

Machinima Class 2

Last week's class was a very structured lecture format, with a script and many slides. Today's class is more freeform, with a more fly-by-the-seat-of-my-pants approach.

First an announcement. On Monday August 11 at 1pm SLT, I will be doing a VWM00C session on video editing using Shotcut. It will be done entirely in Zoom, and I will be sharing my screen to demonstrate how to use the program. It's going to be interesting because I'll actually be learning how to use Shotcut over the next couple weeks, as I mentioned last week I don't use Shotcut for editing, I use another program i purchased called Camtasia, but Shotcut is a free opensource program that anyone can use so I thought it would be a good idea to do a class on it.

If you need the class materials for my first machinima class that I did last week, you can download it from <https://kool-tech.me/machinima-class-1/>. There are links there for downloading OBS, class notes with slides, and how to configure your Second Life settings to optimize your screen for video recording.

I do have a few slides to start out with today, to cover a couple topics I touched on last week.

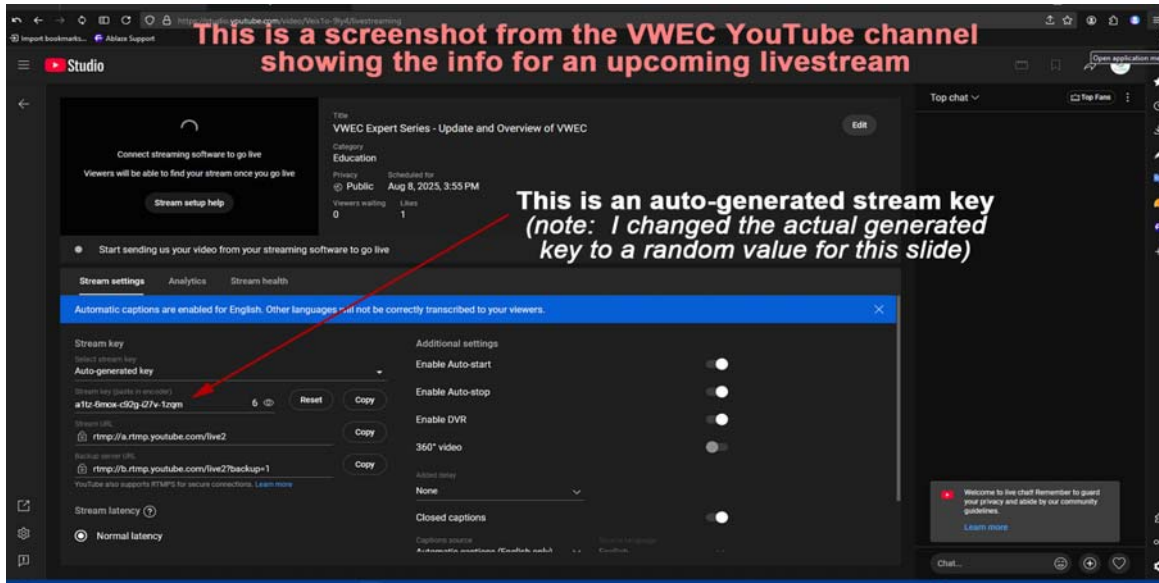
* Setting up OBS for Streaming

OBS can be configured to stream content to many different platforms, including YouTube, Twitch, Facebook, Twitter/X, and many others.

The livestreams we do for VWEC and VWBPE are done through YouTube, so that's what I'll be talking about.

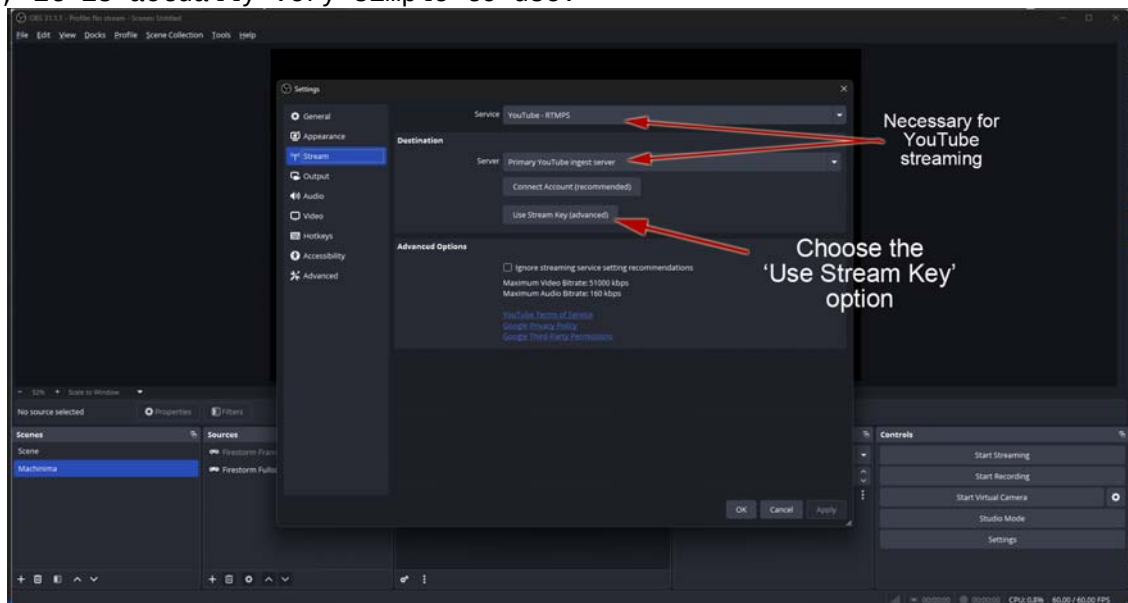
I won't be going through the process of creating a YouTube stream, but may do that in a future class.

{Slide 202} This first slide is a screen from YouTube Studio, showing a livestream that has already been set up for the next VVEC Expert Series on August 8. As you can see, it has the name of the session under Title, and shows the date and time it is scheduled to go live. The small window to the left is a preview window, where I will be able to monitor how the video looks before it goes live. There are several other options at the bottom middle, including auto-start and auto-stop and captions.

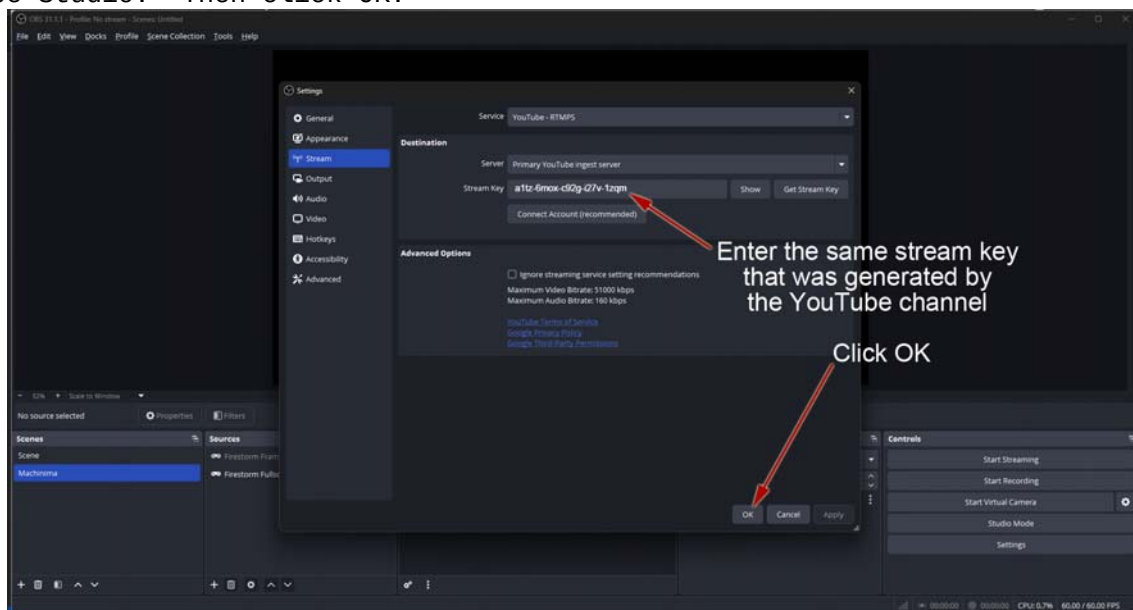


The element I want to draw attention to here is the Stream Key, which the red arrow is pointing to. This is a randomly generated alphanumeric string that you can enter into OBS to link its output to the YouTube stream. Note that on this slide, I replaced the stream key that had been generated with a different random value that I formatted in the same way. It is important to keep the actual key secret, otherwise anyone who knows the key can use it to begin streaming to the YouTube channel.

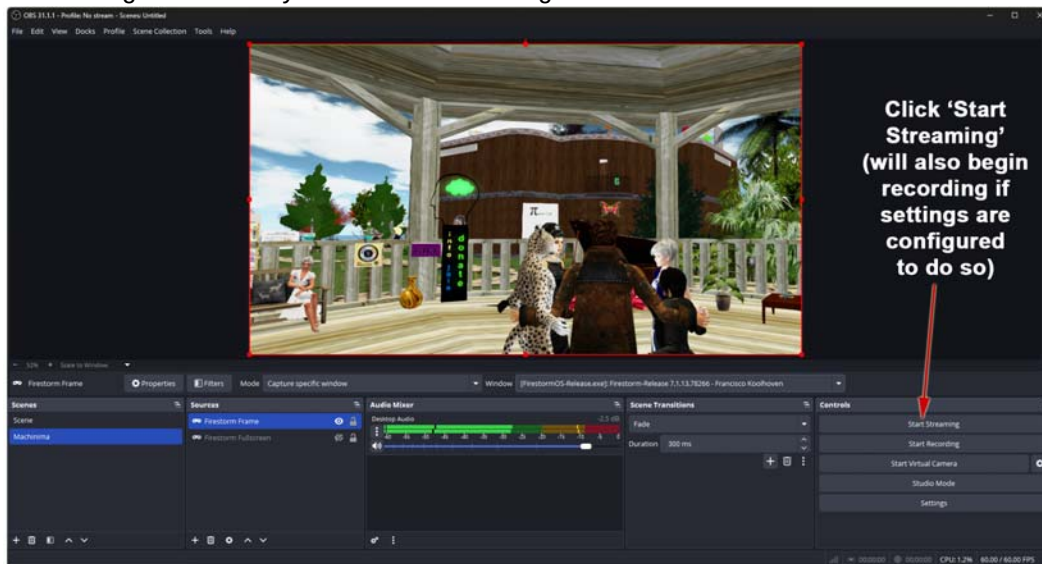
{Slide 203} We'll now look at setting up OBS to stream. To get to this screen, click on the Settings button then click the Stream link along the left. The Source and Server values are the default settings, and are the ones needed to stream to YouTube. Click on 'Use Stream Key (advanced)'. Even though it calls this an advanced option, it is actually very simple to use.



{Slide 204} On this screen, paste the same stream key that was auto-generated in YouTube Studio. Then click OK.



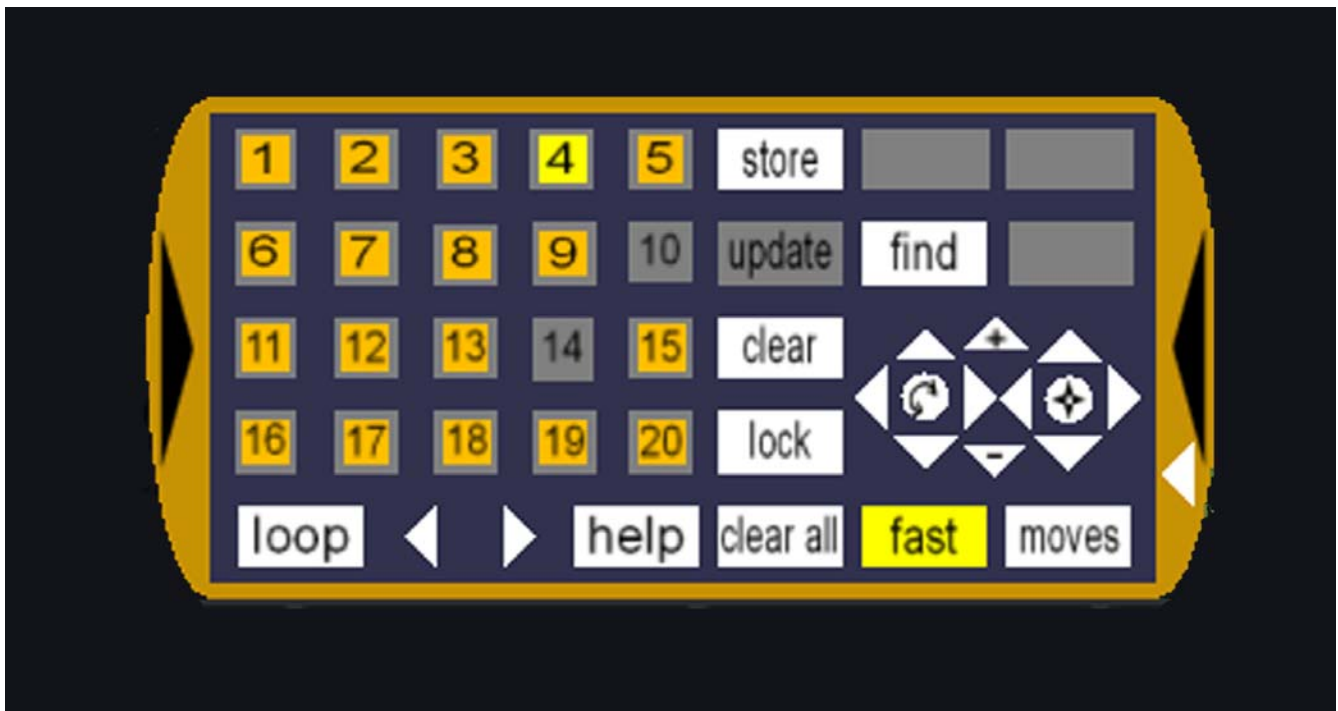
To begin streaming, just click 'Start Streaming'. If you remember from last week, we had set up OBS to automatically record while streaming, so doing this will also start a recording of what you are streaming.



USING THE CLUB CAMERA HUD

I will only briefly go over this HUD which can be used to set fixed camera positions. It is available for L\$179 on Marketplace at <https://marketplace.secondlife.com/p/ClubCamera-HUD-Mk-III-Maxi-Box/616013> (there are also less expensive versions available with fewer features).

Here is what the HUD looks like when worn:

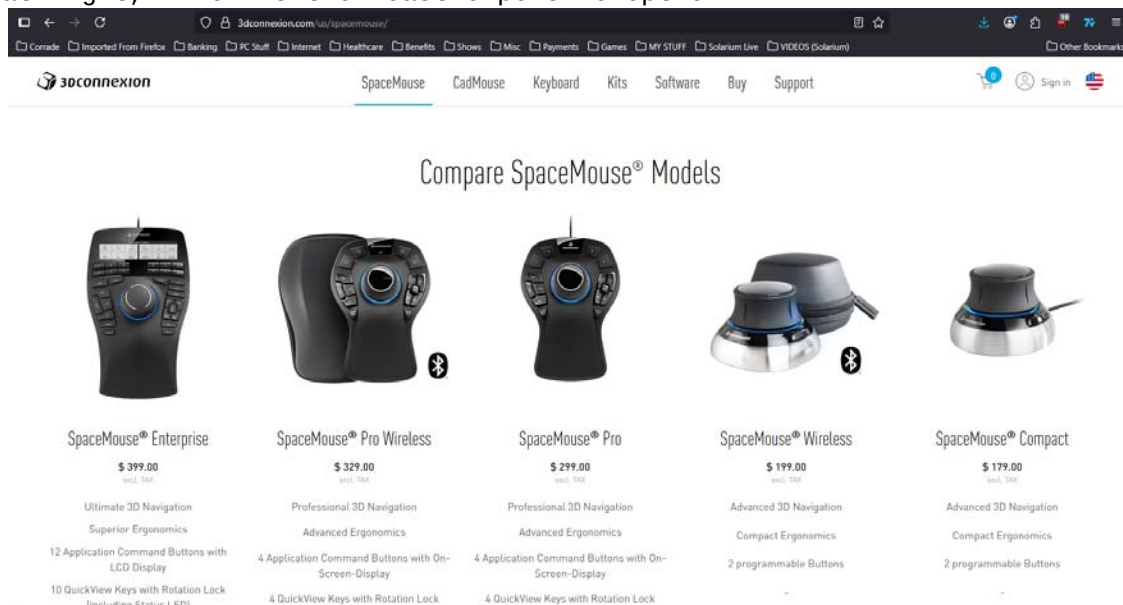







It allows up to 20 different camera angles to be recorded.

- 'clear all' at the bottom will clear all positions previously set.
- To store a camera position, line up your shot, then click "store" and click one of the numbered buttons. The camera position will be stored in that button, and the button should turn yellow.
- To go to one of the preloaded positions, just click on the number corresponding to the saved position. Your view will instantly zoom to that scene. Clicking on a different preloaded button will change the view to whatever you had stored there. This is very helpful if you have a variety of different scenes you need to include in the video, such as zooming in on a speaker's face, showing the slide presentation, showing a view of the audience, etc.
- Once you have changed the scene using one of the buttons, you can then use the arrows to make small adjustments. The four arrows on the right will move the scene up, down, left or right in small increments. The four arrows on the left will rotate the scene along different axes, again in small increments. The arrow labeled with a plus sign will zoom in slightly, the one with a minus sign will zoom out slightly.

I will attempt to demonstrate these features live in a few minutes.

{Slide 207} The final thing I'll mention here is the Space Navigator mouse, which is an investment that will pay off for you if you are serious about making videos. Essentially, it will detach your display from your avatar and let you roam around freely and smoothly. Again, I'll be demonstrating that in a minute. If you're interested, you can get the space navigator at <https://3dconnexion.com/us/spacemouse/>. I have something similar to the model shown at right, which is the least expensive option.



SpaceMouse® Enterprise	SpaceMouse® Pro Wireless	SpaceMouse® Pro	SpaceMouse® Wireless	SpaceMouse® Compact
				
\$ 399.00 <small>MSRP, USD</small>	\$ 329.00 <small>MSRP, USD</small>	\$ 299.00 <small>MSRP, USD</small>	\$ 199.00 <small>MSRP, USD</small>	\$ 179.00 <small>MSRP, USD</small>
Ultimate 3D Navigation Superior Ergonomics	Professional 3D Navigation Advanced Ergonomics	Professional 3D Navigation Advanced Ergonomics	Advanced 3D Navigation Compact Ergonomics	Advanced 3D Navigation Compact Ergonomics
12 Application Command Buttons with LCD Display	4 Application Command Buttons with On-Screen-Display	4 Application Command Buttons with On-Screen-Display	2 programmable Buttons	2 programmable Buttons
10 QuickView Keys with Rotation Lock (including Status LED)	4 QuickView Keys with Rotation Lock	4 QuickView Keys with Rotation Lock		