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Intervirtualview Practices Vyond Video

During the pandemic, hiring practices shifted from face-to-face to virtual interviews. This practice has largely continued even with workers returning to the office. Job seekers need to expand their interview preparations to include their personal space, usually a home office. Camera angles, lighting, and surrounding visuals and audio all need to be taken into consideration prior to a virtual meeting. This video provides tips and techniques for job applicants to ready their environments to create a great first impression in their intervirtual views.

Target Audience: Job candidates preparing for a virtual interview.

Learning Objectives: At the conclusion of this module, learners will be able to complete the following tasks.

- 1. Identify proper camera angles for a virtual meeting.
- 2. Recognize appropriate lighting for a virtual meeting.
- 3. Describe appropriate background visuals and audio for a virtual meeting.

Learning Level: Knowledge

Outline:

- Introductory Hook
- Objectives
- Camera
 - o Angle
 - Eye Contact
- Lighting
- Surroundings
- Conclusion

Notes for reviewers:

o Please focus on the accuracy and completeness of the content during this review cycle.

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- O During this review cycle, please provide very specific, written feedback by *adding a comment to the document*. Feedback includes recommended additions, deletions, and modifications.
- o The text in the third column will be <u>narrated audio</u>.
- o Formatting is merely to aid the voiceover talent: remember, learners will hear not see this text.
- o Capitalization is not important in the third column, but is very important in the second column, "Slide Text."

Color Palette:

Υ	В	R	LG	Р
#E1AD01	#324376	#B7443D	#CCCCCC	#A77A99

Scene 1 - Bar			
Audio:	On-Screen Text:	On-Screen Graphics/Animation:	
Background Sound – Crowd cheering	[1] Congratulations, Mike!	[1, R] Banner at top of screen Group of people at a bar toasting Character at front of screen celebrating	

Scene 2 - Living Room			
Audio:	On-Screen Text/Animations:	On-Screen Graphics/Visuals:	
[Kyle] I'm so happy Mike just landed his dream job.		Kyle in living room – on [Y] sofa, propped on elbow Maggie asleep on [Y] rug	

Scene 3 - Living Room			
Audio:	On-Screen Text/Animations:	On-Screen Graphics/Visuals:	
[Kyle] I hope the next party is for me.	Thought bubble above Kyle	Continue previous scene	
	with inserted video		

Scene 4 – Living Room			
Audio:	On-Screen Text/Animations:	On-Screen Graphics:	

[Kyle] I've really got to make a great	Kyle lip sync	Continue previous scene with these changes:
impression next week, but I am a little		Sofa pillow on floor
nervous.		Kyle sitting up on sofa, thought bubble above
		him with "Job Search" graphic
		Maggie sitting up on rug

Scene 5 – Living Room			
Audio:	On-Screen Text/Animations:	On-Screen Graphics:	
[Kyle] I wonder how I should set up my	Kyle lip sync	Continue previous scene with this change:	
office for the virtual interview?		Thought bubble above Kyle with "?" in it	

Scene 6 – Living Room			
Audio:	On-Screen Text/Animations:	On-Screen Graphics:	
[Kyle] Come on Maggie. Let's go do some research and find out!	Kyle lip sync	Continue previous scene with these changes: Remove thought bubble Kyle standing up, facing left	
		Maggie standing up	

Scene 7 – Living Room			
Audio:	On-Screen Text/Animations:	On-Screen Graphics:	
[Kyle] Come on Maggie. Let's go do some research and find out!	Kyle lip sync Kyle walks halfway across	Continue previous scene	
	room		
	Maggie tail wag		

Scene 8 – Living Room		
Audio:	On-Screen Text/Animations:	On-Screen Graphics:

[Kyle] Come on Maggie. Let's go do some	Kyle lip sync	Continue previous scene
research and find out!	Maggie turns left and walks	
	with Kyle	
	Both exit left side of screen	

Scene 9 – Office			
Audio:	On-Screen Text/Animations:	On-Screen Graphics:	
[Kyle] I think I found something good! Hopefully it will give me all the information I need.	Kyle lip sync Camera zoom on Kyle and computer monitor – details here		

Scene 10 - MB&E Intro		
Audio:	On-Screen Text/Animations:	On-Screen Graphics:
[Narrator] [1-3] Welcome to MB&E's video	[1-2] Entrance effect – blinds,	[B] Background
tutorial series. [4] Today we will cover how	vertical	[1, 2, R] Oval, centered, white text
to make a GREAT first impression in a virtual	[1, Title] Virtual Interviews	Female narrator, right side of screen, centered
interview, or, as we like to call it, [5] an	[2, Subtitle] How to Make a	vertically with oval
intervirtualview.	Great First Impression	MB&E white logo top left of screen
	[3] Narrator waving	
	[4] Narrator lip sync, pointing,	
	hand on hip	
	[5] Transition [1] to	
	Intervirtualview with blinds-	
	vertical	

Scene 11 – Meetings		
Audio:	On-Screen Text/Animations:	On-Screen Graphics:
[Narrator]	Narrator pointing, lip syncing	[B] Background
As we all know, the pandemic forged a new	[1] Exit animation blinds-	Female narrator, left side of screen, centered
path for interviewing job candidates. [1,2]	vertical	vertically
More and more companies are transitioning	[2] Entrance animation blinds-	MB&E white logo top left of screen
away from in-person interviews to online	vertical	[1] Image of face-to-face interview
interviews, using programs such as Zoom.		[2] Image of a computer monitor with online
		meeting displayed

Scene 12 - Crowd		
Audio:	On-Screen Text/Animations:	On-Screen Graphics:
[Narrator]	Narrator lip sync	MB&E I understand your I have new ideas Engineer team; business goals! I'm the best choice
That means you need new ways to stand out	Staggered entrance of	I want to work for you! for your company!
from the crowd with a great first impression.	characters with text; character	I will help your company grow!
	entrance animation slide up,	
	text entrance circular reveal	
	Kyle last to enter, animation	
	slide up; bold text, entrance	
	sparkles-vertical	

Scene 13 - Information Screen		
Audio:	On-Screen Text/Animations:	On-Screen Graphics:
[Narrator]	Narrator lip sync	[B] Background
[1,2,3] In addition to traditional advice, such	[3] Interview Practices,	[Y] Rectangle centered on background (325,
as [4] being friendly, making eye contact,	entrance blinds-vertical	184), size (568, 320)

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and dressing for success [1,2], now you also	[1,2] Walk toward each other,	Narrator masked in circle, upper right corner
[5] need to pay close attention to your	shake hands	MB&E logo upper left corner
surroundings.	[4] Be Friendly, Make Eye	[1] Kyle, right side of screen
	Contact, Dress for Success	[2] Female office worker, left side of screen
	timed with audio, entrance	[3] Title Text box, centered top of [Y] Rectangle
	blinds-vertical	[4] Subtitle Text boxes, distributed horizontally
	[1,2] Turn to face camera,	under [3]
	smile	
		[5] Inserted Video, Entrance Fade, 0.5 seconds
	[1,2] exit animation fade, 0.5	
	sec	
	[5] intro animation fade, 0.5	
	sec	

Scene 14 – Information Screen Cont		
Audio:	On-Screen Text/Animations:	On-Screen Graphics:
[Narrator] In this video tutorial, we will cover what to consider with [2,5] lighting options, [2,4] camera angles and [2,6] preparing your surroundings.	Narrator lip sync [2,5] timed with audio, entrance effect blinds-vertical [2,4] timed with audio, entrance effect blinds-vertical [2,6] timed with audio, entrance effect blinds-vertical	[1] Title Text box, centered top of [Y] Rectangle [2] Subtitle Text boxes, distributed horizontally under [1]

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	All monitor images centered on screen, each entry timed with audio, overlayed on previous image [4] Monitor image – camera angle [5] Monitor image – lighting [6] Monitor image – surroundings
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Scene 15 – Information Screen Cont		
Audio:	On-Screen Text/Animations:	On-Screen Graphics:
Dog barking	Narrator lip sync	Continue previous scene with this change:
[1,3]	On-screen text	
[Narrator]	[1] Lighting	[4] Monitor image-camera angle
[4] Let's begin by setting up the camera.	[2] Camera	
	[3] Surroundings	
	[1,3] exit animation after dog	
	bark, blinds-vertical	
	[4] entrance animation –	
	blinds-vertical	

Scene 16 - Camera		
Audio:	On-Screen Text/Animations:	On-Screen Graphics:
[Narrator]	Narrator lip sync	[B] Background
[1] When setting up your camera, pay	[1, Title] Camera Angle,	[Y] Square centered on background
attention to the angle of your computer. [3]	entrance effect, typing	Narrator masked in circle, upper right corner
If it's too low, people will most likely be		MB&E logo upper left corner
stuck looking up your nostrils. [4] If it's too		

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high, it might make you seem small. [2] Be sure to get the angle just right so your face is front and center.	[2-5] Entrance, exit timed with audio, blinds-vertical animation	[2] Image of Kyle centered in Y square[3] Image of Kyle too high in Y square[4] Image of Kyle small and too low in Y square
[5] Don't forget to smile!		[5] Image of Kyle centered and smiling in Y square

Scenes 17 -18		
Audio:	On-Screen Text/Animations:	On-Screen Graphics:
[Narrator] [1] Typically, your computer is too low sitting on your desk, [2] so try placing it on a stack of books to raise the camera to eye level.	Narrator lip sync, gesturing [1] Static on screen begin slide [2] Entrance timed with audio, blinds-vertical	Laptoned Rept
		[2]

Scene 19		
Audio:	On-Screen Text/Animations:	On-Screen Graphics:
[Narrator] The second thing to remember about the camera is to look right at the lens to make eye contact.	Narrator lip sync, gesturing	Continue previous scene

Audio:	On-Screen Text/Animations:	On-Screen Graphics:
[Narrator] In a zoom meeting, it's very easy to look at the [1] thumbnails of the other participants, but that means you aren't	[1] Entrance animation timed with audio	Continue previous scene with these changes: [1] Insert thumbnail image of office worker inside square on lower left corner of image 2
making eye contact. Instead, they see you looking down at another part of your screen.		
If you tend to get distracted and find yourself watching the thumbnail images, try putting a [2] reminder note on your computer up by the lens.	[2] Entrance animation timed with audio	[2] Insert [Y] note on top of computer screen in image 2

Scene 21 – Lighting Introduction		
Audio:	On-Screen Text/Animations:	On-Screen Graphics:
[Narrator] Now that the camera is at the right angle,	[1] Lighting	[B] Background [Y] Rectangle centered on background (325,
let's consider lighting.	Image of Kyle shakes head in monitor during audio	184), size (568, 320) Narrator masked in circle, upper right corner MB&E logo upper left corner
		Image centered under [1]

Scene 22 – Natural Lighting		
Audio:	On-Screen Text/Animations:	On-Screen Graphics:
[Narrator] Natural light is best.	Narrator lip sync, gesturing [1] Lighting	MBLE Employment-leaves Lighting

Scene 23		
Audio:	On-Screen Text/Animations:	On-Screen Graphics:
[Narrator] If you can face a window with sunshine, do it! Don't put the computer facing the window though. The computer will turn you into a silhouette as it adjusts for the sunlight.	Narrator lip sync, gesturing	MB&E Indispose Agency

Scene 24		
Audio:	On-Screen Text/Animations:	On-Screen Graphics:
[Narrator] Don't put the computer facing	Narrator lip sync, gesturing	Continue previous scene with these changes:
the window though. The computer will turn		Move Kyle and chair behind desk
you into a silhouette as it adjusts for the		Change image on computer monitor to shadow
sunlight.		Kyle from scene 21

Scene 25		
Audio:	On-Screen Text/Animations:	On-Screen Graphics:
[Narrator]	Narrator lip sync, gesturing	Continue scene 22 with these changes:
If you use artificial lighting, ring lights are		Move window/blind/sun to upper left corner
ideal.		Insert image of ring light in lower left corner

Scene 26		
Audio:	On-Screen Text/Animations:	On-Screen Graphics:
[Narrator]	Narrator lip sync, gesturing	Continue scene 23 with these changes:
Put one right behind the computer, facing		Remove window/blind/sun
you and adjust the brightness as needed.		Insert image of ring light behind desk

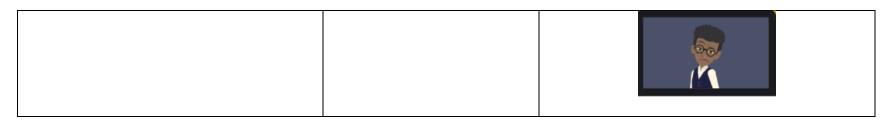
Scene 27		
Audio:	On-Screen Text/Animations:	On-Screen Graphics:
[Narrator]	Narrator lip sync, gesturing	Continue scene 25 with these changes:
An adjustable desk lamp will also work, but		Add red adjustable desk lamp image to lower
be sure it doesn't leave half of your face in a		right corner
shadow.		Flip narrator animation

Scene 28		
Audio:	On-Screen Text/Animations:	On-Screen Graphics:
[Narrator]	Narrator lip sync, gesturing	Continue scene 26 with these changes:
Play around with angling it until your entire		Remove image of ring light
face is the same brightness.		Insert image of red adjustable light on right side
		of desk

Scene 29		
Audio:	On-Screen Text/Animations:	On-Screen Graphics:
[Narrator] Be careful with overhead lighting.	Narrator lip sync, gesturing	Continue scene 27 with these changes: Insert image of orange overhead light in upper right corner Change narrator animation to pointing up

Scene 30		
Audio:	On-Screen Text/Animations:	On-Screen Graphics:
[Narrator]Too much overhead lighting will	Narrator lip sync, gesturing	Continue scene 28 with these changes:
cause shadows across your face.		Remove image of red adjustable lamp
		Insert image of orange overhead light
		Insert image of shadow Kyle from scene 21

Scene 31 Transition			
Audio:	On-Screen Text/Animations:	On-Screen Graphics:	
[Narrator]	[1] Surroundings	[B] Background	
Now that you've got the camera and lighting	Narrator lip sync	[Y] Rectangle centered on background (325,	
just right, let's look at your surroundings.		184), size (568, 320)	
		Narrator masked in circle, upper right corner	
		MB&E logo upper left corner	
		Image centered under [1]	



Scene 32		
Audio:	On-Screen Text/Animations:	On-Screen Graphics:
[Narrator] Unlike face-to-face interviews typically held in an office setting, with virtual interviews, potential employers often get a glimpse of your personal space.	Narrator lip sync [38] Camera zoom on computer monitor – details here	

Scene 33		
Audio:	On-Screen Text/Animations:	On-Screen Graphics:
[Narrator]	Narrator lip sync, gesturing Dog tail wag, eating	Taphyamil Garay

Scenes 34 - 37		
Audio:	On-Screen Text/Animations:	On-Screen Graphics:
[Narrator] While most online meeting programs offer a variety of artificial backdrop scenes, potential employers prefer seeing the real background.	[34-37] Narrator lip sync, gesturing [34-37] Dog tail wag, eating [34] Kyle walks from left side of screen toward trash can [35] Kyle kneels by trash can [36] Kyle puts trash can upright [37] Kyle walking in front of table	Fallyment Specy

Scenes 38 - 39		
Audio:	On-Screen Text/Animations:	On-Screen Graphics:
[Narrator]	[38-39] Narrator lip sync,	Continue scene 37
Be sure to straighten things up a bit,	gesturing	
including last night's party cup.	[38-39] Dog tail wag, eating	
	[38] Kyle pick up red cup, walk	
	to trash can, drop cup in	
	[39] Kyle walk right, curved	
	animation path around table	

Scenes 40-42		
Audio:	On-Screen Text/Animations:	On-Screen Graphics:

[Narrator]	[40-42] Narrator lip sync,	Continue scene 39
If you have any pets, be sure to move them	gesturing	[40] Kyle turn left, facing dog
to another room.	[40] Dog tail wag, eating	[41] Kyle kneeling down in front of dog
	[41] Kyle clapping in front of	
	dog	
	[41] Kyle picks up dog bowl	
	[41] Dog sits up - begging	
	[42] Kyle and dog walk right,	
	out of room	

Scenes 43-45		
Audio:	On-Screen Text/Animations:	On-Screen Graphics:
[Narrator]	[43-45] Narrator lip sync,	Continue scene 42
Clean clutter off tables and counters too.	gesturing	
	[43] Kyle enters from right side	
	of screen, walking left, stops in	
	front of coffee table	
	[44] Kyle picks up food off	
	table	
	[45] Kyle carries food like a	
	waiter tray, walks right, out of	
	room	

Scenes 46-48		
Audio:	On-Screen Text/Animations:	On-Screen Graphics:
[Narrator]	[46-48] Narrator lip sync,	Continue scene 45
Keep it simple. Try putting some fresh	gesturing	[47] Flowers
flowers on the table behind you, and maybe	[46] Kyle enters screen on	[48] Picture above sofa – guitar in frame
hang a new picture on the wall	right, walking left toward the	matching sofa
	table carrying a vase of	
	sunflowers	
	[47] Kyle puts flowers on table	
	[47] Kyle turns, and walks left	
	out of the room	

Scene 49		
Audio: On-Screen Text/Animations:		On-Screen Graphics:
[Narrator]	Narrator lip sync, gesturing	Narrator in red mask circle, upper right of screen
Now that your background is set up visually,		MB&E logo upper left of screen
check your office for any noise makers, and		Fade to computer screen frame
consider leaving your phone in another		Kyle in front, cleaned-up office space behind him
room.		

Scene 50		
Audio:	On-Screen Text/Animations:	On-Screen Graphics:

[Narrator]	Narrator lip sync, gesturing	Intervirtual view Practices
That concludes today's video tutorial. Your	[1-3] Entrance animation	Lighting Camera Surroundings
[1] camera, [2] lighting, and [3] surroundings	blinds-vertical timed with	
are all set for you to make a great first	narration	
impression in your intervirtualview!		

Scene 51	cene 51		
Audio:	On-Screen Text/Animations:	On-Screen Graphics:	
[Narrator]	Narrator lip sync	[B] Background	
Good luck!	[1, Title] Virtual Interviews	[1,2, R] Oval, centered, white text	
	[2, Subtitle] How to Make a	Female narrator, right side of screen, centered	
	Great First Impression	vertically with oval	
	[3] Narrator waving	MB&E white logo top left of screen	

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Scene 3 - Inserted Video

Scene 2c – Living Room				
Audio:	On-Screen Text/Animations:	On-Screen Graphics:		
[Kyle] I hope the next party is for me.	[1] Congratulations, Kyle! Bottom of screen – hands applauding Spotlight spinning behind Kyle Kyle bottom centered, cheering	[1, B] background, white text		

Scene 9 – Camera Zoom Details

CAMERA		REMOVE
Position Size	X <u>320.00 px</u> W <u>640.00 px</u>	Y <u>180.00</u> рх В Н <u>360.0С</u> рх
MOVEMENT		REMOVE
Custom	_	
Delay	1.000 s	
Duration	2.542 s	
End Position	Х 372.30 рх	Y 184.67 px
End Size	W340.22 px	9 Н <u>191.37</u> рх

Scene 13 – Inserted Video

Scene 2c – Living Room				
Audio:	On-Screen Text/Animations:	On-Screen Graphics:		
	[1] Maggie running across screen	Kyle sitting at desk in messy office		

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Scene 32 - Camera Zoom Details

CAMERA		REMOVE
Position Size	X <u>320.00 px</u> W <u>640.00 px</u>	Y <u>180.00</u> px H <u>360.00</u> px
MOVEMENT		REMOVE
Custom ~	•	
Delay	0.000 s	
Duration	5.042 s	
End Position	X 390.05px	Y 131.43 px