RLP-GAMEB · RLP Video Game Design B — Playtesting, Levels, Launch and the Capstone

Unit 5: Missouri Multimedia Supplement: Producing a Game Trailer

Practice Workbook. The same problems, in the same order, as the Practice sections of the online lessons.

Name _____ Period _____

Lesson 5.1 — Shooting the Trailer: Phone Filming Techniques and OBS Gameplay Capture

FLUENCY

1. Name the camera angle or shot size: (a) the lens looks straight down on your hands and sketchbook; (b) the lens looks up at the subject; (c) the frame shows the whole desk and what is happening; (d) the frame is filled by fingers on the keys.

2. Define pan, tilt and push-in, and say what you must do before and after each move.

3. What is room tone, how long should you record it, and why?

APPLICATION

4. A trailer frame is 1920 × 1080. Where are the rule-of-thirds lines? Give the x positions of the two vertical lines and the y positions of the two horizontal lines.

5. You record at 30 frames per second and hold still for two seconds before and after a push-in. How many spare frames (handles) does that give the editor in total for that shot?

6. Your devlog face comes out dark against a bright window, and the brightness pumps as your hand moves. Give two fixes from the lesson.

7. Which OBS source would you add to record only the Godot game window on (a) Windows; (b) macOS? Which source is for a webcam? What should you do with the microphone for gameplay takes?

8. List the privacy rules for what may appear in a devlog shot filmed at home.

CHALLENGE

9. Explain why the OBS guide recommends recording to MKV, what remuxing does, and why remuxing does not lower picture quality.

REVIEW

10. Review (Lesson 4.2): your capture log names files such as hook_take1.mp4. How does this connect to the release-checklist habit of naming and versioning builds?

Lesson 5.2 — Editing the Trailer: Timeline Assembly, Clip Controls, Effects, Sound Sync and an Advanced Shot

FLUENCY

1. What do these Shotcut keys do on the timeline: A, V, B, S, X, Z, M?

2. Why does the Shotcut User Guide call the Video Mode the most critical setting, and what happens if you leave it on Automatic?

3. Match the transition to its use: hard cut, dissolve, fade from black.

APPLICATION

4. A 4-second clip is set to Speed 0.5, and a 6-second clip to Speed 2.0. How long is each on the timeline? What should you do with the audio of the slow-motion clip?

5. Your music has a strong beat every 0.5 seconds and the project runs at 30 fps. How many frames apart are the beats? A sound effect placed three frames late is how many seconds late?

6. Plan a trailer: hook 10 s, core loop 30 s, escalation 30 s, title and end card 15 s. What is the total, and is it inside the 60-90 second target? Why must the hook be the strongest gameplay?

7. Set up a chroma key in Shotcut: which track gets which clip, which filter, and what do Key color and Distance do? Give two filming rules for the key shot.

8. Why would you detach (Shotcut) or ungroup (Kdenlive) a clip's audio? Give one example from a trailer edit.

REVIEW

9. Review (Semester A storyboarding): how does a storyboard's shot list help you build the beat map for the trailer edit?

Lesson 5.3 — Delivering the Trailer: Playback Testing, Codecs and Exports for Store, Social and Archive

FLUENCY

1. Define codec and container, and give two examples of each.

2. From MDN's comparison in the lesson, give one strength and one limitation of H.264, HEVC and AV1.

3. List the Steamworks trailer guidance from the lesson: resolution, frame rates, bitrate, file types, codecs, aspect ratio, audio sample rate.

APPLICATION

4. Use size = bitrate × duration ÷ 8. Find the file size of a 60-second store trailer at Valve's preset (20 Mbps video + 0.192 Mbps audio).

5. Find the size of a 90-second trailer at YouTube's 8 Mbps plus 0.384 Mbps audio, and of a 20-second vertical cut at the same rates.

6. Uncompressed 1080p needs at least 1.5 Gbps. How big would a 60-second uncompressed trailer be, in GB? Roughly how many times larger is it than the 151.4 MB store export?

7. An HEVC export plays on your computer in Chrome but not in Firefox on another Windows computer. Using the lesson, is the cause hardware, software or a web application, and what export would avoid it?

8. Why does each outlet (store, vertical social, master) get its own export? Name the target and format for each.

CHALLENGE

9. In theory HEVC can make a file about half the size of H.264 at comparable quality. Estimate the HEVC size of the 75-second, 189.3 MB store trailer, and explain why you would still deliver H.264 to Steam.

REVIEW

10. Review (Unit 3, Lesson 3.4): what do the store-image rules and the trailer export rules have in common?