

Epicurean Video Production Thread (Especially Blender and Other Open Source Video Software)

Post by “Joshua” of April 29, 2023 at 1:29 AM

Quote from Cassius Admin Edit

[Admin Edit from Cassius 050323: I am hijacking Joshua's thread and changing the title to make it more generic and hopefully extend it. I have seen the first draft of Joshua's map video. It is excellent and it is a reminder of how effective and far-reaching that good video can be.

We need to encourage everyone who is even slightly interested in creative video production to try their hand at this. We can use this and other threads to share information about tools and methods and ask each other questions.

I entitled the thread with a reference to free and open source software, because I think it is highly desirable that we use tools that are available to others and with which we can better share our expertise. However I know that some of the most powerful options are not publicly offered, so don't let that stop you from posting about what you are using, especially if the cost is relatively low. But thinking ahead to what will be most effective in getting other people going, options which are totally open and low or no cost are probably going to find the widest adoption.

We have lots of creative people here and it would be great if we could encourage each other to produce work like this. Now for Joshua's post which started this thread:

I am not proficient in the use of the this software by any means, but I did want to share some progress on a video I'm working on that focuses on the early Epicureans. Just two images: before and after. The first map I pulled from Wikimedia. The second map is zoomed, showing some of my progress in blender, and with a little bit of added texture. Hopefully I can get it to look more like paper. Anyway, once I have the map looking the way I want it to, I can set the 'camera' to follow a track around the map; panning across the Aegean, zooming in on a city or an island, etc.

