

## Introduction to Video Final Exam Review

Camera Operator is the person in charge of running the camera.

Saying Action during filming means the start of a current take.

When filming if you change from one shot to another immediately that means you are CUTTING to that next shot.

Technical personnel operate and maintain the technical equipment

Location filming is filming that occurs at a place not constructed specifically for the production.

Aspect ratio is a relationship between the height and width of a movie or TV frame.

HD is High definition and has an aspect ratio of 16:9

SD is standard definition and has an aspect ratio of 4:3

The editor is responsible for putting picture and sound elements into the final story.

A grip is responsible of many tasks on a film set that involve moving and supporting things.

The frame is the entire rectangular area of the recorded image.

News production personnel work exclusively to produce news.

The director is in charge of interpreting the story from the screenplay into film.

The producer is the person in charge of all matters in movie production, except the creative efforts.

A scene in a movie is a continuous block of storytelling.

A screen writer is the person who writes the story.

When you need to build an artificial environment to film you build a set.

A SHOT is the smallest building block used to edit a motion picture.

A sound mixer is the person in charge of running any audio recording equipment.

An establishing shot is used at the beginning of a scene designed to inform viewers of location.

Know the 3 phases of production:

**Pre Production** where you come up with an idea, write a script, analyze the script, create a storyboard, and finally a shot list. All this is prep before you move to studio. This is the most important phase of production because all the planning takes place here.

**Production** is where the actual video is recorded.

**Post Production** is where you edit the movie, add music if needed, add FX if needed.

**Know the Shot Types:**

Extreme Long Shot – shows a large amount of the environment

Long Shot – full body shot

Medium Long Shot – knee shot

Medium Shot – Waist shot

Medium Close Up – Bust Shot

Close-Up – Head shot

Big Close-Up/Choker – Human face however, the top of forehead and bottom of chin are cut off

Extreme Close-Up – Purely a detail shot show one single close up thing.

Off Screen is a direction in a screenplay when a subject or sound is outside of the camera frame.

Exterior – Outdoors

Interior – Indoors

**Camera Techniques:**

Power Dynamic Two-Shot – one character is placed high that the other character

Look Room – the space between a face and the farthest edge of the film frame.

Headroom – space between the top of the subject's head and the top edge of the frame

Neutral Angle – camera is positioned at the same height as where the acting takes place.

Point of View – Camera records what the character is seeing from their point of view

Dutch Angle – camera is canted to make you feel disoriented

Two-shot – Any shot that contains the bodies of two people

Low Angle Shot – shot from a lower vantage point

High Angle Shot – shot from a higher vantage point

Rule of Thirds – film composition where an imaginary grid of lines falls across the frame and you place objects along these lines or at the cross points of two of these lines

Direct-to-camera two shot – two people stand side by side and face the camera

Dirty Single – clean single made dirty by having a sliver of another’s body part in the frame

Nonlinear editing allows you to use any frame in a video clip regardless of where you have it placed. Nonlinear editing systems include Adobe Premiere Pro and Final Cut. It makes things faster and easier to work video when editing.

Linear editing can only be put together in sequence. This is the old way where you actually cut and tape film back together.

### **The Steps of Production**

1. You start with an idea.
2. Then you write a script which is the written story for your movie. They can be written formally and informally.
3. Then you do an analysis of your script where you break down the story into coverage for shooting your video for the storyboard.
4. Then you make a storyboard which is drawing done to represent the framing and movement of camera shots. Storyboard can be done by anyone. There are professional story artists but you do not need a professional to make a storyboard. Storyboard should be as detailed and complete as possible. They are meant to be a blueprint for the video.
5. Then you make a shot list which is a list of shots required for coverage of a scene.

Each time the camera rolls to record a repeated event is a TAKE. They are numbered starting 1 (one) and they go up from there depending on how many TAKES you need to get your shot recorded.

In a storyboard you can use arrows to show how a character would move AND camera movement.

### **Lighting**

Contrast with lighting is the range of dark and light tones within a film frame.

Point source light is a non-diffused light coming from one single point.

Fill light is a light of less intensity than the key light and helps control contrast.

Your main light source is called the Key light.

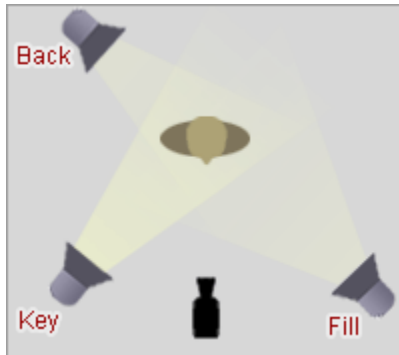
Three point lighting is a basic method where a key light is the main exposure, a fill light for contrast control on the opposite side, and a back light for the subject, background.

Artificial light is generated by a man made device.

Natural light is made by the sun or fire.

Back light is a light placed behind an object.

## **KNOW HOW TO MAP A THREE POINT LIGHTING SYSTEM**



### **Audio**

An omnidirectional microphone captures sound from all directions.

A Cardioid microphone isolates sound recording but still captures a little from the sides.

A Hypercardioid microphone eliminates sound from the sides and rear.

A lavalier clip microphone is a small common type of microphone that clips to a collar.

Copy right means ALL rights are reserved to the owner.

Royalty free music is a type of music licensing that allows the purchaser to pay for the music license and use the music for as long as desired.

Room tone is the natural sound in a room and you should capture at least a minute of this room tone when you record anything for later use in editing.

You must have copyright to use music. If it is school related and you will not be posting it, selling it or sharing it then you can use that music – otherwise you must have the copyright to use the music.