

OSE Teaser

1-2 minutes

OSE Titlecard

POV shots of hands cleaning up the farm and building printers/doing general tasks during the workshops.

Titlecard "Build Yourself - Build Your World"

Titlecard Call to Action

Shoot with GoPro.

Move GoPro between different people to get different perspectives.

I'm going to need at least 10 minutes of interesting visuals to condense down to this teaser and to have interesting cut in footage for the other products.

I am considering another longer version specific to OSE Devs which also shows some screencapture of working on CAD.

Workshop Teaser

1-2 minutes

Titlecard OSE

Timelapse of Sunrise? Timelapse of Cleaning up farm? Should give a sense of place in the opening. Open with finished product, then go back to initial coordination happening, and then find a good rhythm of showing production closeups, problem solving, and gradually showing progressive assembly over the course of the video.

Titlecard Call to Action

Workshop Documentary

(https://docs.google.com/spreadsheets/d/1b039wT9kNTfalr2GZ0-nnQ6djr_lqTVHilKnc66nm44/edit)

Shotlist:

https://docs.google.com/document/d/1ic3BOs_Sj-7GboxiUf70xvbnJqhQldD8tirTuTp4t1c/edit

5-10 minutes

Essentially the same thing as the teaser, except with interviews and explicit exposition relying less on purely visual information. Start with giving a sense of place through a tour or more likely a montage of the general area. Then start with a description of the day (5ws) and show initial coordination happening in the morning, followed by initial setup and then the workshop. Include instances of problem solving, and communication in addition to production closeups of cool dramatic stuff. Finish with the final product, since this is a long form video and not an attention grabber.

OSE General/Factor e Farm Short Doc

3-5 minutes

This is a video to package all of my tour footage of the farm. This is a bonus product.

Extreme Manufacturing/Distributive Enterprises Documentary

30-120 minutes

Open Source Microfactory, Extreme Manufacturing, FabCities, RepLab, FabLabs

I want to start getting material for this, some of the footage from this workshop should be useful.

Focus on scalability as product

Focus on diy as narrative

Transition from consumer to producer

If its easy enough to build so effectively and have a lot of fun and have it local and community based.

Scalability, change in the memes of production

http://wiki.p2pfoundation.net/Category:Manufacturing#Typology_of_Personal_Manufacturing_Machines_.28Hardware.29

https://www.reddit.com/r/Rad_Decentralization/comments/6dqu0h/decentralizing_physical_production_is_possible/

Long Form Structure

Intro OSE Logo screen + music

B roll of drive to farm, empty shop, music continues

Interview intro (set up the 5W - Who? - 24 3d printer workshop build, incl 6 foot printer -

“It is August 12th 2017 and today at OSE Factor-e Farm we are going to build 24 open source 3d printers...we have people from Mars, Jupiter, etc. etc.”

Further explanation of the workshop process, video of work being done

Interviews with participants on key focus of video “Why are you doing this?”

B Roll of workshop continues

<https://www.youtube.com/watch?v=xaFXZrqnDow>

<https://blog.p2pfoundation.net/commons-based-peer-production-in-a-nutshell/2017/01/23>

Jeffersonian ideal (missouri nature shots, nature focus, natural resources)
Interview driven

CTA - Hand carry the next step, contact form custom landing page? Different versions for social media vs on website with different calls to action? What is the most efficient way to get people involved, get them talking about OSE, or to at least get them thinking about the idea of infrastructure independence? Get them to the website? The wiki? Mailing list? A simple action that gets them connected on a long term basis. Do we want to make them a developer, or just sympathetic to the idea of radical DIY society