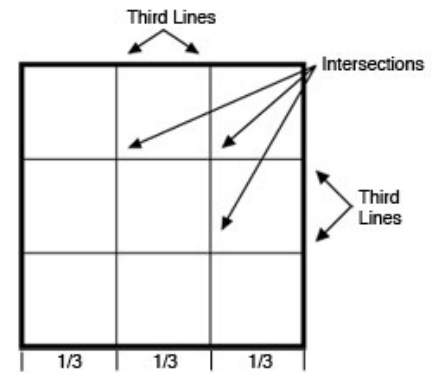


Framing the shot

(This tip was created by author/educator Dan Greenwood.;
<http://www.adobe.com/uk/education/digkids/tips/digitalvideo/framing.html>)

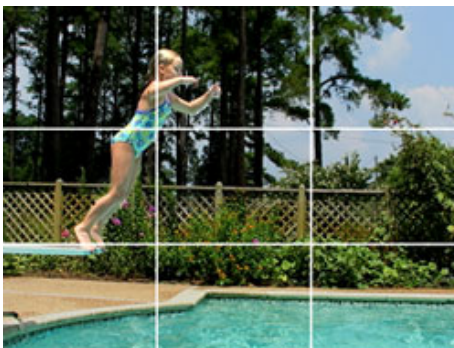
Framing a stationary subject

Centering every subject all the time is not very interesting. By using the Rule of Thirds, you can make your productions more appealing to watch. Divide your picture into thirds (figure 1). Interesting elements of a picture should be placed on those lines or at their intersections.



The anchorperson is on the left third and the game score is at the intersections of the top- and right-third lines. The subject's eyes in a shot should be placed near the top-third line.

Another application of the Rule of Thirds states that if someone is looking off in the distance, it is best to frame them so that they are looking into open space. Figure 3, in which a subject is looking off camera to the left, is placed on the right third so that she is looking into the open space of the shot.



Framing a moving subject

Framing a moving subject is a difficult task for a camera operator. It requires that the camera operator know where the subject is going so that space can be created in front of the subject. The Rule of Thirds places the moving subject on the back-third line moving toward the open third. In figure 4, the subject is jumping off a diving board into a pool, so the camera operator places her on the back third until she exits the scene.

Widescreen vs. Full screen

Widescreen films a wider portion of the action so you see more of what's going on to the left and right of the screen (fig A). Full screen is more like a square and emphasizes the action occurring in the center of the screen (Fig B), while cropping off the left and right side. The cameras we have for checkout feature a *cinema mode* which *fakes a widescreen look*, but is actually just a standard full screen image with black bars on the top and bottom (fig C). Only use it if you want your films to "look" widescreen.



Fig. A
(pictures taken from www.digitalbits.com)



Fig. B



Fig. C

White Balance

White Balance represents what the camera believes to be the color of true white (it determines all of the other colors off of this). If the white balance is incorrect, the camera may represent your other colors incorrectly. To Balance the camera, set up your shot and zoom the camera in on a truly white object (ie: T-shirt). Use the menu system on the camera to reset the “white balance” (tell the camera that the color you are looking at is truly white). If the camera has an automatic white balance you should turn it on.

Too Yellow



Too Blue



Correct



Audio



The Microphone on the camera captures audio in all directions. So you will get the audio of your subject *as well as any background noise* that may be occurring.

With a handheld microphone gives you the ability to get closer to your subject and just record their audio, without all of the background noise.



With a Wireless microphone, you can clip the transmitter onto your subject (get the mic as close to their mouth as possible, generally onto their lapel). Plug the receiver end into the “mic in” port on your camera.

Always listen with headphones when using external mics to make sure you are recording audio. If there is no headphone port on the camera, do a test shoot first and play it back to make sure you recorded audio.

Storage Formats

❖ These Cameras tape on **MiniDV** Format. You can purchase these tapes from Fry's/Bestbuy/Costco/etc. (**Do Not** buy DVCAM tapes for the schools cameras)



❖ When storing your projects on a computer you will need to bring either an external hard drive or a **DVD-R** to backup your footage. (*MAC's DO NOT SUPPORT DVD+R*)

❖ To Figure out how large your final project will be you can use some of these numbers:
(*A megabyte is measure of how much storage space you have on a computer*)

- Mini DV generally takes up **1-3 megabytes / second** of footage on your computer.
 - For 10 minutes of footage you would need about 1000-3000 megabytes of footage
 - 1000 megabytes are referred to as a Gigabyte, so 10 minutes = 1 – 3 gigs of space.
- The Average DVD holds 4.6 gigabytes (4600 megabytes) of storage space, which is about 40 minutes of taped footage.

Manuals

Panasonic GS-150: <http://service.us.panasonic.com/OPERMANPDF/PVGS150.pdf>

Sony DCR-HC40: <http://www.docs.sony.com/release/DCRHC40.pdf>