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### Fitter - Video Prototype Report

For our video prototype we shot all the scenes that involved a backdrop using a web camera that was hooked up to a laptop. The program that we used while doing this was PhotoBooth. The shots that showed the user interface and interaction with the application were done via a digital camera. We then used iMovie to edit the different clips together with a few title screens and transitions between scenes.

Instead of going to different places and shooting our scenes live at the location, we ended up taking pictures of the places we wanted to have the scenes done and used a feature on PhotoBooth that allowed us to set a picture as the background. This is the same idea of a green screen except we had a white board as the background. This allowed us to do all the filming in one room and saved the trouble of having to travel from location to location to only film a shot that only lasted a matter of seconds. This method got the point across and at the same time made it more convenient for us. This also eliminated background movements from bystanders and outside noise that could potentially make narration hard to hear. We didn't have a video camcorder so it would have been unrealistic carrying a laptop and web cam around trying to film things.

Coming up with the different scenarios provided a bit of a challenge because we only have three people in our group and one of them was sick over the period in which we did the filming. So we had to come up with plausible ways to have one person film and one person act. Also getting the background image to work on PhotoBooth also was a little difficult because we needed a completely white background and couldn't have the person be too close or far from the background or else we get spotty areas in the background image. Also there is quite a bit of text entering, so we had to come up with a way to not be too tedious and repetitive but also not do too much magic hand waving and have text appear out of nowhere.

Shooting the video from the laptop turned out pretty well because we had all the shots on the computer ready to edit and it was easy to preview and edit as we were filming. Being able to film in one room the whole time was nice, because we were able to be very efficient and didn't waste any time traveling or setting up. We just had one person take pictures and the next day we uploaded those as the backgrounds and ran through all the shots we needed. After that we just needed to add in the shots of the user interface interaction with the application.