CHAPTER I

INTRODUCTION

1.1. Background

The problem that often occurs in a post-production live shoot is the difference in color produced during a production session that may be taken on different days, times and weather. Color Grading and Color Correction are important activities that are used specifically for color matching.

Color Grading is a color adjustment process in a video to improve quality to suit the concept, story line, and other things that affect the atmosphere in the film. A common mistake made by editors for color correction is to nail all views in one filter template or color correction layer. The rise of the use of Color Grading templates makes all cinematography in the video have the same color characters. While each object in the video has different color values such as human skin color has a different color value with the scenery conditions and even the color of human skin and clothes can be different even in the same weather conditions. Therefore the use of Color Grading to each object is expected to provide a visual tone that helps the audience feel the concepts that have been made, such as helping the audience understand the time, atmosphere or scenes from the video.

From these problems, the writer has an idea to apply the Node Strategy Technique as a way to do Color Grading to each object in the hope of helping to improve the quality of cinematography in videos.

1.2. Problem Statement

Based on the background that has been made, then the problem that can be formulated is "How to apply the Node Strategy Technique in Color Grading in Live Shoot videos?"

1.3. Scope of Problem

The division of problem boundaries so as not to deviate from the problem is divided into the following:

1. The application used in the color grading process is DaVinci Resolve.
2. The application used for the compositing process is Adobe Premiere Pro.
3. The results of the study are comparisons between the use of templates and Node Strategy Techniques in live shoot videos.
4. The time used to take video is the afternoon around 15:00 - 18:00 and the sample video uses the scene in the afternoon at 16:00 - 19:00.

1.4. Purpose and Objective

The purpose and objectives of this research are:

1. To learn the use of Color Grading in live shoot videos using the DaVinci Resolve application.
2. Provide information on the use of Node Strategy Techniques in Color Grading.

1.5. Benefits of Research

Various benefits of research:

1. For writer:
    1. Develop VFX capabilities in Color Grading coverage.
    2. Know and understand the Color Grading process for each object.
    3. Increase mastery of the tools used, especially DaVinci Resolve.
2. For Amikom University:
    1. Become one of the students' scientific papers in the form of thesis research on Color Grading.
    2. Reference to writing scientific papers in the form of a thesis for others who are looking for discussions about Color Grading.

1.6. Research Methods

Reference to writing scientific papers in the form of a thesis for others who are looking for discussions about Color Grading:

1.6.1. Methods of Collecting Data

1. Observation Method

   The method of collecting data is by observing directly on related objects and also making observations about various Node Strategy Techniques as a reference.

2. Literature Study Methods

   The method is by collecting information by utilizing scientific journals, books, internet, and related experts to get the data needed in the Node Strategy technique.

3. Library Study Methods

The method is by collecting various data from the archives regarding Node Strategy techniques to obtain valid guidelines.

1.6.2. Methode of Analysis

The method is by collecting various data from the archives regarding Node Strategy techniques to obtain valid guidelines.

1. Functional Requirements Analysis

The need for all processes that are needed and must be provided, including how the process must react to certain inputs and how to behave in certain situations.

2. Non Functional Requirements Analysis

Needs which are the service or function limitations offered by the system, such as time and process limitations.

1.6.3. Design Method

Perform a structured design in a production process to get maximum results as follows:

1. Pra Production

In this stage, the process of pouring ideas and ideas will be told in a statement and treatment format.

2. Production

The process of taking pictures of all statements and treatments that have been planned.

3. Post Production

In this stage there are editing stages, including the process of doing Color Grading.

4. Evaluation

The evaluation process used is to do a comparison between videos that use the Color Grading template and videos that are Color Grading using a Node Strategy.

1.7. Writing System

To simplify and clarify the writing, the research report is organized in a systematic chapter as follows:

CHAPTER I : INTRODUCTION

This chapter contains the background, problem formulation, research goals and objectives, research methods, and writing systematic.

CHAPTER II : THEORITICAL BASIS

This chapter describes the theoretical basis that starts with the study of literature, the basic concepts of Color Grading, and the techniques used, including the hardware and software used in the research process..

CHAPTER III : RESEARCH AND METHODOLOGY

This chapter contains analysis related to the use of Color Grading.

BAB IV : RESULTS

This section will be explained in more detail about the implementation of the design and the results of designing a video comparison between before and after the presentation of the Node Strategy Technique in the video.

BAB V : DISCUSSION

This chapter is a conclusion as well as a conclusion from the results obtained and suggestions for better development.

BIBLIOGRAPHY

It contains references, both books and the internet that are used in research.