

In this stage, we will take all materials that we needed, whether is the image, video, or audio for the final video. The materials can be obtained from internet or will be made by ourselves, for example if we want to take the footage we desired.

4. Assembly

In this stage, this is where all of the materials that will be made collected in one place, and ready to be assemble into a specific media or product. In this project the software that will be used to combine all of the media that are avaliabe is Davinci Resolve.

5. Testing

In testing stage, the product that had been created will be tested and there's two type of testing. First is alpha test, it's a method where the functionality of each scene like the sound and image is proper or not. If there is a malfunction then the creator will fix it, if there's no malfunction, we will continue to beta test. Beta test is a test where the viewers or users will be given a questionnaire and they will answer.

6. Distribution

After all process and test had been done, the product will be distributed according to the creator desire. It can be distributed into social media like YouTube if it's a video, publish it into AppStore, store it on a CD, or publish it on website.

In Permata & Destaria (2018) study, they used MDLC as the method to develop multimedia learning application and test it's functionality. It is showed that the functionality test went well with the specification of the phone minimal using Android OS version Lollypop.

2.3 Tools used

2.3.1 Mirrorless Cameras

Mirrorless camera as the name suggests is a camera that does not have a mirror like DSLR cameras in general, and there is no optical viewfinder or optical viewfinder. Mirrorless cameras were created to reduce the weight and dimensions of the camera because DSLRs are generally very large and heavy (Kang & Song, 2017). The mirrorless camera was first introduced in mid-2008 by Olympus and

Panasonic, then in 2010 it was followed by Samsung, Sony, and Fujifilm. Light and small size of the mirrorless camera can be achieved because there is no mirror or pentaprism in the mirrorless camera body so that the light goes directly to the camera sensor. The results obtained and processed by the camera sensor are the results that will be displayed in the camera's LCD or electronic viewfinder. According to Kang & Song (2017) the size of the sensors used in mirrorless cameras also varies, including the following:

1. Full Frame

Full Frame is the biggest sensor size on mirrorless, 36mm x 24mm. The full frame size is arguably the same as the 35mm film format and has a size that is 2 times bigger than APS-C. Cameras that use a full frame sensor do not have a crop factor, meaning that what the camera displays on the LCD or EVF is the result that will be obtained. A full frame sensor when combined with a large diaphragm lens will produce a very shallow and good depth of field.

2. APS-C (Advance Photo System type-C)

APS-C is the sensor most widely used in cameras today from Canon, Nikon, Fujifilm, and Sony. APS-C sensor sizes are usually 23.6mm x 15.8mm, but not all APS-C sensor sizes are the same. For example, the size of Canon 22.2mm x 14.8mm while the Sony 23.5mm x 15.6mm. Generally speaking, APS-C sensors have a crop factor of 1.3x to 1.7x.

3. Four Thirds

This sensor has a size 4 times smaller than a full frame sensor, which is 17.3mm x 13mm. Four Thirds has a 2x crop factor which means the focal length will be multiplied by 2. Companies that still use this sensor on their cameras are Olympus and Panasonic.

4. 1 "

Announced in 2011 by Nikon, the size of this sensor is 13.2mm x 8mm with a crop factor of 2.7x.

The camera that I use in doing this practical work is the Sony A7 III, which is a mirrorless full frame camera. The specifications of the Sony A7 III are as follows:

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|-------------------|---|
| Model | : ILCE-7M3K |
| Lens Mount | : Sony E-Mount |
| Number of Pixels | : 24.2 megapixels |
| Sensor Type | : 35mm Full Frame Exmor R CMOS sensor |
| Sensor Size | : 35.6 mm x 23.8 mm |
| Video Size | : 4K / 24p PAL, 4K / 30p NTSC, FHD / 120p |
| Drive speed | : 10 FPS continuous shooting |
| Focus Type | : Fast Hybrid Auto Focus (phase-detection AF) |
| Memory card slots | : Dual slot, slot 1 with UHS-II compliant |
| Weight | : 650 g |

2.3.2 DaVinci Resolve

DaVinci Resolve is an NLE application from Blackmagic Design. Davinci Resolve is a popular industry nonlinear editing software that allows the editorial team to edit, color grade, and sound mix a sequence of images or movies (Lowe, 2019). Previously, Davinci Resolve only used as a color grading software and most often used by large production companies (Burgess, Dimmock, & Romphf, 2016). According to Hasche, Karaschewski, & Creutzburg (2018), the main features contained in Davinci Resolve are as follows:

1. Media Tab

In the media tab, the user can manage media needed in user production such as video and audio neatly arranged. Users can create "bin" to classify video and audio in certain categories. Users can also edit the metadata from video or audio and provide a description.

2. Edit Tab

In the edit tab, users can open more than 1 timeline and edit freely between timelines. In editing the tab also, the user is given 1 special track for making subtitles. Then in the edit tab there is Resolve FX Keyframes function to facilitate the creation of animation and control the effects that

already exist. In editing the tab, the user is given the freedom to choose how many cameras to display. Davinci Resolve supports up to 16 multi-camera grids that can be opened in one project.

3. Fusion Tab

Fusion is a new feature that only exists in Davinci Resolve 15. This feature gives users a tool for creating quality visual effects, animations, and motion graphics.

4. Color Tab

Color is arguably the main advantage of Davinci Resolve because before becoming a NLE-based program, Davinci Resolve was a special program for color grading. However, in Davinci Resolve 15, Blackmagic Design brings a new feature called Super Scale. Super Scale makes images that used to be 4K or 8K HD. Then there are Share Nodes which can link grading from various clips.

5. Fairlight Tab

In Davinci Resolve, Fairlight gets several new features. First is the Automatic Dialog Replacement where Fairlight can automatically replace audio that has been dubbed with audio in the video. Then there are the Audio and Video Scrollers where users can view video and audio so they can sync.

Davinci Resolve is used as the main application for editing company profile videos because this application has everything needed to edit a video, ranging from basic cutting, animation, sound, and color.