



TGJ4M – 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

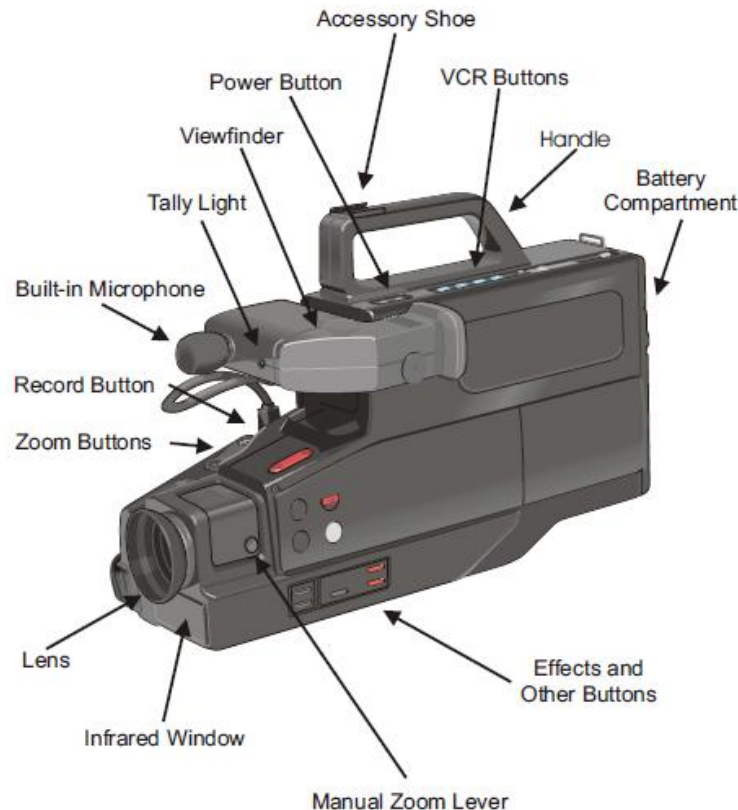
Lighting

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

Elements of a Storyboard

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

Method of Making a Storyboard

- a) Rough sketching and/or stick drawings
- b) Illustration
- c) Digital layout on computer
- d) Photography

The Importance of a Storyboard

- a) Timing - helps you keep manage the length of production
- b) Helps organize visual direction of your production
- c) Aids in problem solving - help you see if the video will actually work within the timeframe before you spend \$ to produce the video
- d) Keeps the flow of the video
- e) People may interpret scripts differently so the storyboard helps you illustrate to others how you see the final product
- f) 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