in the music video.

The Intended Sections for the Pitch Bible are listed below:

Introduction (Explaining our Pitch, meeting the group members, Bowies Background)

Storyboard (Storyboard using song timings, Animatic)

Set Design (Including props, lighting, special effects)

Costume Design (Including actors/characters created, costume visuals, samples)

Production (Showing schedules, hypothetical budget sheet)

Please note this may change as the project progresses*

Please see a previous example of a Bible Pitch for a Stop Motion Animation film done in Year one PAFS which will be used as a rough template

Attached in Email

Initial Design Ideas

- A music video that the audience watch using a VR headset
- The audience watches from Bowies POV, it then switches POV throughout
- Initial Video idea: 3 main acts
 - Act 1: Viewer goes to the studio as Bowie to film a music video
 - Act 2: Diamon Dogs Song starts and they're inside the music video, POV may switch to different actors in the video
 - Act 3: The song ends and you're back in the studio as Bowie, sit at his dresser, take makeup off etc.

Each of us are going to come up with ideas for the music video in act 2, share the ideas and then the Storyboard artists will refine ideas into a script, from there we can start refining design work. This needs to be completed by Tuesday 26th Jan, Week 2.

Production Pitch work Checklist

Director	Storyboard team	Set Design	Prop Design	Costume team
Project and concept overview	Finished Script of Music Video	Design development work of each set	Design Development for props	Design development for actors and their costumes
Schedules and pipeline	Finished Storyboard	Visuals for each set	Sketches/visuals for props	Sketches/visuals for actors and costumes
Meet the group page		Technical Drawings for each set	A few prototypes of the props	Some samples or final design drawings
		Sketchup/Blender Model		

Schedule - Project overview

WEEK 1: 18th Jan - 24th Jan	WEEK 2: 25th Jan - 31st Jan	WEEK 3: 1st Feb - 7th Feb	WEEK 4: 8th Feb - 14th Feb	WEEK 5: 15th Feb - 18th Feb
Lyrics Breakdown, ideas, moodboards	Start writing script and planning storyboard, start design work	Finalising design work, refining Storyboard, organise work into pitch	Finalising design work and samples, finishing storyboard, finishing off pitch document	Pitch Completed

Roles and Responsibilities

Director	Storyboard Artist	Assistant Storyboard	Set Designers	Prop Makers	Head of Costume	Costume Designers
Chelsea	Laura Chelsea	yuzin Odile	Chelsea	Laura	Hannah	Odile yuzin Hannah
One person needed	One/two people needed	Multiple people needed	One/two people needed	One/two people needed	One person needed	Multiple people needed
Role Descriptions						
Director	Storyboard Artist	Assistant Storyboard	Set Designer	Props	Head of Costume	Costume Designers
Makes the Schedule, sets deadlines	Writes out the Script for the music video	Helps the storyboard artists with drawings and writing the script	Design the sets	Work with set design to decide how to dress the sets	Communicates with the Director to ensure characters and costumes fit with concept	Design characters and their costumes of anyone in the music video
Collects all of the work from everyone and puts it in the pitch	Works out what needs storyboarding		Completes a sketchup/blender model	Do sketches for props	Decide who designs what character and their costumes	Produce final design drawings or samples
Checks all of the work fits well together and fits the concept				Make some samples (digital or in)	Design characters and costumes of anyone in music video, produce final drawings or samples	
				Design any creatures that might be in the video		