

## 1 Creation of a short video teaser to promote the broadcast using DaVinci Resolve

1.1 Understanding the concept of Teaser

1.2 Creating one with DaVinci Resolve

Understanding Text creation with Motion

Animating the Text with Motion

Adding a texture and colors to the text with Motion

Inserting clips and editing them on the timeline/sequence

Adding a sound track

Exporting/rendering the promo

## 2 Advance Functions of OBS

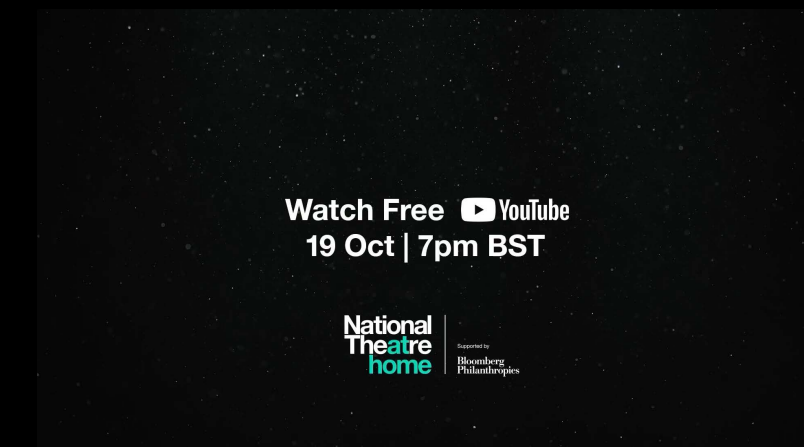
- 2.1 Understanding the blending modes
- 2.2 Making use of the hotkeys
- 2.3 The Multiview with an external monitor

## 3 Ensuring the best streaming settings and technicalities for the broadcast

- 3.1 Testing the internet connection/Making sure to have an alternative connection (wired and wireless connection)
- 3.2 Setting the encoding bitrates of OBS
- 3.3 Ensuring all cameras and audio devices are connected and powered
- 3.4 Ensuring a backup plan in case of power cut
- 3.5 Checklist

# What is a teaser?

Teasers are typically made in advance of the film or the theatre play release; their job is to embed their imagery into people's minds and stay in there despite not providing much context or story. This is why the images, shots or visual effects in teasers are some of the most spectacular and/or striking; every shot needs to pull its own weight.

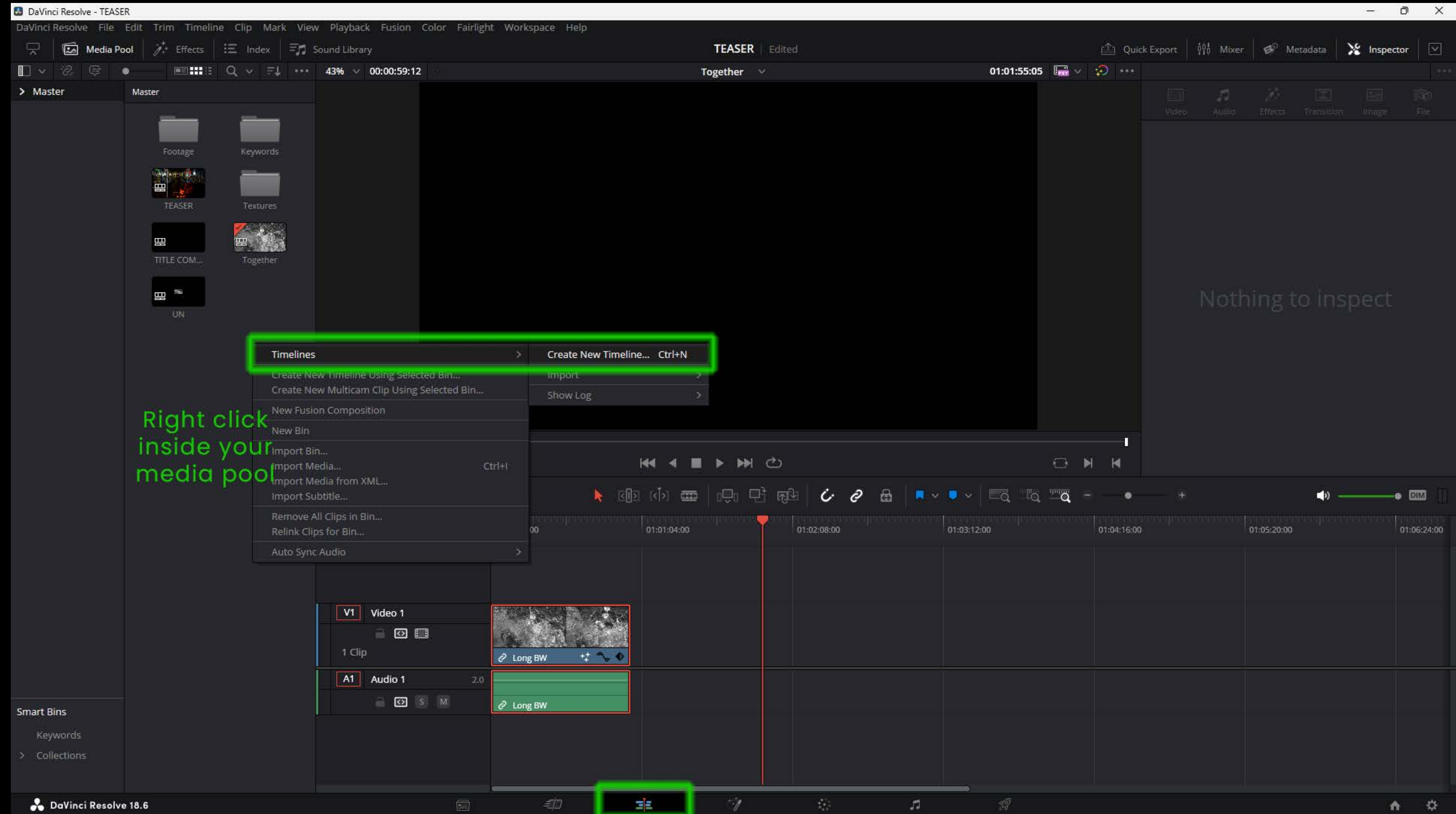


# Teaser / Trailer

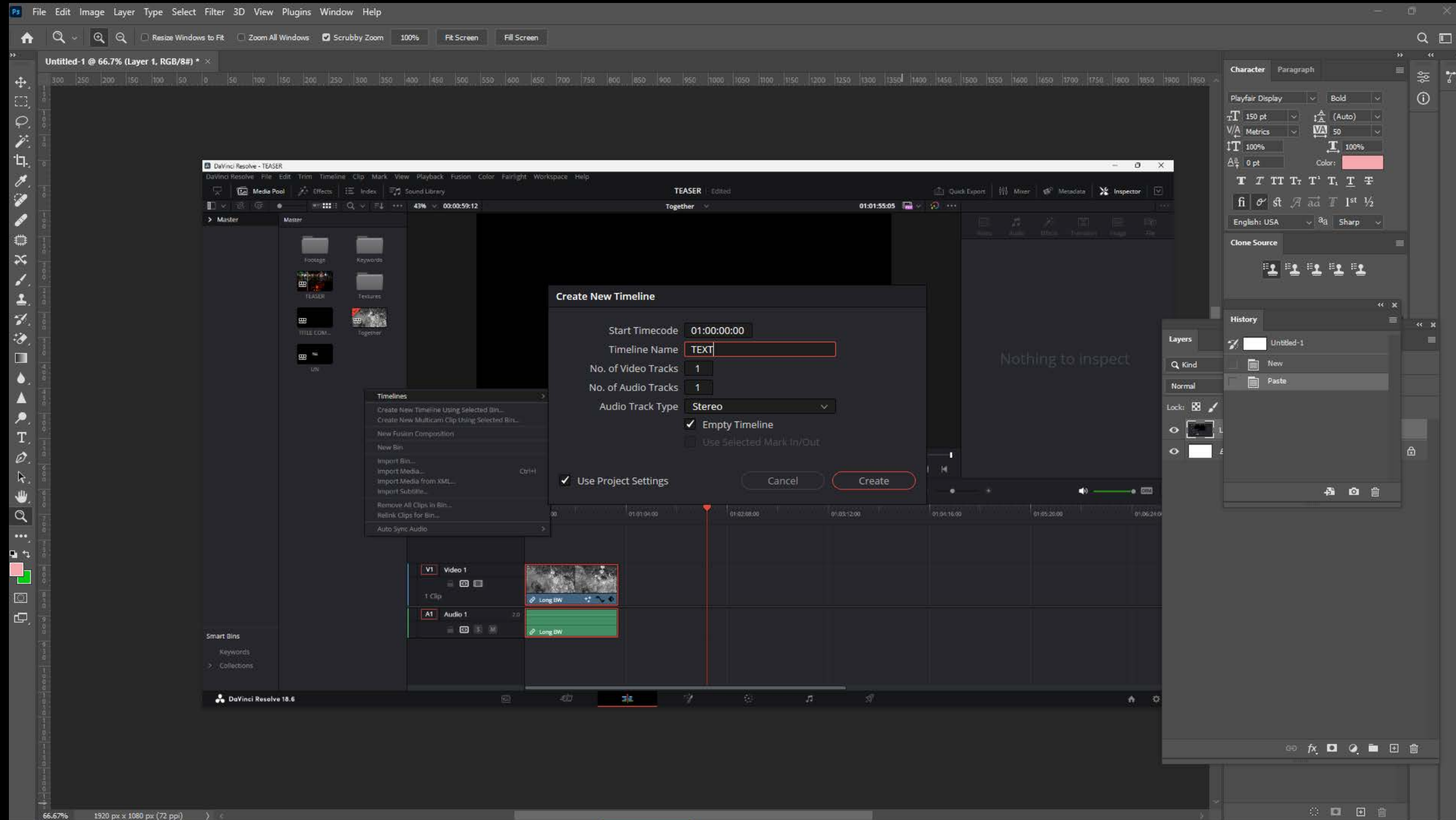
A teaser teases the viewer about the product you're making. A trailer sets a trail for the viewer to buy the product you're making.



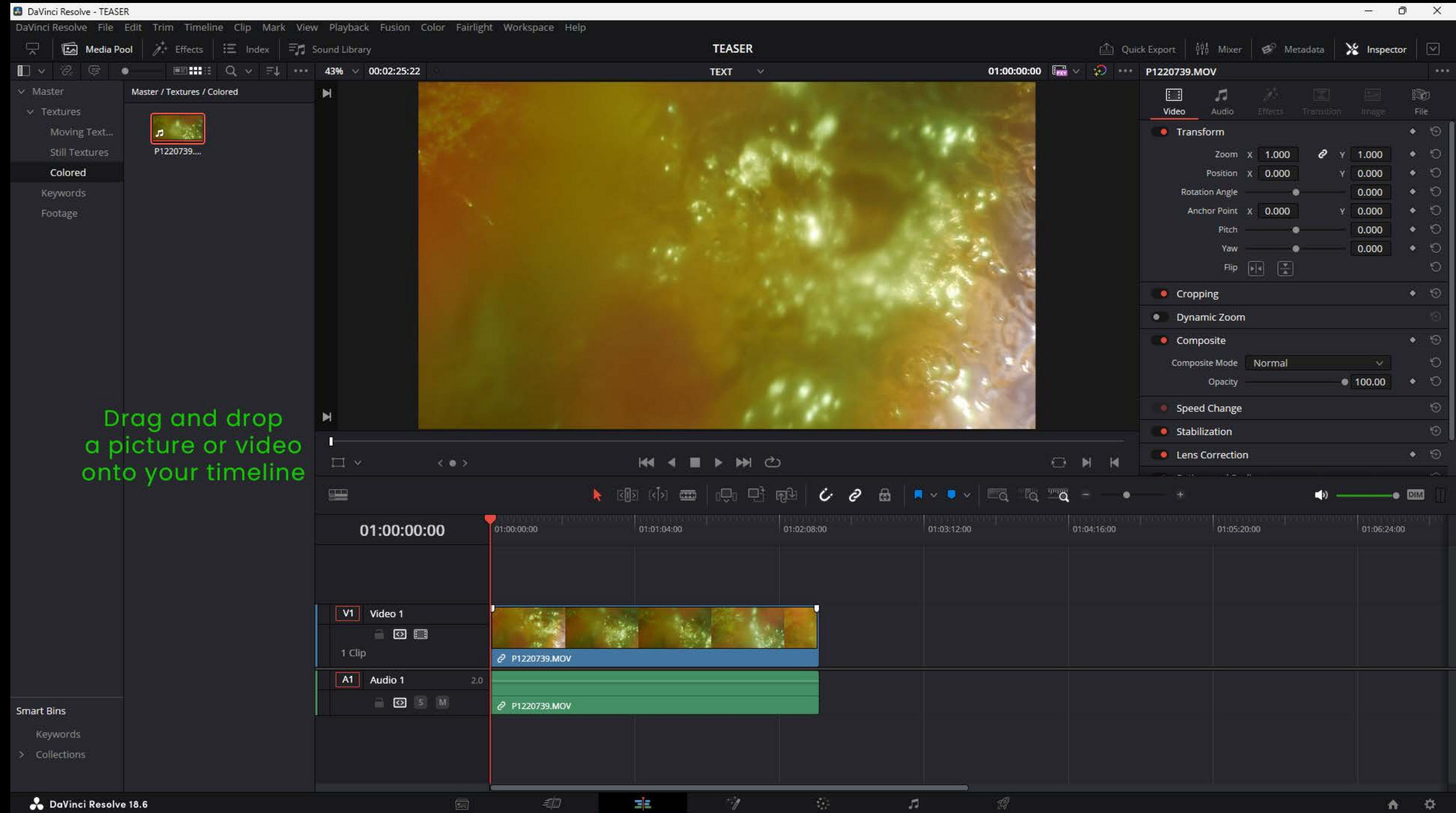
# Creating text/titles to insert in the teaser using DaVinci



# Creating text/titles to insert in the teaser using DaVinci

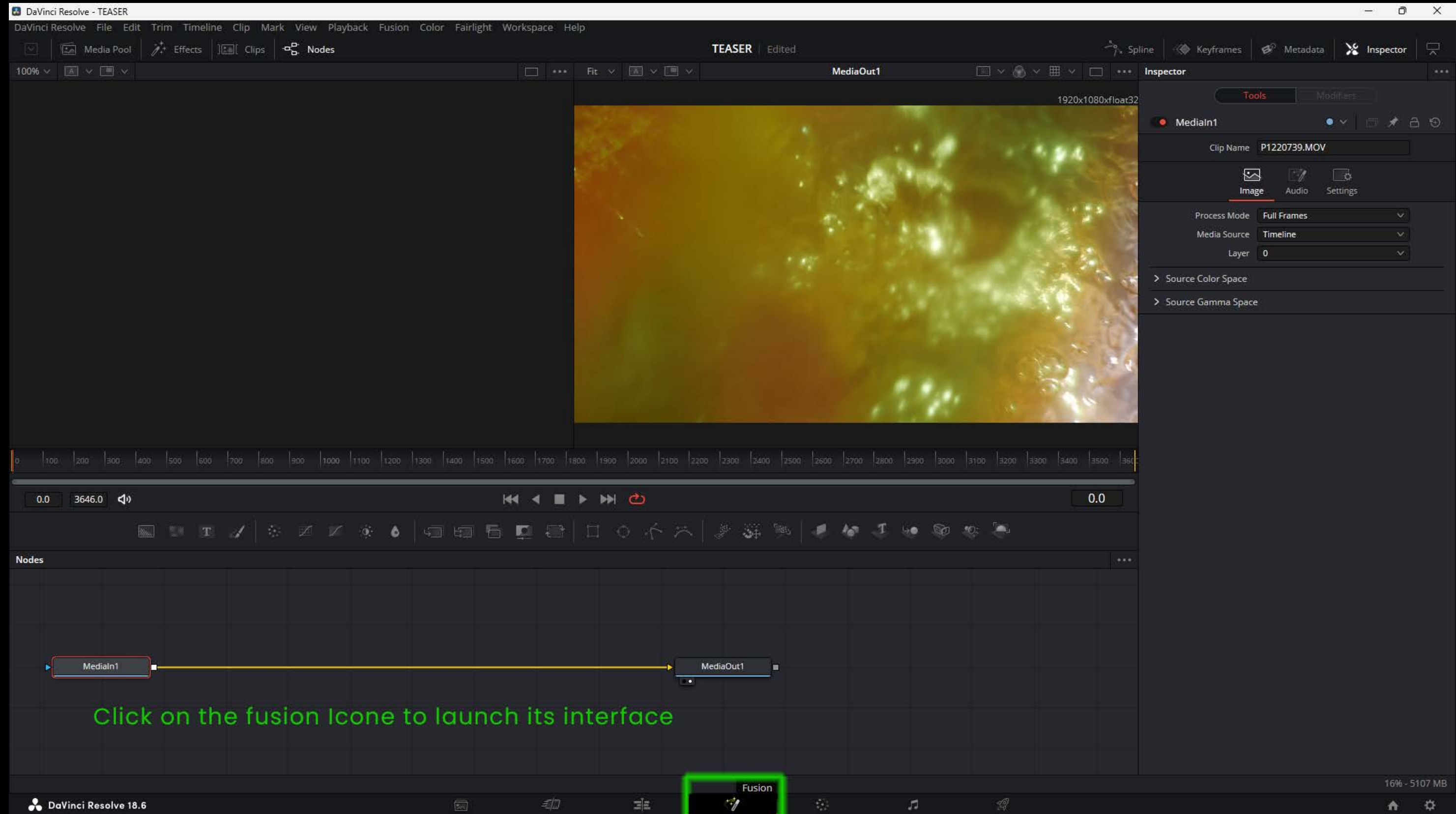


# Creating text/titles to insert in the teaser using DaVinci

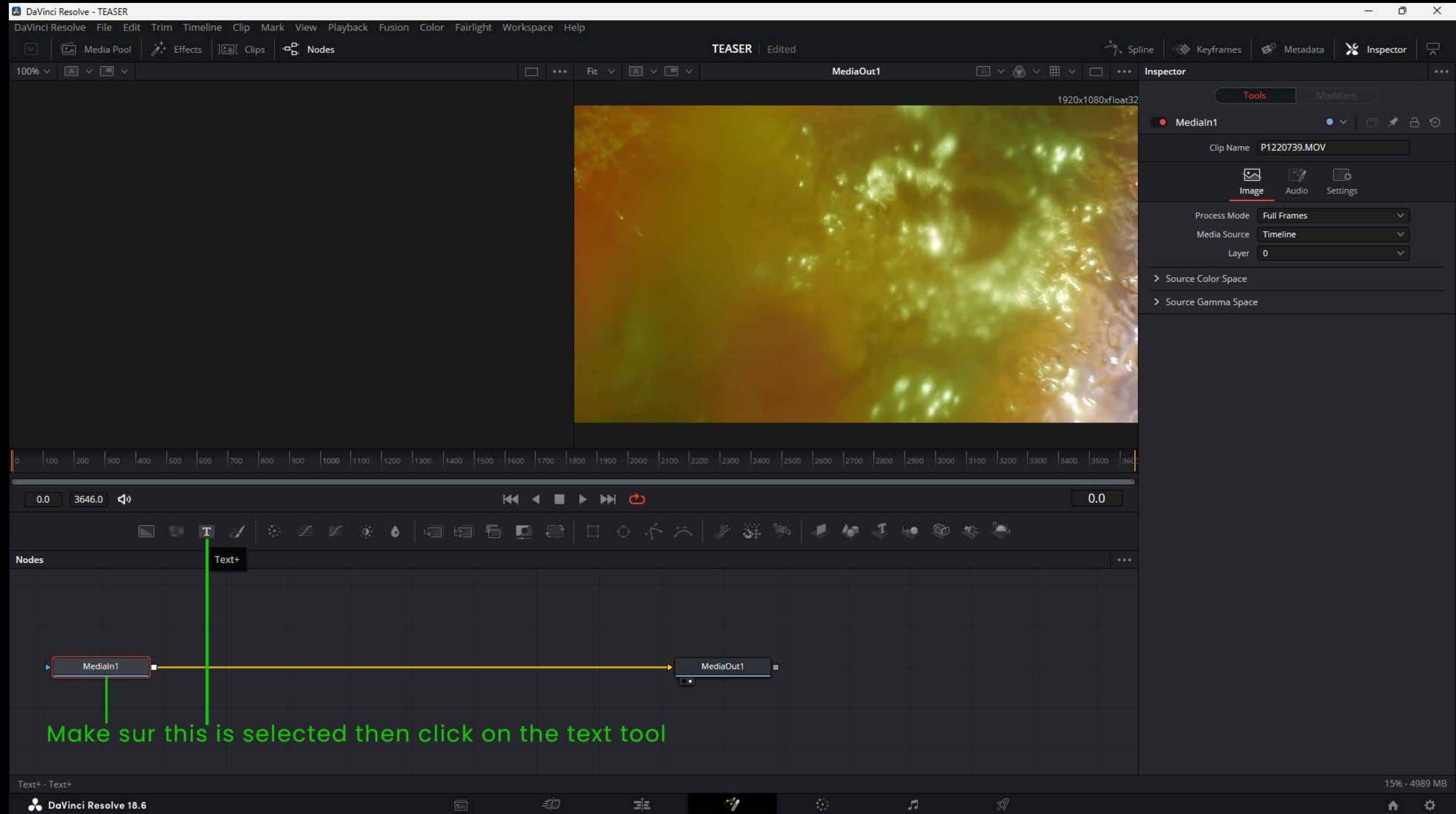




# Creating text/titles to insert in the teaser using DaVinci



# Creating text/titles to insert in the teaser using DaVinci



# Creating text/titles to insert in the teaser using DaVinci

DaVinci Resolve - TEASER

MediaOut1

Inspector

Merge1

Merge

Center X: 0.5 Y: 0.5

Size: 1.0

Angle: 0.0

Flip

Apply Mode: Normal

Operator: Over

Subtractive/Additive: Over

Alpha Gain: Held Out

Burn In: Atop

Blend: XOr

Edges: Mask

Filter Method: Stencil

Flatten Transform

Reference Size

Nodes

MediaIn1

Text1

Merge1

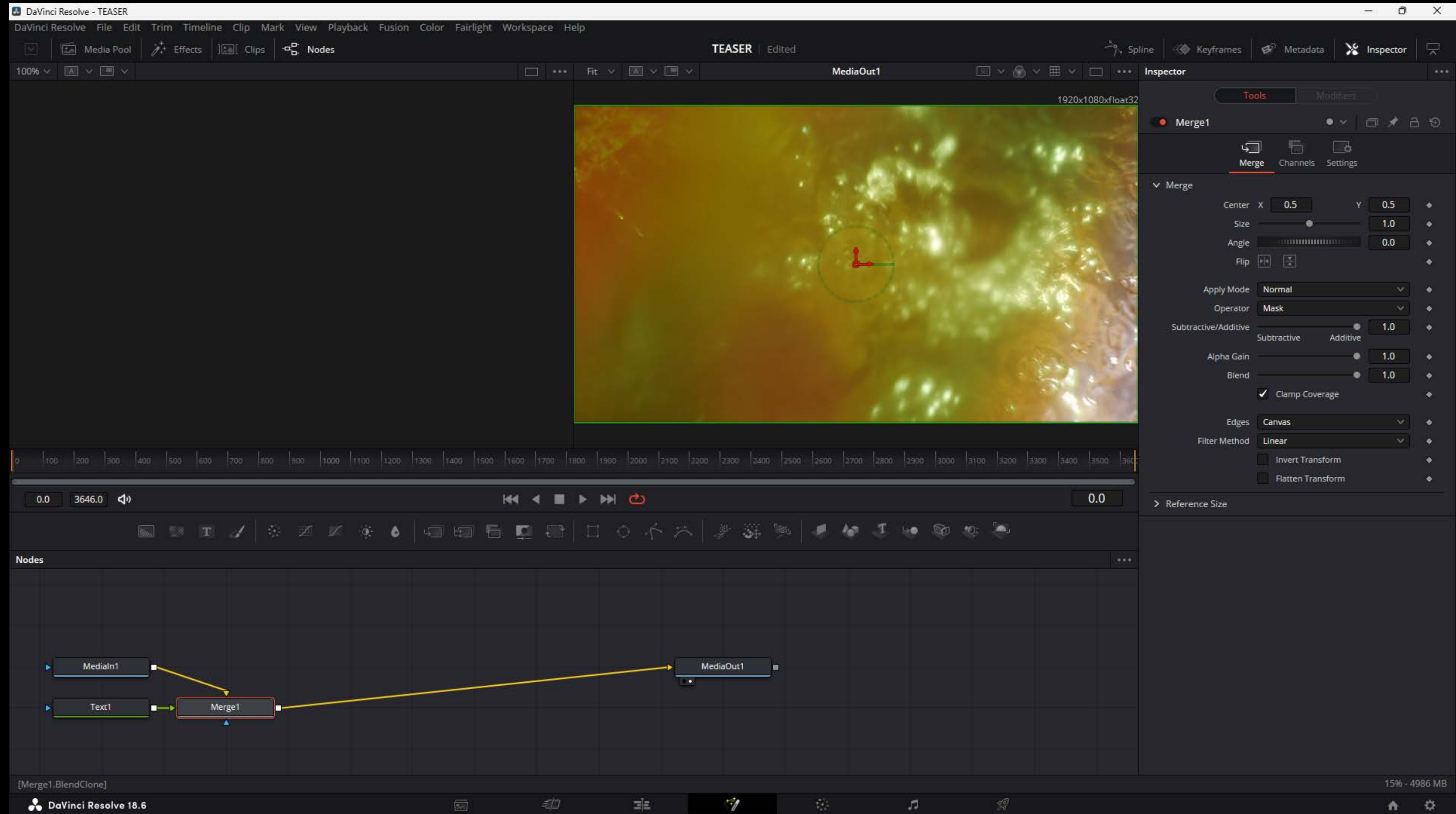
MediaOut1

Click on Merge1

The operator setting should be set on Mask

DaVinci Resolve 18.6

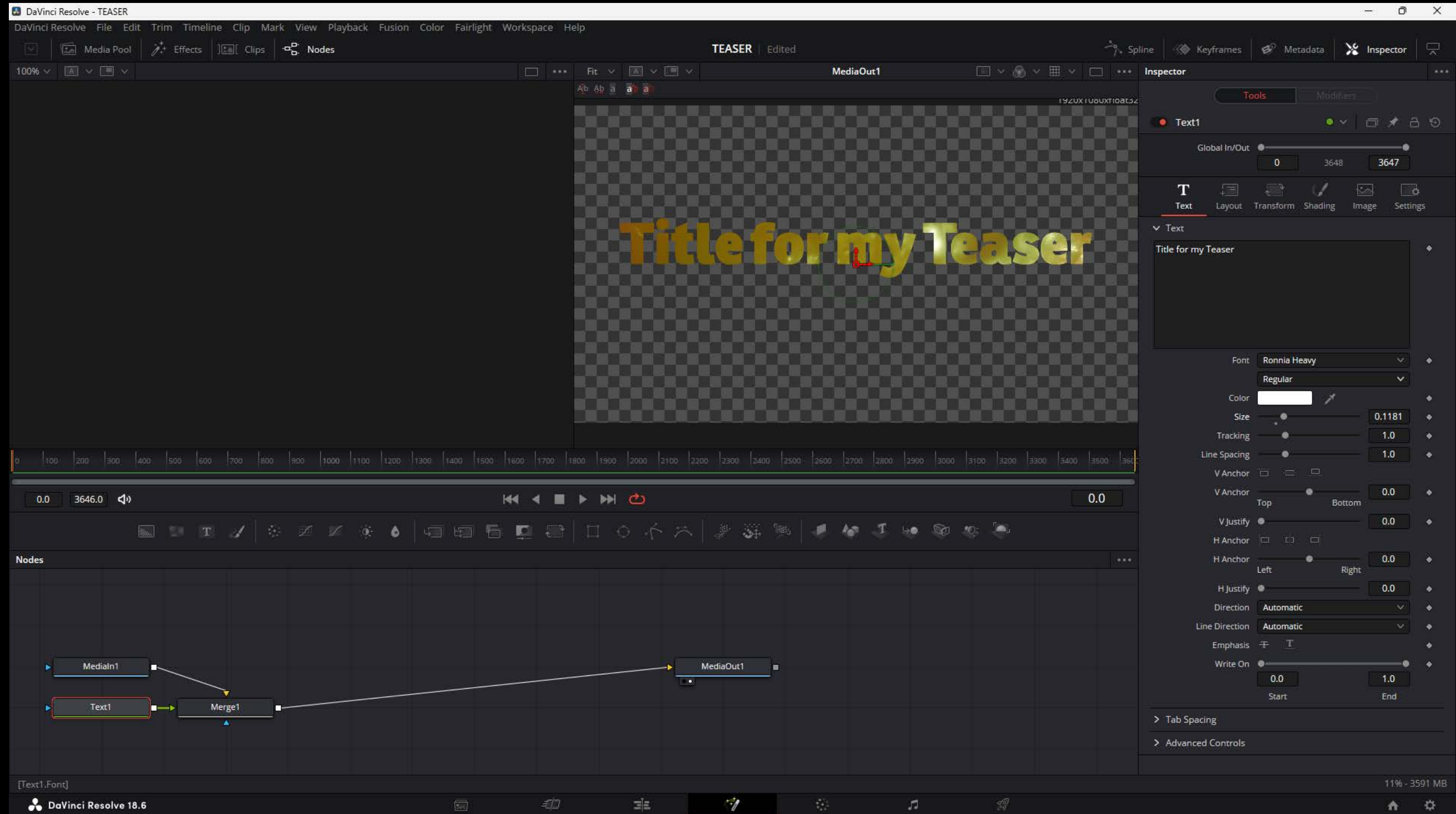
# Creating text/titles to insert in the teaser using DaVinci



# Creating text/titles to insert in the teaser using DaVinci

The screenshot displays the DaVinci Resolve interface for a project named 'TEASER'. The main workspace shows a checkerboard background with the text 'Title for my Teaser' in yellow. A green annotation 'Write your choice of title' is overlaid on the text. The Inspector panel on the right shows the 'Text1' settings, including font (Open Sans), size (0.08), and color (white). The Nodes panel at the bottom shows a workflow: MediaIn1 and Text1 are connected to Merge1, which is then connected to MediaOut1. A green annotation 'Select the text box' points to the Text1 node in the Nodes panel. The timeline at the bottom shows a duration of 0.0 to 3646.0.

# Creating text/titles to insert in the teaser using DaVinci



# Creating text/titles to insert in the teaser using DaVinci

DaVinci Resolve - TEASER

Inspector

Text1

Global In/Out: 0 3648 3647

Transform

Transform: Characters

Spacing: 1.0

Pivot X: 0.0 Y: 0.0

Pivot Z: 0.0

Rotation

Order: XYZ XZY YXZ YZX ZXY ZYX

X: 0.0

Y: 0.0

Z: 156.5

Adapt Width to Angle

Change some of the setting you choose

Nodes

Make sure to be at the start of your Animation

MediaIn1

Text1

Merge1

MediaOut1

[Text1.CharacterAngleZ]

0.0 3646.0

DaVinci Resolve 18.6

# Creating text/titles to insert in the teaser using DaVinci

DaVinci Resolve - TEASER

Inspector

Text1

Global In/Out: 0 3648 3647

Transform

Transform: Characters

Spacing: 1.0

Pivot X: 0.0 Y: 0.0

Pivot Z: 0.0

Rotation

Order: XYZ XZY YXZ YZX ZXY ZYX

X: 0.0

Y: 0.0

Z: 156.5

Adapt Width to Angle

Shear

Size

Nodes

MediaIn1

Text1

Merge1

MediaOut1

[Text1.CharacterAngleZ]

11% - 3664 MB

DaVinci Resolve 18.6

Create a Keyframe by clicking on the dot of the setting you want to animate



# Creating text/titles to insert in the teaser using DaVinci

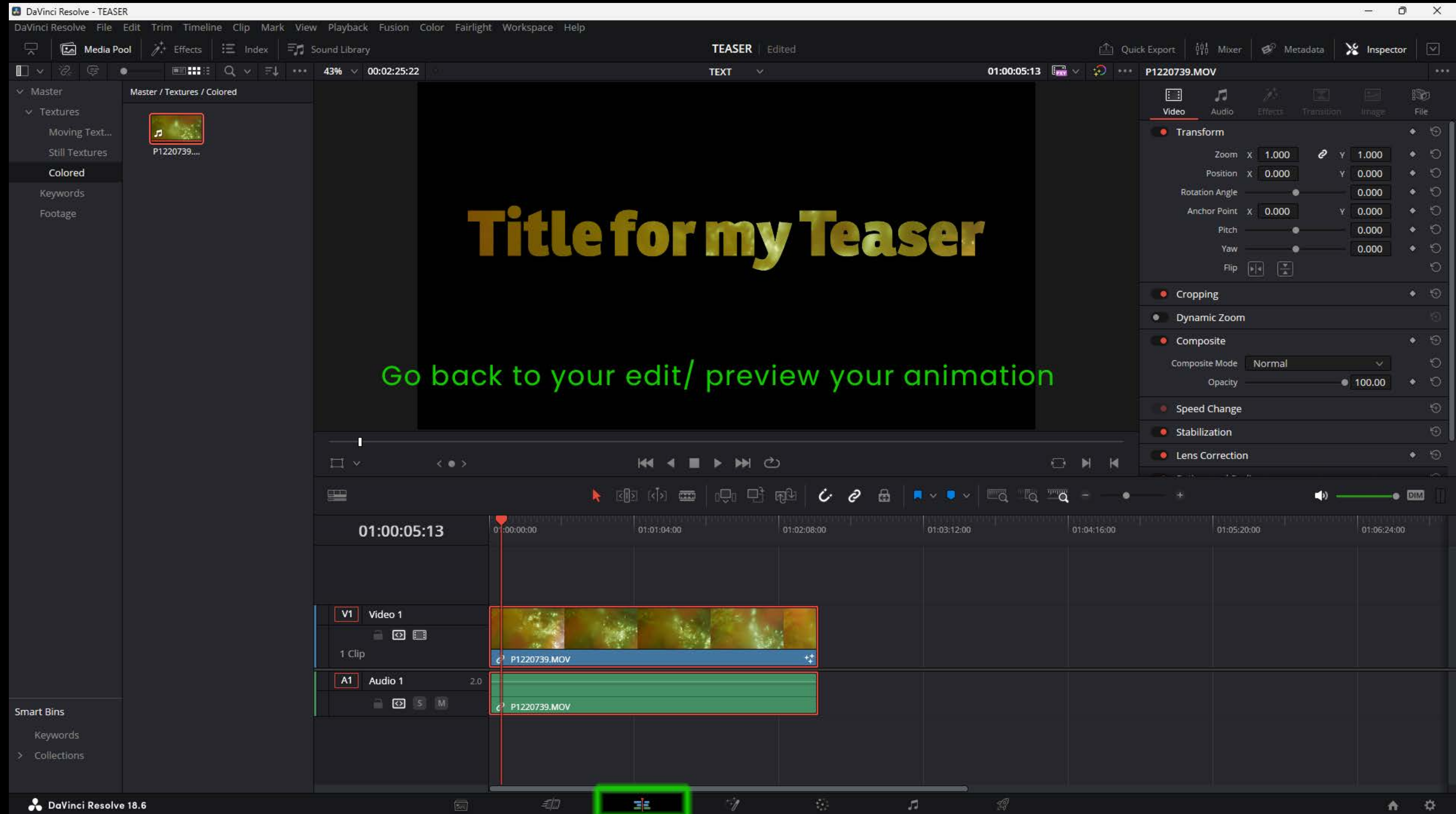
1  
Make sure to scroll through the timeline to select the end point of your animation

2  
Change the setting you previously modified

Inspector  
Text1  
Global In/Out: 0 3648 3647  
Text Layout Transform Shading Image Settings  
Transform  
Transform: Characters  
Spacing: 1.0  
Pivot X: 0.0 Y: 0.0  
Pivot Z: 0.0  
Rotation  
Order: XYZ XZY YXZ YZX ZXY ZYX  
X: 0.0  
Y: 0.0  
Z: 0.0  
Adapt Width to Angle:

Nodes  
MediaIn1  
Text1  
Merge1  
MediaOut1

# Creating text/titles to insert in the teaser using DaVinci



# Understanding the blending modes

## Multiply

The best mode for darkening. Works by multiplying the luminance levels of the current layer's pixels with the pixels in the layers below. Great for creating shadows and removing whites and other light colors (while keeping the darker colors). As an analogy, think of the selected layer and all of the layers below as individual transparencies, and that they are stacked on top of each other, and then placed on an overhead projector. Using this analogy, the light passing through the lighter areas will have trouble getting through the darker areas, but the lighter areas will shine through other lighter areas with relative ease.

# Understanding the blending modes

## Lighten

If the pixels of the selected layer are lighter than the ones on the layers below, they are kept in the image (the opposite of the Darken blend mode). If the pixels in the layer are darker, they are replaced with the pixels on the layers below (they show through to the selected layer). Note that this behavior is on a channel by channel basis, i.e., this rule is applied to each of the 3 RGB color channels separately.

# Understanding the blending modes

## Screen

Similar to the Lighten blend mode, but brighter and removes more of the dark pixels, and results in smoother transitions. Works somewhat like the Multiply blend mode, in that it multiplies the light pixels (instead of the dark pixels like the Multiply blend mode does). As an analogy, imagine the selected layer and each of the underlying layers as being 35mm slides, and each slide being placed in a separate projector (one slide for each projector), then all of the projectors are turned on and pointed at the same projector screen...this is the effect of the Screen blend mode. This is a great mode for making blacks disappear while keeping the whites, and for making glow effects.

## 2 Advance Functions of OBS

- 2.1 Understanding the blending modes
- 2.2 Making use of the hotkeys
- 2.3 The Multiview with an external monitor

Please make sure to follow the lesson on Youtube to understand this functions