



# AV

Audio Visual Presentation

# AUDIO VISUAL

- Tell a story, create a feeling
- Share, show
- Entertainment
- Display products, events, advertisements
- “Reels” (IG), TikTok, Facebook.

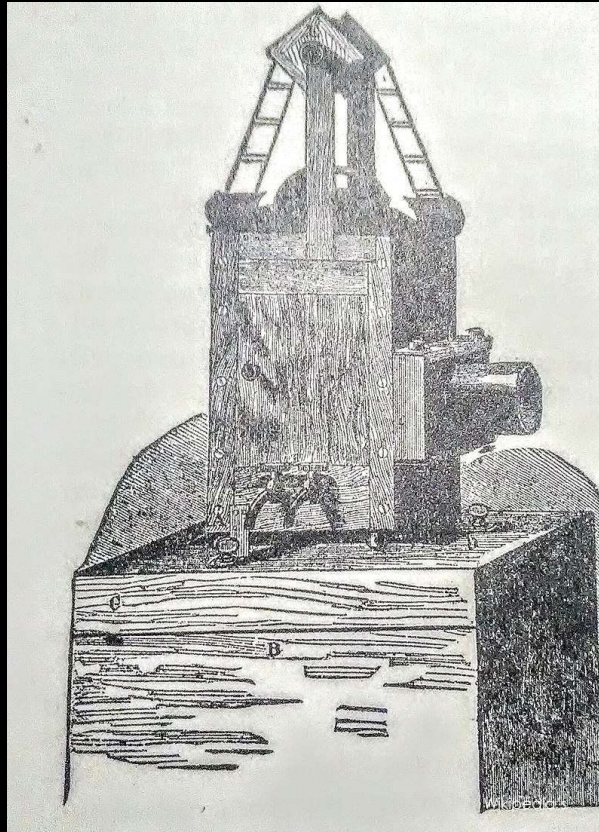


# NOT NEW

- DIA or Slide shows
- Large audiences, cinema, or at home
- Added Voice-over or live music.



Shutterstock



Wikipedia's



Wikipedia's





## (VIDEO) DIGITAL PROJECTION

- Slide show, PowerPoint.
- Automated slide show.
- (Video) or automated transition's

## SCREEN, TV, MOBILE

- Audience, crowd, moving, relaxing, dancing
- Story telling, documentary
- "Reels", social media, Automated or self scroll

# WHANGĀREI CAMERA CLUB RULES

- Trophy Competition (Digital Image Projection)
- This Competition is held annually for the best Audio-Visual Show of the year.
- Submissions must be the original work of the entrant over the previous 18 months. This will be discussed on next committee meeting
- No Audio-Visual program that has won a previous club Audio Visual Show competition
- Each entrant may submit 1 Audio Visual Program is eligible.
- Each entry must be copied on to a flash drive saved as an MP4 or similar universal video format.
- The Show must not exceed 5 mins. (preferably shorter) or it will not be accepted.
- A certificate and trophy will be awarded to the winning image. \*Judges note - A Runner-up position should also be specified



# PSNZ RULES

- Jack Sprosen Memorial Trophy for Digital Audio-Visual Sequences [Rules JSMT 2024](#)
- **Definition of AV Sequence**  
A creative blend of still photographs, audio, and narrative built around a theme or storyline—more than just images set to music.
- **Core Elements Required**  
Sequences must include a clear introduction, development, and conclusion, with strong unity between visuals, audio, and story.
- **Eligibility**  
Open to financial members of PSNZ or affiliated clubs, both in New Zealand and overseas.



# PSNZ RULES

- **Entry Guidelines**

- Max 2 entries per person
- Must be original work
- Duration: up to 7 minutes
- Format: .mp4
- No prior JSMT award-winning entries allowed

- **Image & Media Use**

- Must be predominantly still images by the author
- Up to 20% video or third-party visuals allowed if relevant
- AI-generated images are prohibited; AI voice/music/poetry is allowed with credit



# PSNZ RULES

- **Submission Requirements**

- Web transfer only
- Compatible with Windows and Mac
- No author names in the sequence
- All non-original content must be credited

- **Judging Process**

Remote judging followed by Zoom deliberation; criteria based on unity of visuals, audio, and narrative.





# HINTS

1. It is important to create an interesting programme that will hold your audience's attention from the beginning, right through to the end. This applies to all AV's from those you create for your family and friends as well as competition AV's.
2. Choose a topic that interests you. If you find your idea interesting, there is a good chance that you will be able to hold the interest your audience as well.
3. Start with an introduction so your audience knows what the AV will be about. Develop the theme or story in a logical way and finish in a way that your viewers will know that they have reached the conclusion without you needing to tell them.
4. Make sure you have enough well taken photos without having to use any photo twice. Tidy them up in an editing programme (eg straighten horizons or clone out distracting elements) before you put them into your AV programme.



# HINTS

5. Often a well prepared shorter AV of 3.5 to 4 min will hold your audience's attention better than one that is almost 5 minutes long. Go through the AV several times and remove any photos that do not contribute to your story/theme idea.
6. Transitions should work in the background to allow the AV to flow. Avoid the trap of using lots of different transitions as they eventually take over and become what the viewers look at rather than at your photos.
7. Your AV should flow logically from the beginning to the end. Try to introduce some variety or a surprise such as a change in pace, a change in direction or a different but appropriate transition.
8. Chose an audio track that works with your AV. Change the timing of individual slides so they change with the music. If the beat is quick, change the slides quickly and if the music is quiet, slow the slide change down.
9. Only use one or two pans or zooms and only if they are appropriate and have a purpose. Some judges find that AV's which pan and zoom from beginning to end make them feel sea sick!!
10. Play your completed AV each day for at least a week and tweek it each time until you are satisfied with it.

# THANKS



[Tauranga Photographic Society Inc](#)



# TRANSITIONS

- Moving between pictures can enhance the story.
  - Pixelating, is a most used technique in modern AV's
  - (panning, zooming) are all forms of pixelating done by presets.
  - Slide, Old but good (fade-out-fade-in)
  - Flash, Busy and distracting but good, depending on topic
  - Movie/video, read the rules on this.
  - All the same transitions creates harmony.
  - Having interesting transitions can be creative and playful



# PROGRAMS

- Canva, free and paid
- ClipChamp (Windows, IOS), free with some paid features
- PowerPoint, Microsoft Office
- Lightroom, Adobe suite (photoshop) 38\$/month
- ACDSEE (Pro or Lumina) 210\$ one of (renew every year if you want)
- WonderShare
- SlideGenius
- Adobe express, free with paid features
- Animoto (online)
- Google sheets, but with video imitations
- i-Movie, apple
- Davinci evolve
- ?
- “Send us your tips!!!!”





# [MUSIC], SOUND

Need a sound track or voice over

- Royalty free music, (can still cost)
- Credit all music, even if it was free
- Sound effects
- Environmental sounds only
- A genre needs to fit the story and sound is very personal
- [mobygratis - Free Moby music to empower your creative projects](#)
- We need more tips!!!!!!

Our club

# MOVIE, WHAT WE SEND TO PLAY

Feature	MP4 (MPEG-4 Part 14)	MPG (MPEG-1 / MPEG-2)	AVI (Audio Video Interleave)	MOV (QuickTime Movie)
Developer / Origin	<u>Moving Picture Experts Group</u>	Moving Picture Experts Group	Microsoft	Apple
Year Introduced	<u>2001</u>	MPEG-1: 1993, MPEG-2: 1995	1992	1991
Container or Codec	<u>Container supporting multiple codecs (H.264, H.265, AAC, etc.)</u>	Usually container + codec (MPEG-1 or MPEG-2)	Container supporting multiple codecs (DivX, Xvid, etc.)	Container supporting various Apple and other codecs
Compression / File Size	<u>High compression, small to moderate file size with good quality</u>	Moderate compression; MPG-1 lower quality, MPG-2 larger file size (DVD standard)	Minimal compression; file sizes can be very large	Efficient compression, but tends to be larger than MP4 for same quality
Video / Audio Quality	<u>Good balance of quality and small size</u>	MPEG-1: lower resolution; MPEG-2: high resolution suitable for DVD	High quality (close to original)	High-quality video and audio, suitable for editing



# USEFUL LINKS

Other clubs

- [\(AV\) presentations | WCC Resources](#)
- [Perfecting AV Presentations](#)



# THANKS

Coen Cramer, For Whangarei camera club 2025