

Episode 3 (for design) (visit with Nancy White)

Opening Credits

Opening audio over sketchy type logo so we can look at these notes

Brian: The opening sequence changed again? That photo in the last video was sharp, now we are back to sketches?

Alan: Our friend Nancy white drew us these visuals, We are going to visit her and talk about her approach on design and use of drawings.

Brian: Oh I see. Maybe. So you picked out the music this week?

Alan: I thought I'd give it a go. I like the tracks from ccMixter; they are licensed creative commons and generally are music you won't hear anywhere else.

Brian: (sighs disapprovingly) I have no doubts. Oh well, we are just trying new things every week.

Alan: Yep. Let's go!

Intro

Alan and Brian seated in chairs, maybe pads of paper out in front, pens, books.

Welcome and banter about work on visuals last week, and transition to discuss what visual design means.

Brian: You said we were talking to Nancy White, she is so good at helping make drawing approachable. What time does she get here?

Alan: She's not coming here... we are going to visit her

Brian: What? We don't have time to go to Seattle....

Alan: We don't have to. She mailed us this special pad of paper, and she said to write our names on the door she drew on the first page.

Brian: sighs (mutters about spacey Seattle people). Okay, if you say so.

(pause)

get the usual gesticulation, record a few seconds of empty chairs

Audio portion (can just continue in video)

Screen fades. scribbling sounds. then stuff clattering.

What's happening? I'm dizzy? I can't see!!

sounds diminish, these questions should just be asked with spaces between. Nancy's responses will be edited in.

Where are we?

It's 2 dimensional but I can breath ok. What goes on here?

So what happens to your brain when you sketch?

What does "design" mean to you, Nancy?

And what does design mean when it's on the web?

How can we help get over their aversion to expression like this, the "I can't draw" crowd?

What kind of props do you use to get people to draw?

What's a good way to practice these skills?

How about "hunger"

Try "traffic"

Throw in "fish"

How can we help people get over the worry of having unfinished or draft work in a public portfolio?

What should we do this week in the You Show to help people learn about design?

How do we go back?

So you are going to draw us a door to get back to TRU?

It's been fun being in your 2D space!

Backstage

In the booth, Techies are talking, sometimes looking at monitor where Alan and Brian are jammering silently

They are going to draw for us, yeah.

Well they did pretty good last week at least they know how to add images to their posts.

They keep talking about this Nancy White. We don't have a third chair set up?

She must be an "imaginary" friend?

Banter about the blogs this week, photography, this week doing more with image editing. Having to use new software, the props page needs to be built out.

Hey, I'm getting some interference in channel 3 (checks something).

Pump up the monitor

(hear sounds of Brian and Alan talking about dizzy what's happening).

What's with the camera?

(adjust more things)

Their audio is on *(hearing first conversation with nancy)*

Yeah, but look at camera 1? Where are they?

I'm getting them good on audio, switch the output stream.

(see sketches of Brian and Alan, and audio)

I guess they are somewhere.

I don't understand. Is the video feed plugged in?

Why cant we see them on set?

Oh well, at least we have something coming out.

That Nancy is “sketchy”.

Yeah, but she’s smart. Let’s roll with it.

Man we need a break.

Return to rest of conversation mixed with Nancy’s audio

Closing

Brian and Alan back on set.

Closing banter about events this week, D’Arcy, etc.