

PHOTO, MUSIC AND AUDIO



Module II



Course
Photo-video
concept



Topic 3
Edition



Lesson 2

Activity

- **Short Description:** In this activity, students will try to put into practice what was done in the previous activities individually. The methodology consists of making three basic audiovisuals of three different heritage typologies to notice the differences in the type of photography (composition and lighting), the chosen music, the recording of sounds and the speech of the written script. They will have to link three photos of different heritage elements (natural, cultural material and cultural immaterial), with a selected music and incorporate an audio that describes them.
- **Methodology:** Inductive learning.
- **Duration:** 4 hours
- **Difficulty (high - medium - low):** High
- **Individual / Team:** Team
- **Classroom / House:** House
- **What do we need to do this activity?**
 - **Hardware:** Notebook, Photo Camera or Mobile Phone, Microphone and Speakers
 - **Software:** Web Browser
 - 1. OPENSHOT (<https://www.openshot.org>)
 - **Other resources:** Paper and pen

Description

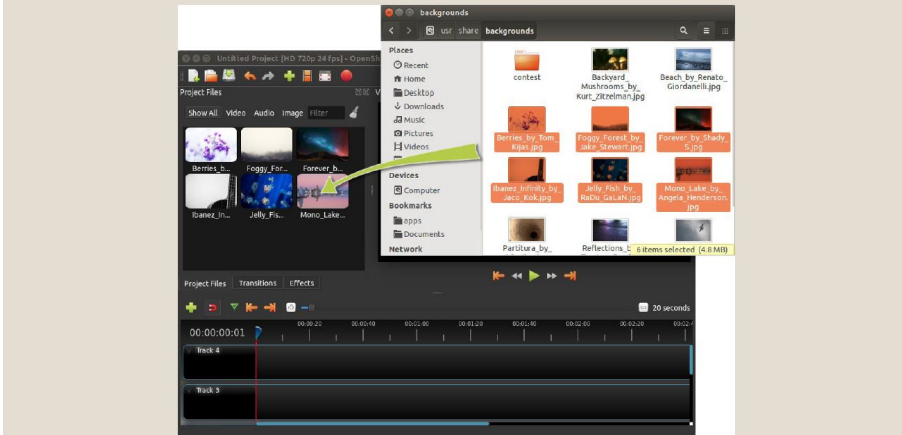
- **Text description:** Each audiovisual project will be conditioned by the type of heritage we choose (cultural, tangible and intangible, or natural). The choice of photographic composition or daylight will depend on this



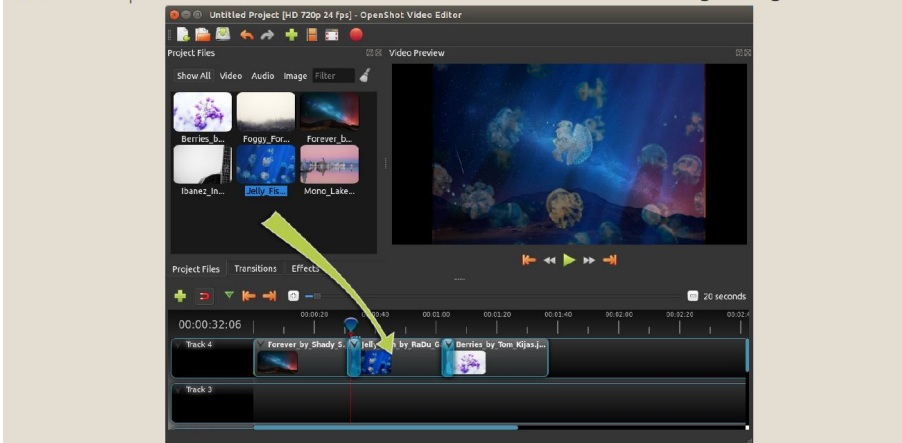
typology and the message that we are going to transmit about the heritage asset. In this way, the music and sound recording must be tailored to the individual project. Doing three different projects for three heritage elements will allow us to appreciate those differences.

- **Illustration:**

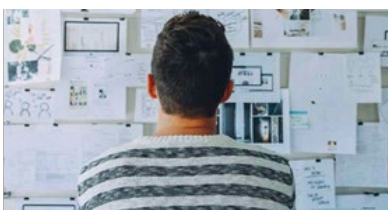
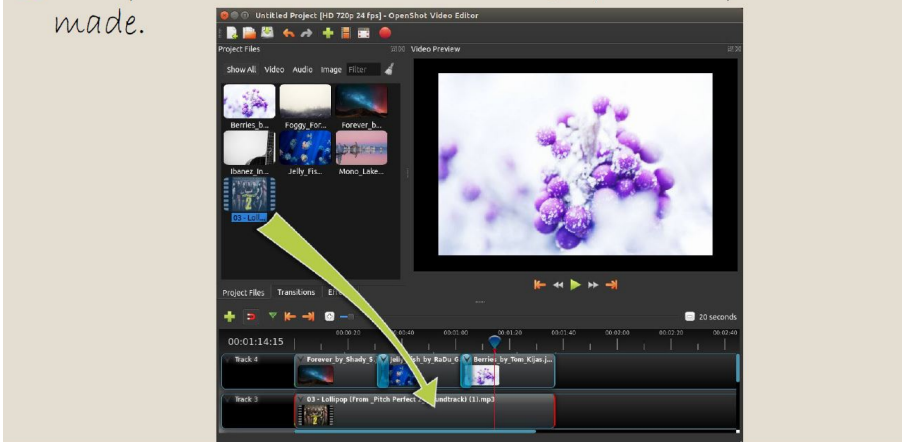
☑ We open and insert the photos that we are going to use.



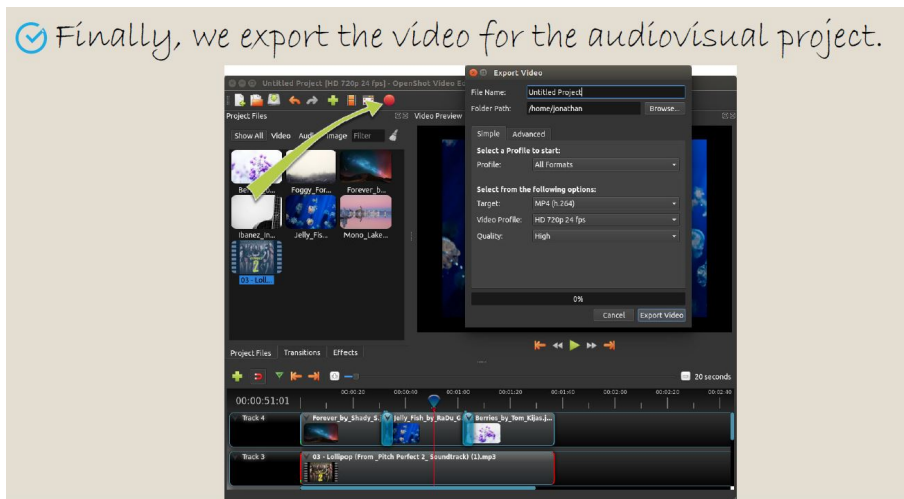
☑ We open and insert the music that we are going to use.



☑ We open and insert the recording of the script we have made.



✓ Finally, we export the video for the audiovisual project.



Instructions

1. Choose three assets
2. Select the photos (photographic series), music, script and recordings for each of the elements
3. Use the OpenShot program to place items on a track and export a video

Expected outcomes

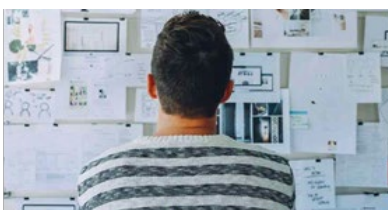
- Recognize the differences in the multimedia content applied to each heritage asset
- Learn to use the OpenShot software to generate the audiovisual project

This activity can be used in other (module, course, topic, lesson):

- **Module II, Course Video, Topic Edition, Lesson 1**

DIGICOMP (Competences developed): *Developing digital content; Creatively using digital technologies.*

ENTRECOMP (Competences developed): *Planning and management; Working with others; Learning through experience.*



Example:

<https://www.openshot.org/user-guide/>

OpenShot Video Editor is an award-winning, open-source video editor, available on Linux, Mac, and Windows. OpenShot can create stunning videos, films, and animations with an easy-to-use interface and rich set of features.

Learning to use OpenShot is easy, and with this guide, you will be a master in no time at all!

