



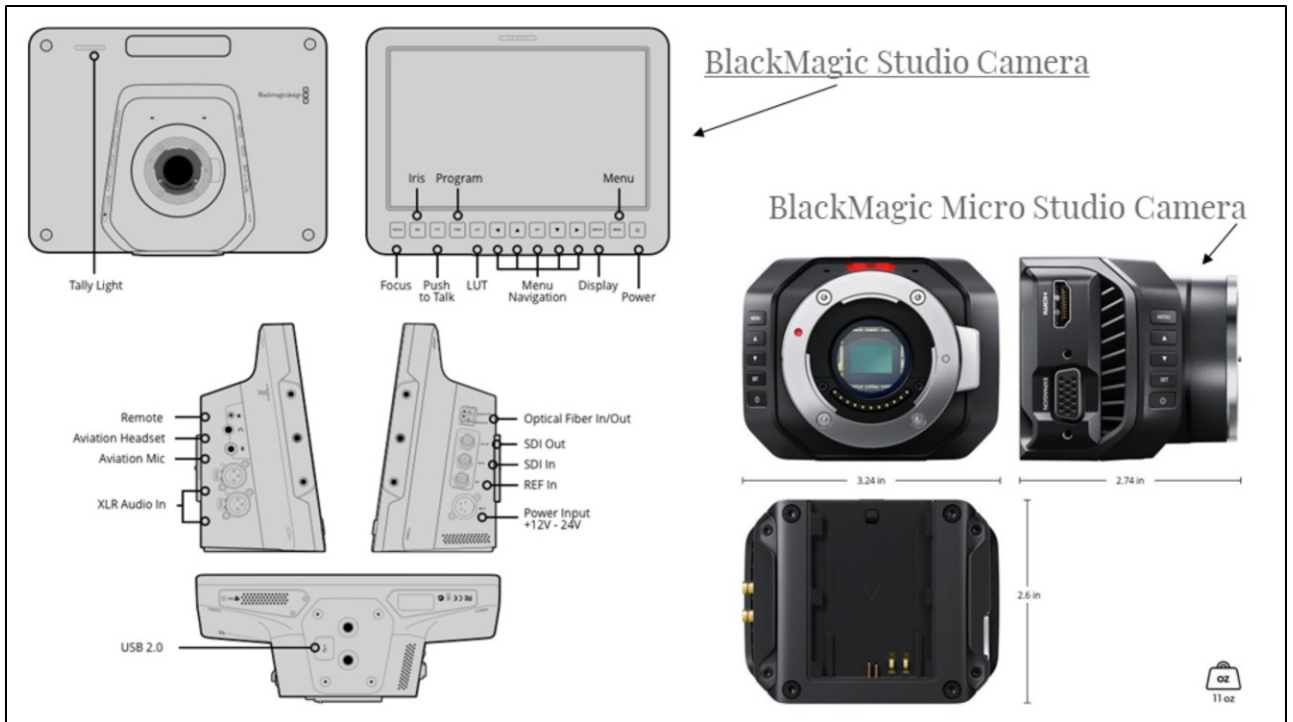
VIDEO 101

At Fayetteville Public Library



Meet the camera.

1. Blackmagic Studio Camera
2. Blackmagic Micro Studio Camera



1. Blackmagic Studio Camera
 1. Most important buttons
 1. Menu (accesses settings; keep in mind light and color settings are overridden by control panel in control room)
 2. Focus
 3. PTT (push to talk for headset)
 4. Menu navigation
2. Blackmagic Micro Studio Camera
 1. No viewfinder—communication is key
 2. Light and color managed in control room



Focus

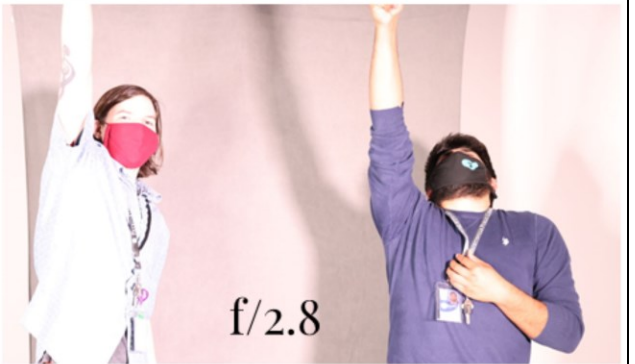
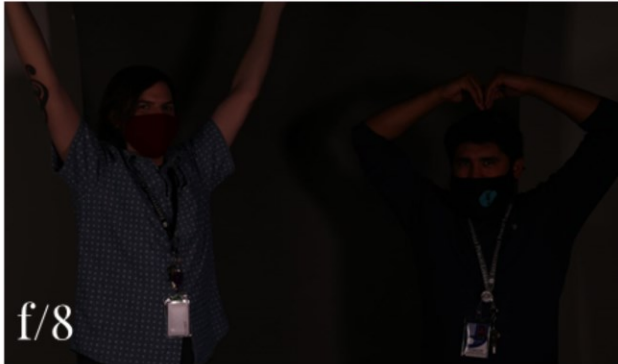
Focus works perpendicular to the camera, when someone steps forward or backward, they come out of focus

Either use focus button on screen to auto-focus (tap once), or use the two focus buttons underneath righthand attachment

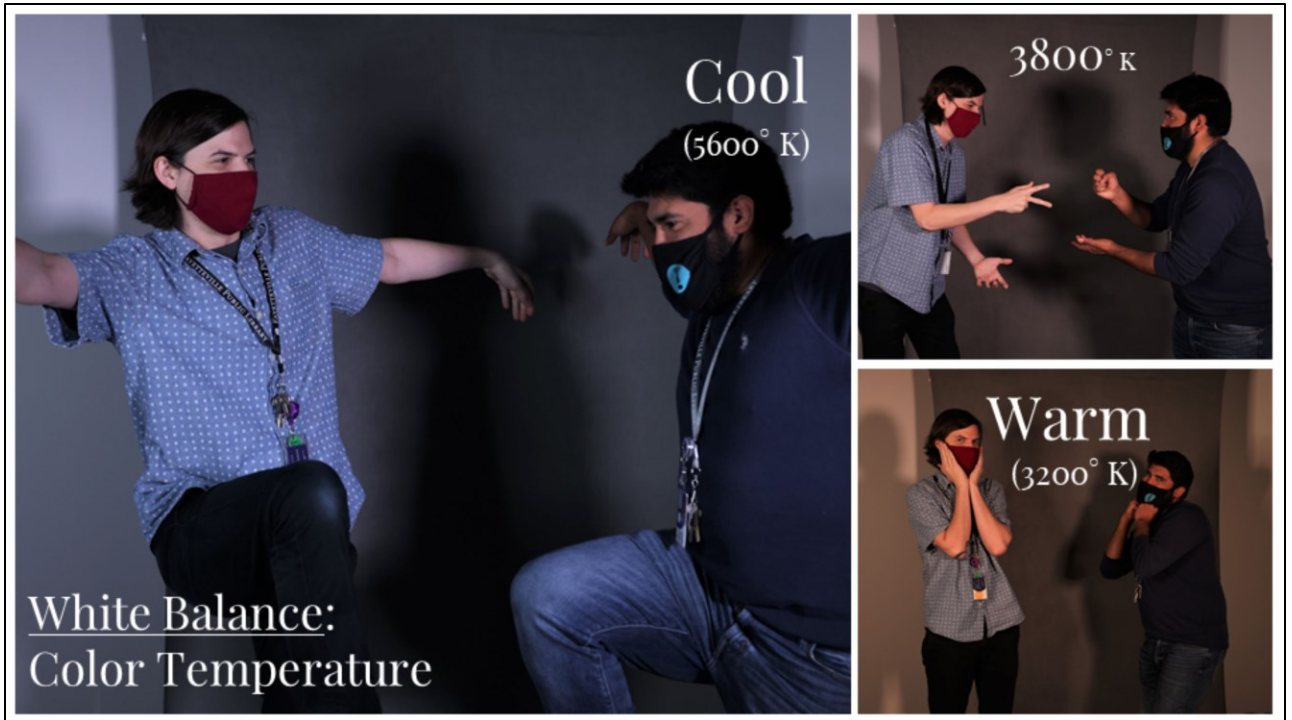
- Auto focus does not track, use handle buttons for tracking by hand

Different lenses focus differently—the longer the lens, the narrower the focus; shorter lens, wider range of focus (in general, not always true for every lens)

Aperture

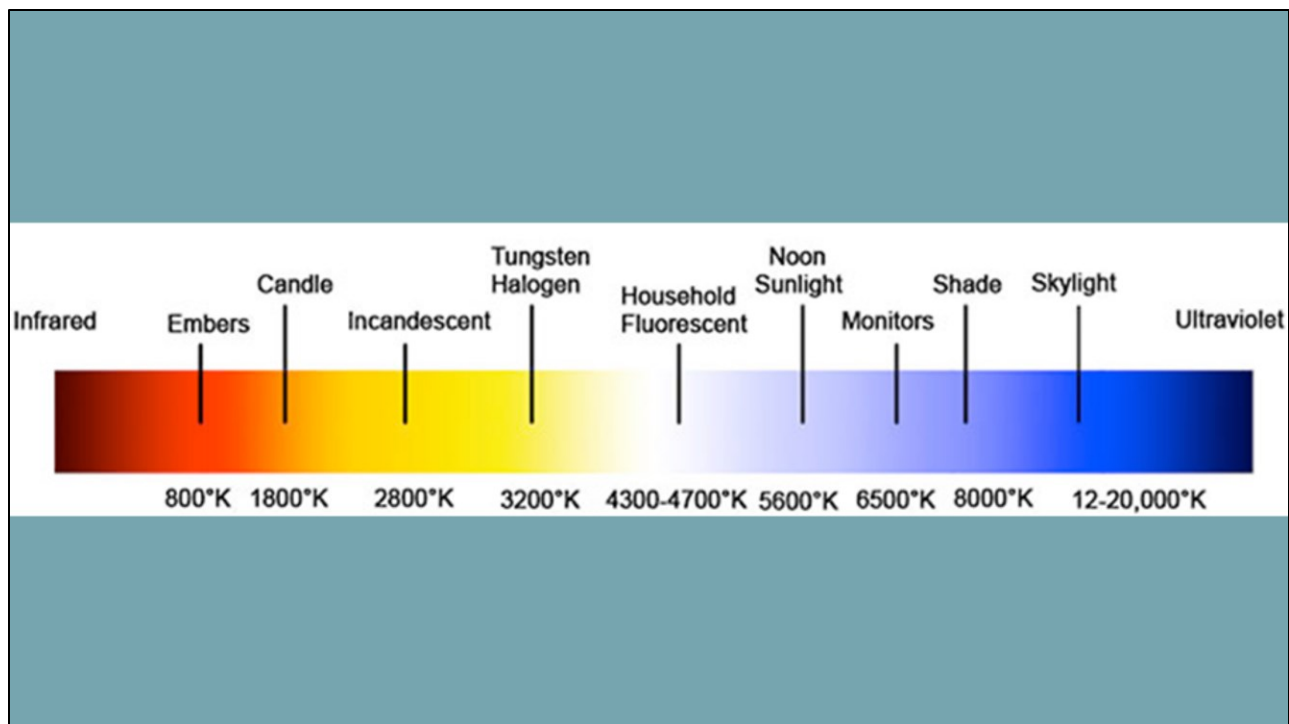


Corresponds to f-stop—higher number, smaller opening and vice versa
Controls the amount of light that comes into the camera
Controlled in the control room, along with gain/iso which you can find in the menu
In what situations would this be useful?



Color temperature on a scale of orange to blue

- blue is cool light, high K temp
- orange is warm light, lower K temp
- lens color temp can match environment
 - set light temp higher than temp of lens to make picture appear cool
 - set light temp lower than temp of lens to make picture appear warm



Look at this graph



Color temperature alone doesn't always get it right. You can further adjust white balance on a scale of green to pink—usually in post-production software
Control panel controls RGB (red, green, blue) levels

How to use the camera.



Zoom using trigger on righthand attachment
T = Tight (zooming in)
W = Wide (zooming out)



Wide shots are used to establish location, show scale

Medium shots are used to show a character/model in their full glory

Close ups emphasize the emotion

Extreme close ups emphasize the facial expressions

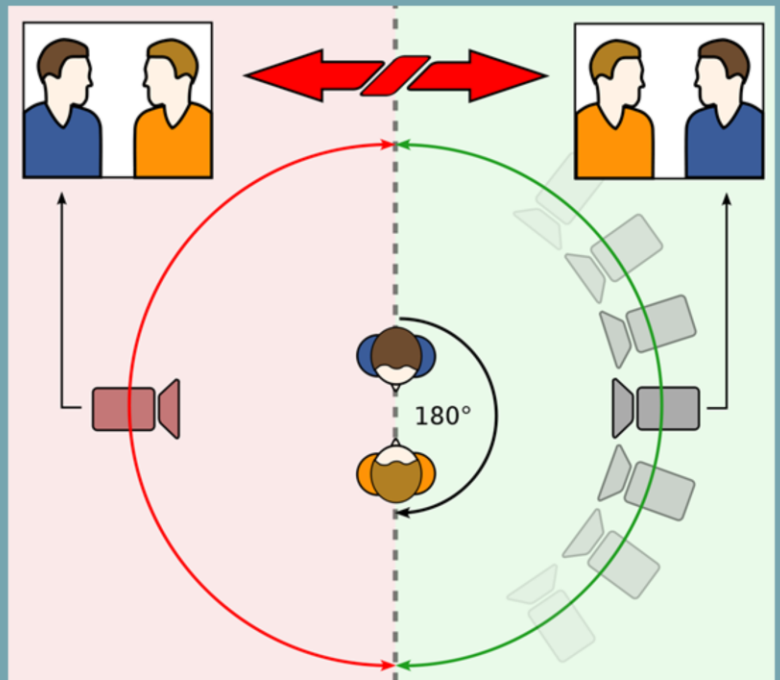


Basic interview setup

- Over the shoulder shots used when the second individual needs to be seen/heard
 - for situations where interviewer is NOT meant to be seen or heard, set lens eye-level with subject, line up interviewer eye-level with lens
- Remember 180 rule!

180 Rule

Once established, do not cross action line.



Stay on the same side of the conversation when you flip around to get the other subject



More Angles

Low angle looking up makes things look bigger, high angle looking down makes things look smaller
Dramatic diagonal (Dutch Angle)

Rule of Thirds



Using the rule of thirds for framing



Using the rule of thirds for framing



Using the rule of thirds for framing

[Watch this video about lenses for more!](#)

Telephoto Lens



Wide Angle Lens



Fisheye Lens



Telephoto is great for things that are far away and for more narrow focus

Wide angle is great for landscapes

Fisheye is great for album covers and other artsy pictures

We have 2 zoom lenses (baby telephoto lens) and 2 wide angle lenses

Tripods

Do not be
intimidated
by all the
knobs.



Watch this: <https://youtu.be/7vLtMR2VH8c>

Meet the lights.

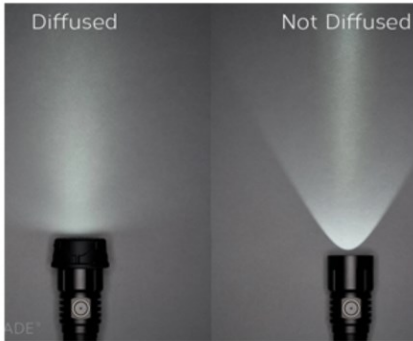


3-point lighting makes subjects look 3D on camera

- Back light for head and shoulders
- at least two lights at a V angle to the face
- key light is the main light hitting the face
- fill light fills out the other side

[Watch this video about lighting tricks for more!](#)

Diffusion



Bounce



Gels



Diffusion spreads out the light

Bounce bounces the light off of a surface and onto the subject

Gels warm or cool the lights or make things artsy

Lighting in Our Studio

Let's go



Watch this: <https://youtu.be/4udHAOeq3oQ>

It's audio time.

Like this



Like this



Like this

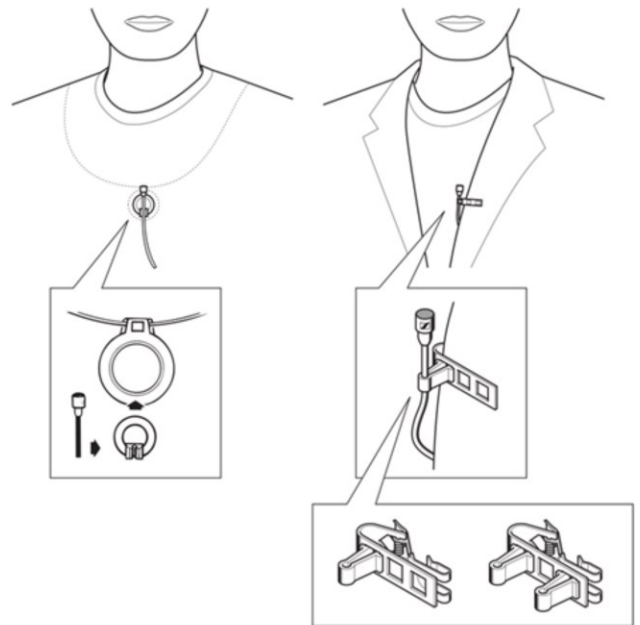


How to mic people

If possible, to prevent hearing clothes rustling, keep the mic outside, but remain hidden. If you can't, folding tape into a triangle fashion can help with the rustling of clothes.

Best Lav Placement

The Chest Area
Between the 2nd and 3rd button



Using the console

Let's go



Watch this: <https://youtu.be/JdqOdyiKVuA>

What is switching?



This is a switcher.

Using our Switcher

Not as scary
as it looks.

- Buttons
- Keying



Watch this for switcher use: https://youtu.be/On-u0nrR4_Y

Watch this for green screen use: <https://youtu.be/W8xeIVOX1jU>

Helpful Videos: <https://www.youtube.com/watch?v=mYE3LSh2ZKY>

Recording

You have three options:

Premiere Pro
Black Magic
Hyperdecks

...ically distorted FACE. We PULL BACK. In it, we
to REVEAL. The u
ANGLE - A TREE TRIMMER
dangling from a CRANE trimming a large Christmas tree. But
hold the phone! That was no distortion that we saw in the
ornament. That's what this guy REALLY looks like! The
upturned nose, the pear-shaped body, the ear-to-ear grin.
But then, that's what all WHOS look like.
Just as he's about to hook the ornament on a pine bough,
the WIND blows. He BOBBLES it, smiles sheepishly.
TREE TRIMMER
Oopsy doopsy!
s we FOLLOW the falling ornament forty stories DOWN the
sundering, cork-screw-shaped tree to...
T. TOWN SQUARE - THE ORNAMENT EXPLODES
o a glittering red MIST and suddenly we're blasted by
HITS, CROWDS, MUSIC and NOISE, NOISE, NOISE!!! Yep, it's
stmas time in Who-ville!
TITLE:
"How The Grinch Stole Christmas!"
By Dr. Seuss
amera SWEEPS past the goofy "Sal-who-tion Army Band"
a BANDMEMBER marches out of the end of a horn, then
SMALLER Who appears out of his horn, and so on...
e Seussian vehicles which clog the streets. Nobody
second look to the tow truck driver (we will later
ZEKE) towing an exotic Seussian BEAST who's
gly grazing on strings of Christmas lights.
MAIN SQUARE where the buildings
ndi look, and everything
ng flocked or b
gly ch

Watch this: <https://youtu.be/XpumHh5bI4I>