



SPOTLIGHT

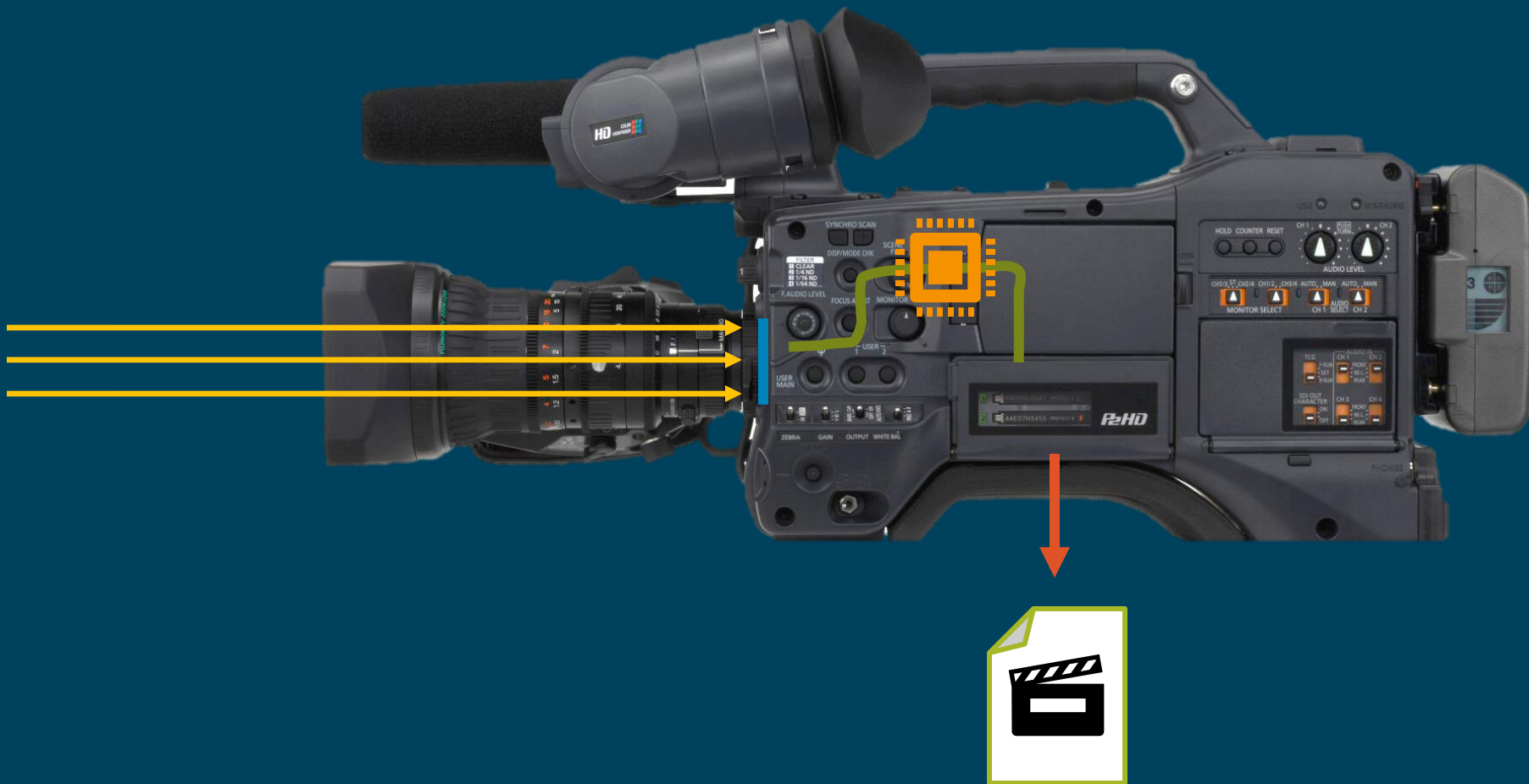
TRAINING

CAMERA

WHAT IS CAMERA?

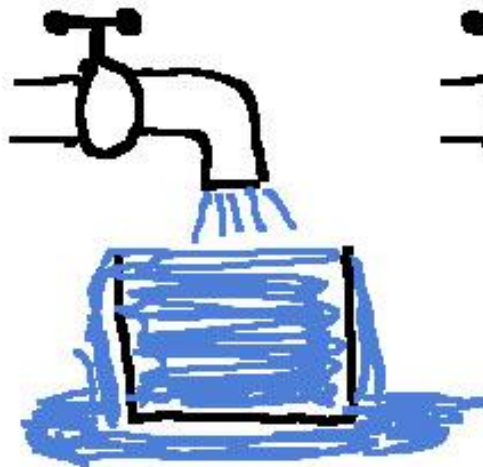


ENG CAMERA



THE LENS





EXPOSURE

ND FILTER

- Sunglasses for your Camera



IRIS (aka aperture)



- Regulates how much light is going through the lens.
- Affects Brightness
- Affects Depth of Field
 - How much is blurred or nah.

SHUTTER SPEED

- **How long light** hits the sensor
- Measured in fraction of seconds (or degrees)
- Recommended for video
 $1/(2 \times \text{Frame Rate}) \text{ sec}$
 - For 30 fps rate = shutter $1/60$
- Affects look of motion (blur)



GAIN (aka iso)

- Digital amplification of signal
- Gain = Grain. Meaning a noisy low quality image.
- Use in emergency





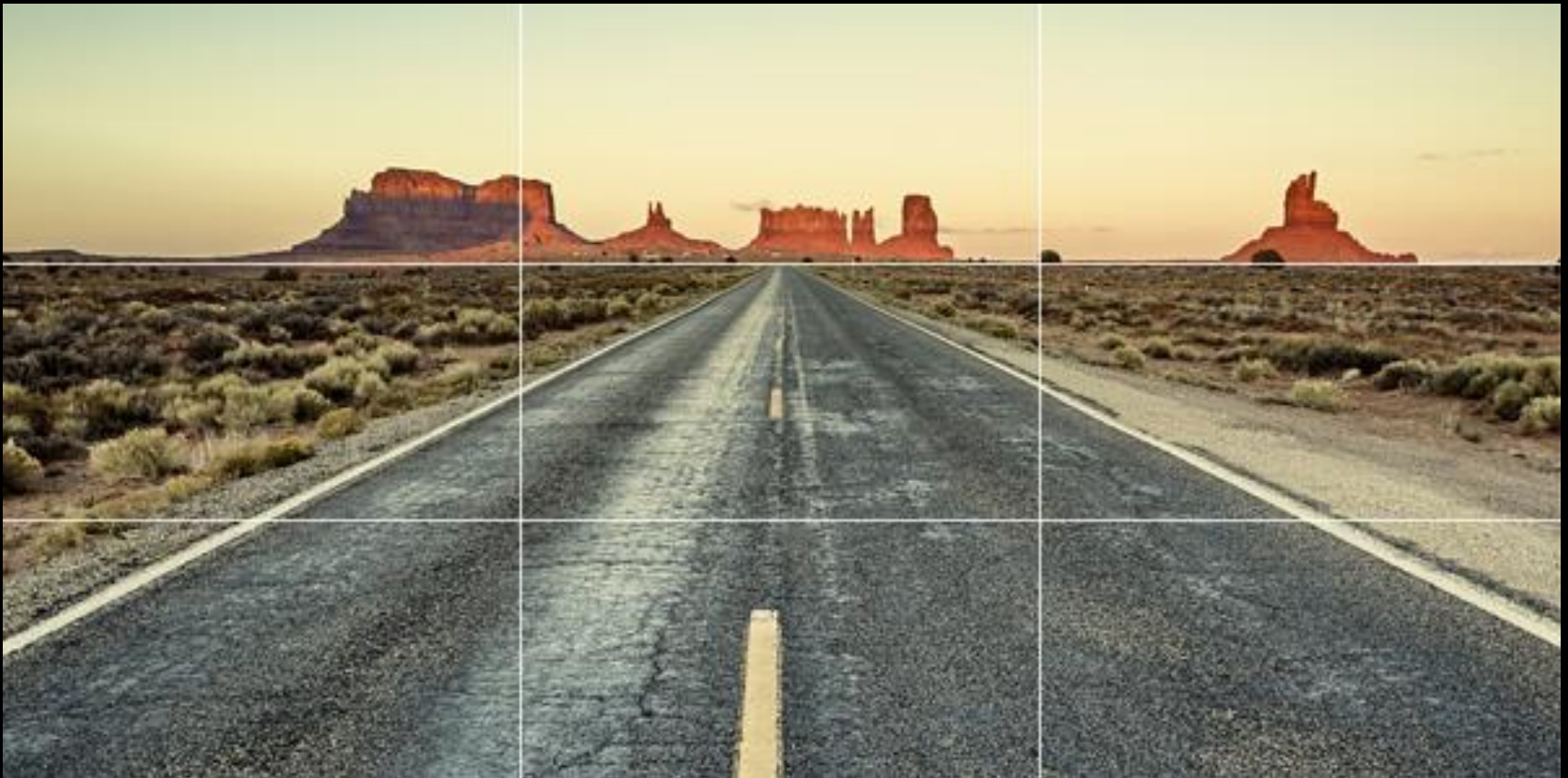
WHITE BALANCE

- Tells camera colour temperature of white light
 - Temperature measured in Kelvin, more on that in lighting workshop
- Affects colour accuracy of image
- Hold white sheet in front of camera and flick AWB switch to read

COMPOSITION

How it looks...

RULE OF THIRDS







LOOKING ROOM

AESTHETIC ELEMENTS



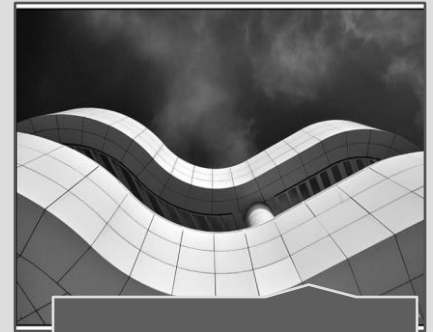
Symmetry



Line



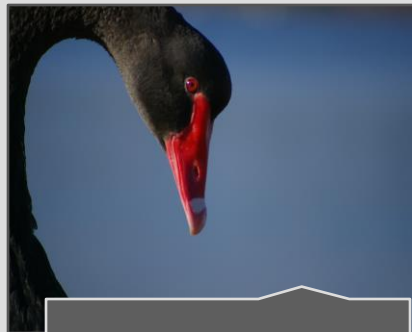
Shape



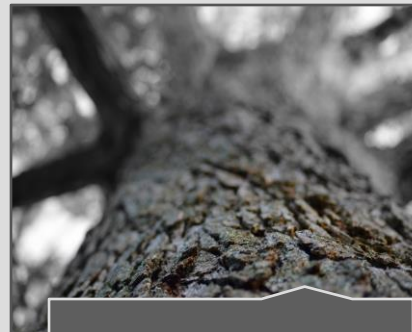
Form



Colour



Space



Texture



Pattern

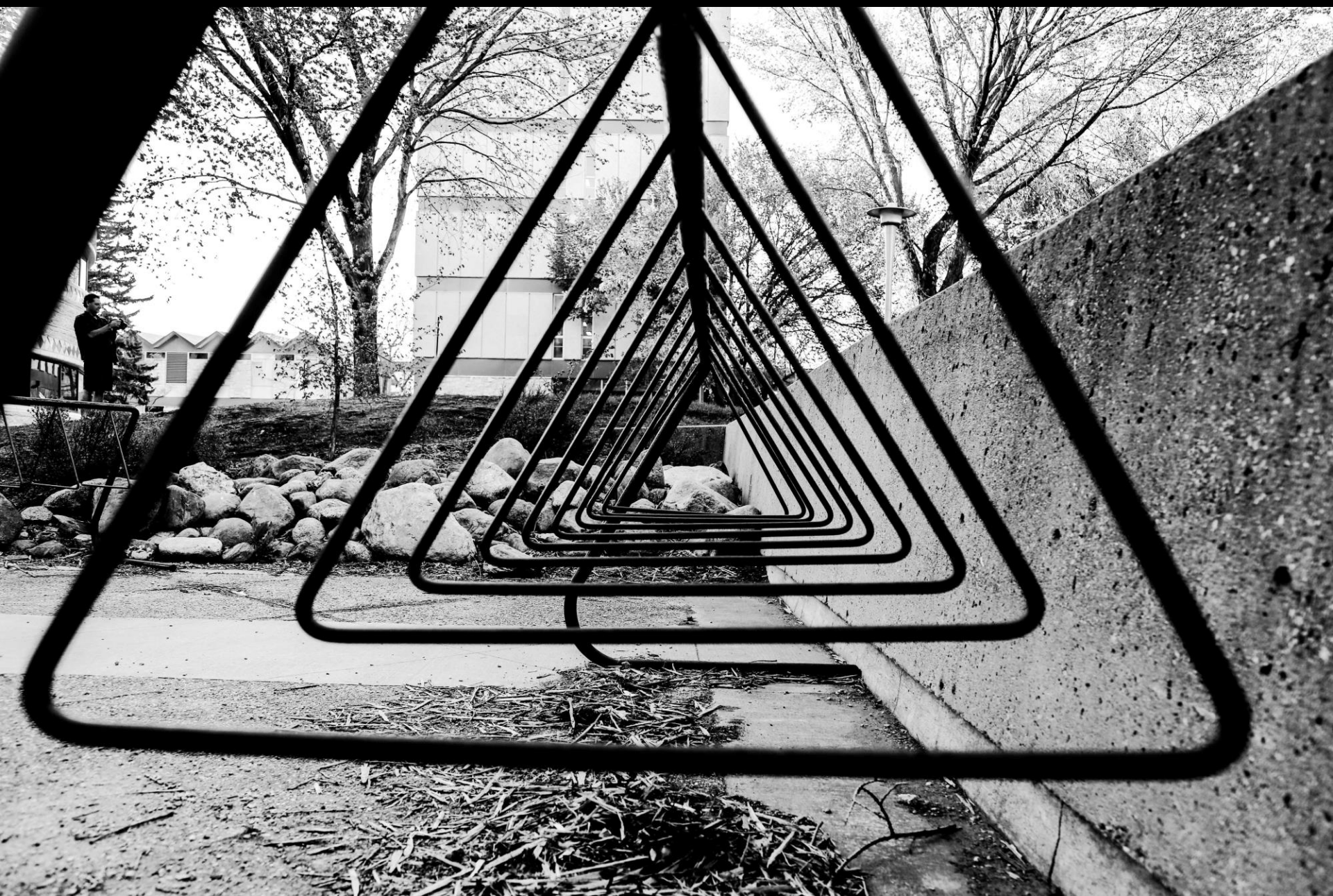
SYMMETRY



LINE



SHAPE



FORM



COLOUR



SPACE



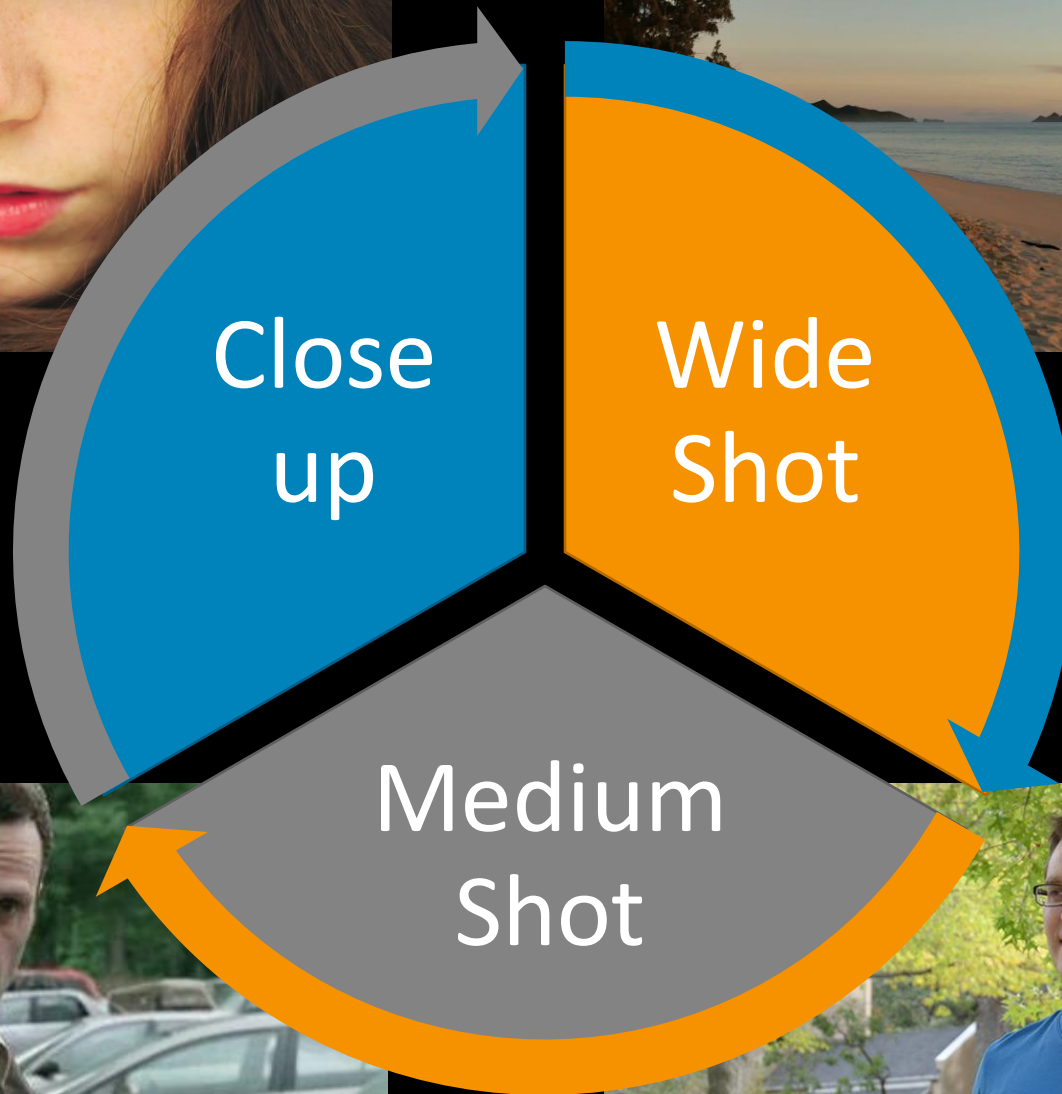
TEXTURE



PATTERN



SHOOTING for SEQUENCES





EXTREME WIDE SHOT (EWS)

Often used as an establishing shot.



VERY WIDE SHOT (VWS)

Not as wide as an EWS but the emphasis of the shot is on the location.



WIDE SHOT (WS)

The subject takes up the full frame. In the case of a person this is a full body shot.



MID SHOT (MS)

Generally considered to show a character from the waist up.



MEDIUM CLOSE UP (MCU)

Generally considered to show a character from the chest up. Halfway between a MS and a CU.



CLOSE UP (CU)

A certain feature or part of the subject fills the frame. Generally considered to show a character from the neck up.

COMMON SHOT TYPES



EXTREME CLOSE UP (ECU)

Captures extreme detail.



OVER THE SHOULDER (OSS)

Looking from behind a person to another.

THE STEPS TO P2

START WITH TRIPOD

- ☐ Look around and decide what image you want to capture
- ☐ Place tripod on ground and spread legs.
- ☐ Raise tripod to desired height (if on slope keep head level not legs)
- ☐ Unscrew the ball head adjustment and level tripod head looking at built in level
- ☐ Loosen arm and adjust it up, make sure plate is not wobbly
- ☐ Slide camera onto plate making sure it “CLICKs” into place
- ☐ Verify it is secure on tripod

COMPOSE YOUR IMAGE

- ☐ Consider Rule of Thirds when placing subject in frame
- ☐ Look at background to see if there are any distractions
- ☐ Minimize head room
- ☐ Give subject in interviews looking room (space in front of direction they're looking in)

EXPOSE AND WHITE BALANCE YOUR IMAGE

- ☐ Turn camera on and check viewfinder to see present exposure and settings
- ☐ Adjust ND Filter and Iris to a reasonable exposure
 - Verify Shutter Speed and Gain settings
 - Shutter speed should be 1/60
 - Gain should be -3 db or 0 db
- ☐ Hold up white paper reflecting light from light source and white balance
- ☐ Zoom in on subject and focus (on eyes if they have any) then Zoom back out
- ☐ Further refine exposure (probably with iris)
 - Use Zebra feature or waveforms to verify proper exposure