

Camera Use Guidelines

1. Camera Movements

Camera Movements are the movements the camera makes, creating an effect while recording a shot.

Whenever you are recording a tripod should always be used. A tripod keeps the camera steady and greatly increases the quality of footage. A stable camera mount makes the difference between vacation video quality and professional footage. When you are working in the studio the camera will be mounted on a pedestal.

This pedestal is made up of a sturdy tripod with dolly wheels that allow for smooth movement on the clean floor.

It is important to remember that the camera has a **cable that should never be stepped on, pulled on or rolled over.**

Read through the chart below which describes the different camera movements that you may employ to create professional quality footage. Using the studio camera, practice these moves and fill in the blanks.

Does the camera move or is it still? Does the pedestal move or is it still?

Camera Movement	Camera	Pedestal	Direction of Movement	Purpose
Still shot			none	to capture a moment in time
Pan			Pan <i>left</i> , pan right	to follow horizontal movement; pan to reveal something
Tilt			Tilt up, tilt down	to follow vertical movement; tilt to reveal something
Dolly			Dolly in, dolly out	to show a sense of moving closer to the subject
Truck			Truck left, truck right	to follow movement to move with the subject
Arc			Arc left, arc right (semi-circular motion)	to circle around a subject to show the environment from all directions
Pedestal			Pedestal up, pedestal down	to show motion to move with the subject

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2. Camera Shots

Video is a close-up medium. The viewer watches because the show engages and takes the viewer to places that he or she could not normally go.

The viewer sees a privileged point of view and feels close to or intimate with the action that is happening. The Director and crew use camera shots to tell the story in a way that the information can be accepted and understood. As viewers, we know what is important to the story, not just by what we see on screen, but by how it is shown to us.

Camera Shot	Composition	Purpose
extreme close up (ECU)	<ul style="list-style-type: none"> - top of the head is slightly cut off - you see just below the chin 	<ul style="list-style-type: none"> - to show emotion - clearly see facial expression - to show intimacy - to increase intensity
close-up (CU)	<ul style="list-style-type: none"> - see the top of the head and just the top of the shoulders - incorrect if you only see the neck and no shoulders 	<ul style="list-style-type: none"> - to show emotion - clearly see facial expression - conversations
medium close-up (MCU)	<ul style="list-style-type: none"> - middle of the chest and up 	<ul style="list-style-type: none"> - conversation - show emotion but less so than CU - show viewers you are talking to them - used for NEWS ANCHOR
medium shot (MS)	<ul style="list-style-type: none"> - approximately waist up 	<ul style="list-style-type: none"> - comfortable talking distance - less intimate - to show hand or arm gestures - used for NEWS REPORTER
medium long shot (MLS)	<ul style="list-style-type: none"> - approximately knees up 	<ul style="list-style-type: none"> - even less intimate - to show large hand or arm gestures - good for a performer, talk show monologue
Long Shot (LS)	<ul style="list-style-type: none"> - the whole body is within the frame 	<ul style="list-style-type: none"> - establish the context of a shot - show action or movement

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Basic Storyboard Exercise

On a separate sheet of paper, draw a video frame (what the viewer sees) of each of these camera shots. Use volume drawings of a person, not stick figures. Be sure to label the storyboard frames with the appropriate shot name.

3. Rule of Thirds

This principle is used in the composition of fine arts and photography as well as TV and video production. It is universally accepted that images are more compelling when the focal point of interest, like a person's eyes, are positioned on the imaginary line that divides the screen space into thirds.

All of your video camera work should use the Rule of Thirds.

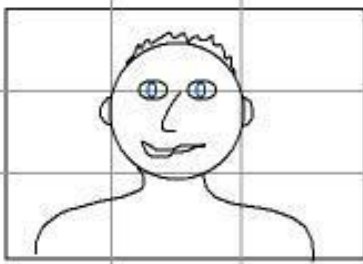
4. Three Quarters Head Position

This principle is used in almost every conversation that is shown in movies or TV. The viewer feels intimately involved and subconsciously feels like they are right next to the person that the subject is speaking to. This occurs without the viewer being aware but is noticed when the director and crew do not follow this principle. The viewer feels less engaged and is more inclined to change the channel.

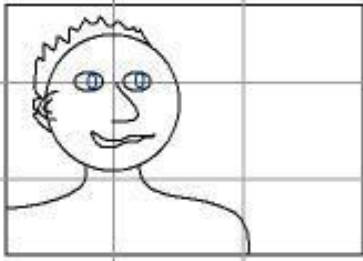
Use the tips outlined on the following page when filming the assignment and in all of your video work.

Camera Use Guidelines

Rule of Thirds

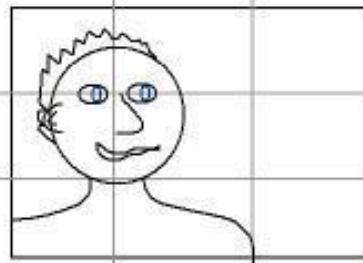


- Talking directly to camera
- head centred
 - eye at or above top third line



- Talking to someone off camera
- eyes at or above top third line
 - facing direction of other person
 - eyes/nose at side third line
 - leave facing room (nose room)

Three Quarters Head Position

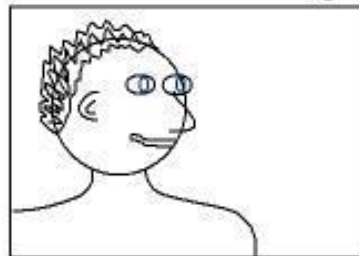


- eyes at or above top third line
- head slightly turned
- ear hidden
- camera is almost directly in front, but is slightly to one side

Examples of Incorrect Framing



Profile



Nose breaks cheekline

Avoid these shots