

EPISODE #1

February/March 2012

Fast video compression

We decided to use Miro Video Converter for quickly compressing Duel's hefty video content. Miro is a free tool that provides drag and drop functionality for converting video clips to a number of open source formats.

No single video format is completely cross-browser compatible yet, but the HTML5 video tag allows 'fall back' to any number of alternative formats. Duel has been encoded to MP4, OGV and WEBM to try and cover all bases.

<http://www.mirovideoconverter.com/>



Collaborative Working On-Screen

March 2012 saw Andy and Kate meeting up in person to work together on the project. During a productive session, they viewed the first three minutes of chapter one several times, and discussed changes to the video and sound effects. Andy gave Kate a tour of the backend of the project, and they looked at the complex layers of source code behind the chapter. Together in front of the computer monitor, they re-order and edited the video, as well as discussing how to create the final section of the chapter.

Video feeding into the script

We have decided to drop actual stills from the video into the script to trigger key text narratives. As the project evolves, these stills will hopefully be converted into 'actual' screenshots from each scene in the final work. The script also contains technical notes about the delivery of the work on each platform (divided into 3 - Desktop, Tablet, Phone.) It all looks very ambitious right now, but is rewarding and exciting to work on.

VISUALS AND DIALOGUE

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February 2012 FX & EDITING

When producing their work in general, Andy and Kate often get asked the following question: "What makes your work different from most?" Both writers are interested in creating new hybrid forms, but both have primary interest in the nature of digital fiction as an using best combined other media to find new ways to tell stories. Though their work has often been influenced by games and other interactive projects, Kate says that she always has a certain amount of personal interest in coding and in the screen. As far as the screen, "Duel" isn't a film, it's interactive. Andy says, "There's often a sense of discovery and experimentation around media that suggests they have to stand alone in some way. I don't believe that."

Special Effects

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Video Editing, Audio and Timeline

April 2012 TECHNOLOGIES

Open Source At Its Limits

Flash Shines Back

Notes from Andy

It has become clear that the other members of the team are trying to continue to have their own voices in the project and that each member of the team has a different development interest. The forthcoming launch of Mobile Production Studio (MPS) has prompted me to make an early announcement regarding the iOS and Android apps via Adobe AIR. After a few weeks of working up on Air, I can happily say that I've now got Duel running at quite some speed on the iPad - very impressive and I've been able to work on for with some success. This is very exciting and will help us our development process considerably.

BLOG January 2012

Setting up the Blog

DUEL

Notes from Kate

While some think we're working on "Duel", I'm also writing a new novel. One that's called "The Thing" while "Duel" is a complete digital fiction that can stand on its own. It will have a dual story line for me and my novel, so that it can also be read as a chapter of the novel. One of the main characters from "The Thing" and "The Thing", named, are the same as in "Duel". So this is exciting, the feeling a good time exploring and developing.

Collaboration Script