



# TGJ3M – Test # 3 Review

## Studio Production & Digital Video

### Lesson 3-1: The Production Process

#### **Pre-Production**

- Pre-Production is the planning stage of the production process
- Generating ideas, script, storyboard, screenplay, etc.

#### **Production**

- The actual filming of the video production
- Creating sets, filming scenes, etc.

#### **Post- Production**

- Editing the video and the audio
- Adding special effects, titles, credits, formatting for different screens, etc.

### Lesson 3-2: Video Style

#### **Types of angles**

- **High Angle**
  - Is shot from above the subject with the camera looking down
  - The effect of this angle is that people or objects appear small
  - The viewer in the audience feels dominance over the subject in the film
- **Normal Angle**
  - Is the angle of everyday viewing
  - The camera is positioned at eye level and shoots exactly what a person would see
  - This angle is very comfortable since it is the one that all of us are accustomed to
- **Low Angle**
  - Is shot from below the subject with the camera looking up
  - It makes objects look larger than life
  - The viewer in the audience feels dominated by the subject in the film

#### **Types of Shots**

1. **Extreme Long Shot (XLS)**
  - Is used to show a large area or landscape
  - It is the most impersonal shot possible in video
  - An example of an XLS would be a shot of a school
2. **Long Shot (LS)**
  - Is a closer shot than an XLS and would contain a person's entire body from the top of their head to the bottom of their feet
3. **Medium Long Shot (MLS)**
  - Would contain a person from their knees to the top of the head
4. **Medium Shot (MS)**
  - Is considered to be what a person would see if they were standing and talking to another person
  - It is the most comfortable view and is used the most in productions
  - The shot contains a person from the waist to the top of the head
5. **Medium Close-Up (MCU)**
  - Is often referred to as a head and shoulders shot

- The reason for this is because it contains a person's head and shoulders completely

## 6. Close-Up (CU)

- Is used to show emotion on the subject's face
- It is slightly closer than the MCU with just the top of the shoulders visible

## 7. Extreme Close-Up (XCU)

- It can show emotion very clearly
- It contains the entire face of the subject
- This shot does have the tendency to make the viewer feel uncomfortable because it is too close

## Camera Movements

### 1. Pan

- Is a camera movement where the tripod or operator stays stationary in one place and the camcorder is turned from left to right or right to left
- Pans are used to give the viewer a sense of what is contained within a scene

### 2. Tilt

- A tilt also has a stationary base but the camera is gradually moved from top to bottom or bottom to top

### 3. Zoom

- Is the gradual narrowing of the camera's view from a stationary location
- People tend to use it so much because it is an easy way to get close to a subject without moving
- The problem arises when the camcorder is zoomed into its maximum and the operator has a hard time keeping it steady

### 4. Dolly

- Is the physical movement of the camera towards or away from a subject
- A dolly does not use the zoom function
- The camera is actually moved by either walking with it or pushing it along the ground or floor (the name "dolly" also refers to the wheel attachment for tripods)
- To "dolly in" means that the camera is getting closer to the subject
- A dolly out is moving the camera further away

### 5. Truck

- Is the physical movement of the camera from left to right or right to left
- Like the dolly, a truck actually involves the camera moving
- This type of movement is used most often when following a person or object
- A truck left moves the camera from its current position to a new position to its left side
- A truck right moves the camera to the right

### 6. Arc

- Is the physical movement of the camera left or right while always keeping the subject in the middle of the picture
- A continuous arc would eventually end up back at the starting point

### 7. Pedestal

- Is the movement of the camera up or down from a fixed position usually while using a tripod
- This type of movement is very easy to do with a tripod since they have a crank on them to perform this exact function

### 8. Realistic Television

- Is a relatively new type of filming or videotaping that involves moving the camera very slightly to achieve a more realistic feel to the picture
- The look that is achieved may look amateurish to some people because it breaks the "always use a tripod" rule

- The slight movements make the picture look like it has been taped by a person using their home camcorder
- People feel like they are part of the scene and are observing everything not on their television screen but as a third person looking in

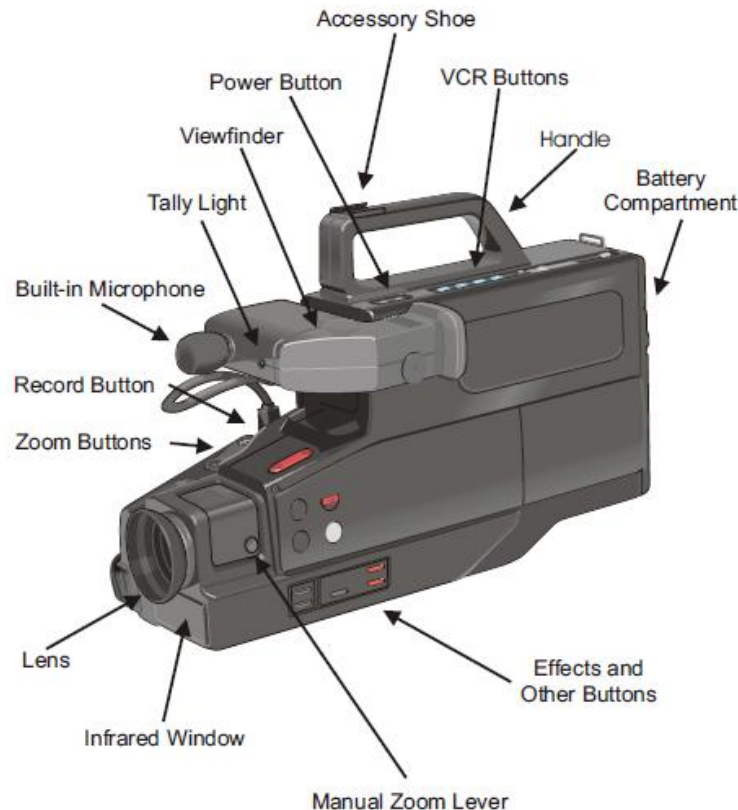
## Lighting

### 1. Three Point Lighting

- Involves the placement of three lights around your scene
- The lights are called **Key Light**, **Fill Light**, and **Back Light**
- **Key Light**
  - Is the first light you set up and is the major light source
  - It is usually pointed directly at the scene and it is located to one side of the subject
- **Fill Light**
  - Is not as powerful as the key light and is placed on the opposite side of the key light
  - Its purpose is to fill in the shadows with light to give a more natural look to the overall scene
- **Back Light**
  - Is placed behind the subject at about the same height as the key light
  - Be careful that the back light does not light up the subject's entire head
  - Ideally it should not cast any light onto the front of the subject
  - This light adds depth to the picture and separates the foreground from the background

## Lesson 3-3: Video Cameras

### Parts of the Video Camera



## Lesson 3-4: Story Boarding

### **What is a Storyboard and what is it used for?**

- A storyboard is a series of drawings or sequence of images used to show key scenes
- It is used to communicate visually the idea of what you want to accomplish
- Ties audio and video together - it acts as a planning map

### **Elements of a Storyboard**

- The left frame represents the shot or screen (visual)
- The right frame represents the audio (dialogue, sound effects) for that sequence
- A sequence of these frames combine together to illustrate your vision for the sequence
- Usually 6 to 12 frames are sufficient
- Only key scenes are included on the storyboard visuals

### **Method of Making a Storyboard**

- Rough sketching and/or stick drawings
- Illustration
- Digital layout on computer
- Photography

### **The Importance of a Storyboard**

- Timing - helps you keep manage the length of production
- Helps organize visual direction of your production
- Aids in problem solving - help you see if the video will actually work within the timeframe before you spend \$ to produce the video
- Keeps the flow of the video
- People may interpret scripts differently so the storyboard helps you illustrate to others how you see the final product
- Acts as a visual aid to sell idea to client if you have a client

## Adobe Premiere CS4

Review and study the Adobe Premiere CS4 tutorials on the class web page. Know how to do the following:

### **Workspace Tutorial**

- How to use the premiere workspace
- How to import footage
- How to unlink and delete sound track

### **Slice and blend videos**

- Unlink the audio track
- Use the razor tool to slice footage

### **Using effects**

- Simple use of the effects palette

### **Simple green screen removal**

- How to remove a simple colour background by using simple keying effect

### **Icons and Windows**

- Razor blade tool, source window, program window, timeline window, project window
- Set in point, set out point