Platformer Video Game "Nikki and the Robots" Release Trailer [3:06]

Submitted by qubodup on Wed, 09/19/2012 - 10:14
Posted in

- Kdenlive Theatre [1]

Hello, I recently created a 720p trailer using mostly fade-to/from-black transitions, zooming pixel style text and in-game sounds + 2 music tracks.

http://www.youtube.com/watch?v=s7cXLfb-HHw&hd=1 [2]

I was so happy that Kdenlive didn't crash even once. I was working on an Arch Linux 64bit Quadcore/4GB RAM with game video capturing made with ffmpeg (using more or less this method [3]).

I had three moments of joy during editing:
1. When I first realized that I have to use keyframing of composition opacity rather than fade-to/from-black
2. When I noticed that the zoom effect would keep the correct zoom-percentage for each frame if I cut it.
3. When I realized that I can copy effects by dragging and dropping onto other "pieces of video" (although this didn't always work perfectly [4] regarding keeping same values)

I'd be glad about any kind of feedback but I also have some specific questions.

* Is it a good idea to contain in-game sounds in a (video game) trailer?
* Is the text at all readable, are the interruptions annoying?
* Are the gamescene/text and gamescene/gamescene transitions (5-frame-fade-to-black+5-frame-fade-from-black) bad?

Thanks for Kdenlive and cheers!

Source URL: http://kdenlive.org/forum/platformer-video-game-nikki-and-robots-release-trailer-306

Links:
[1] http://kdenlive.org/forum/users-forums/kdenlive-theatre
[2] http://www.youtube.com/watch?v=s7cXLfb-HHw&hd=1
[3] http://qubodup.wordpress.com/2012/01/03/this-is-how-i-record-my-screen-on-linux/
[4] http://www.youtube.com/watch?v=q_QLHcqH51Y