

# *VIDEO SHOOTING*

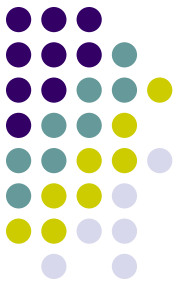
*By Dewi Rachmatin*



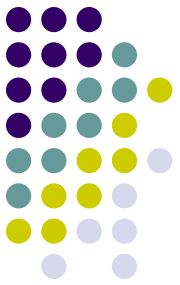
# *Camera Work Tutorial*



- These tutorials are designed to provide you with knowledge and skills to improve every aspect of your camera work.
- They are also applicable to any type of camera work. It doesn't matter whether you aspire to be an amateur movie maker or a career camera operator—the same basic principles and techniques apply to all.



- To get the most out of these tutorials, you should have two things:
- *Access to a video camera.* You should know how to turn it on, load a tape, press record, etc. If you're having trouble with these basic functions, refer to your camera manual or supplier.
- *Patience.* Camera work is a skill which requires lots of learning and practice.



- Although the only equipment you really need is a camera, if you're serious you might want to consider buying a few extra toys. To get started the best accessory you can buy is a good tripod.

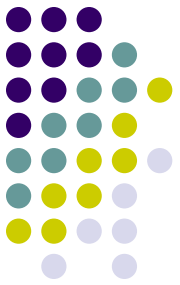


# *Video Techniques*

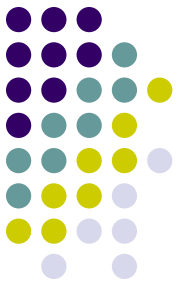
*By Paul Grabowicz, et.all. (2007)*



- People invariably make the same sets of mistakes when they first start shooting video:
  - Trees or telephone poles sticking out of the back of someone's head
  - Interview subjects who are just darkened blurs because there was bright light in the background
  - Boring shots of buildings with no action
- Here are some shooting tips to help you avoid some of these common mistakes.

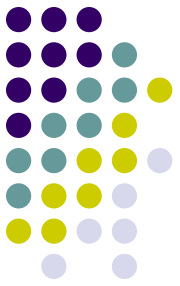


- **Planning Your Shoot**
- **Roll Blank Tape Before You Shoot**
- **Check Your Audio**
- **Shoot Selectively**
- **Shut Up When You Shoot**
- **Hold Your Shots**
- **Excessive Panning and Zooming**



- **Shoot in Sequences**
- **Framing and Composing Your Shots**
- **Headroom and Noseroom**
- **Depth of Field**
- **Change Angles and Perspectives**
- **Get People in Your Scenes**
- **Tripods for Steady Shots**



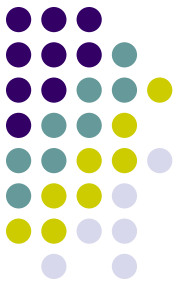


- **Anticipate Action**
- **Interviews**
- **Sit-Down Interviews**
- **Microphones**
- **Avoid High Contrast in Lighting Situations**
- **Manual Exposure**
- **Get All the Shots You Need**
- **Labeling Your Tapes**



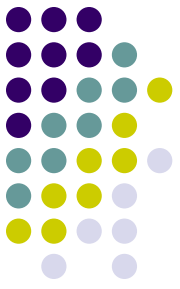
# General shooting tips

- Each shot should be 10 to 15 seconds.
- Use your tripod whenever possible and always use your earphones.
- Let the tape run for about 20 seconds at the beginning of a tape and leave a little tape at the end as well.
- Get as close as you can to your subjects and shoot close-ups whenever possible.



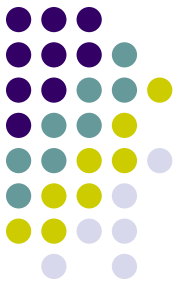
- For online video, avoid pans (horizontal movement of the camera) and zooms (focusing in or out using the zoom feature on the camera) because not only does it look bad on the Internet, but unnecessary movement also slows down the video stream.
- Divide up the frame mentally into three vertical strips and place your subjects within those strips in such a way as to create screen balance.

# Camera Pan



- A *pan* is a horizontal camera movement in which the camera moves left and right about a central axis.
- To create a smooth pan it's a good idea to practice the movement first. If you need to move or stretch your body during the move, it helps to position yourself so you end up in the more comfortable position.

# Camera Tilt



- A *tilt* is a vertical camera movement in which the camera points up or down from a stationary location. For example, if you mount a camera on your shoulder and nod it up and down, you are tilting the camera.
- Tilting is less common than panning because that's the way humans work — we look left and right more often than we look up and down.

# Tracking Shot



- The term *tracking shot* is widely considered to be synonymous with dollying ; that is, a shot in which the camera is mounted on a cart which travels along tracks.
- Dollying is often defined as moving closer to or further away from the action.

# Zoom Shot



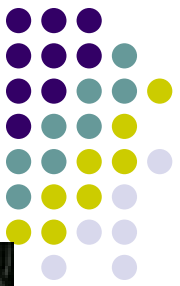
- A *zoom* is technically not a camera move as it does not require the camera itself to move at all. Zooming means altering the focal length of the lens to give the illusion of moving closer to or further away from the action.

# Arc Shot



- A camera arc is similar — the camera moves in a rough semi-circle around the subject.





- In the first example pictured, the camera is positioned close to the subject and the lens is zoomed out. In the second shot, the camera is several metres further back and the lens is zoomed in.

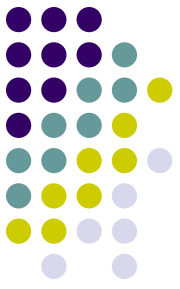


Camera is close, zoomed out



Camera is further away, zoomed in

# Shot Types



- There is a convention in the video, film and television industries which assigns names and guidelines to common types of shots, framing and picture composition. The list below briefly describes the most common shot types. Note that the exact terminology may vary between production environments but the basic principles are the same.  
(See shot type.doc)