

A clapperboard is positioned in the upper left, tilted diagonally. It features a black and white striped top bar and a white body with fields for 'PROD', 'ROLL', 'SCENE', 'DIRECTOR', 'CAMERA', and 'DATE'. To the right of the clapperboard is a director's chair with a black seat and backrest, and a gold-colored frame. The backrest has the word 'DIRECTOR' printed on it. A black cone sits on the ground in front of the chair. The background is a plain, light gray.

Film Production tutorial

Media Studies
FRD - 2005

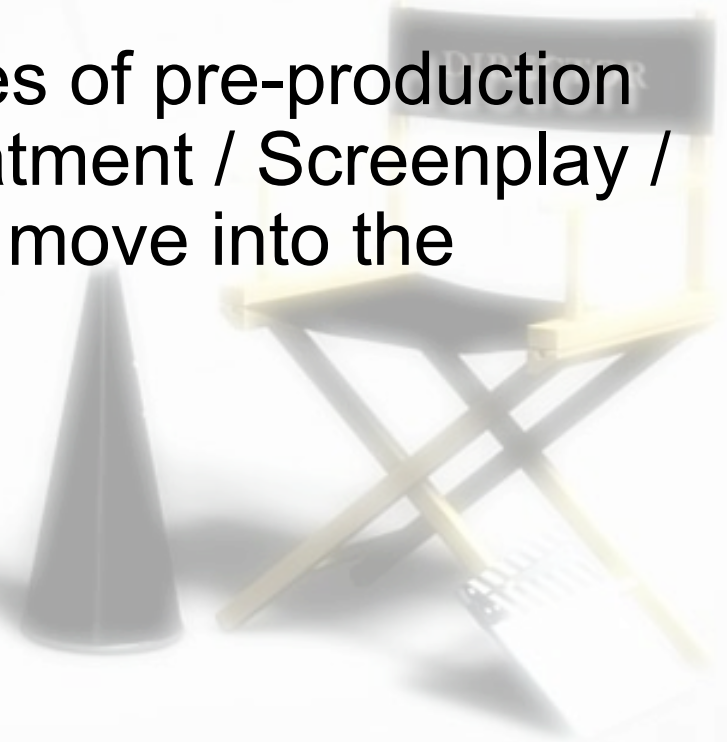
» There are three distinct stages or phases to production:

» **pre-production,**

» **production**

» **post-production.**

» We are in the latter stages of pre-production (Design – Concept / Treatment / Screenplay / Shooting script) about to move into the production phase.



» Production elements are the tools we use to present the story. These include camera technique, lighting, editing and sound.

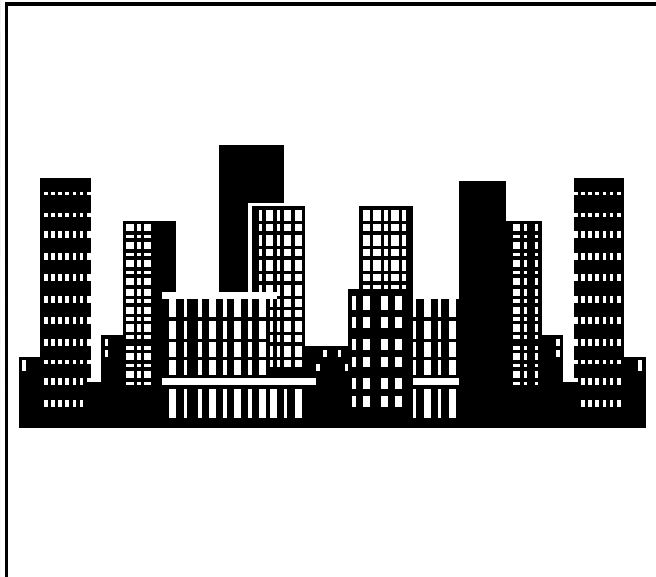


Camera techniques

- ≈ The opening sets the scene and feel for your video production. It can introduce a character or situation, give information of an event that happened before the story starts, or create a mood.
- ≈ For your video piece – you are likely going to start with an opening sequence, outlining the title of your programme, including graphics/titles and a music soundtrack.



Extreme Wide shot - Establishing shot example



Sequence # 2

Shot Description: ELS of city
for setting shot

Transition In: Fade in

Video Image: Scenic shot

Audio Recorded: Traffic sounds - soft

Added Audio: Music

Transition Out: Cut

Estimated Time of Take: 4 sec.

Narration/Script/Notes: (music continues playing)

MCU - 1 shot

MCU - 2 shot

MS - LA - 3 shot

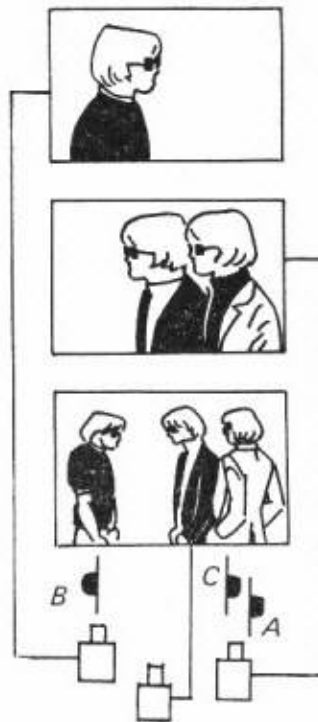
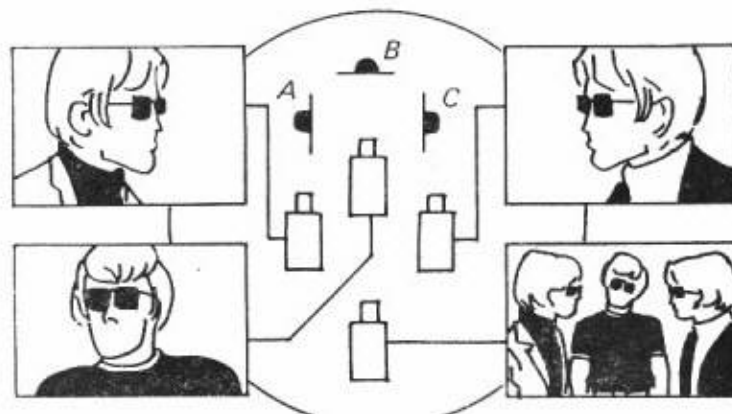


FIGURE 6.11 Parallel camera positions applied to a group of three persons, Number contrast, 2 to 1, is obtained in this way.





EWS



WS



MS



MCU



CU



ECU



Cutaway



Cut in



O/S Over the shoulder

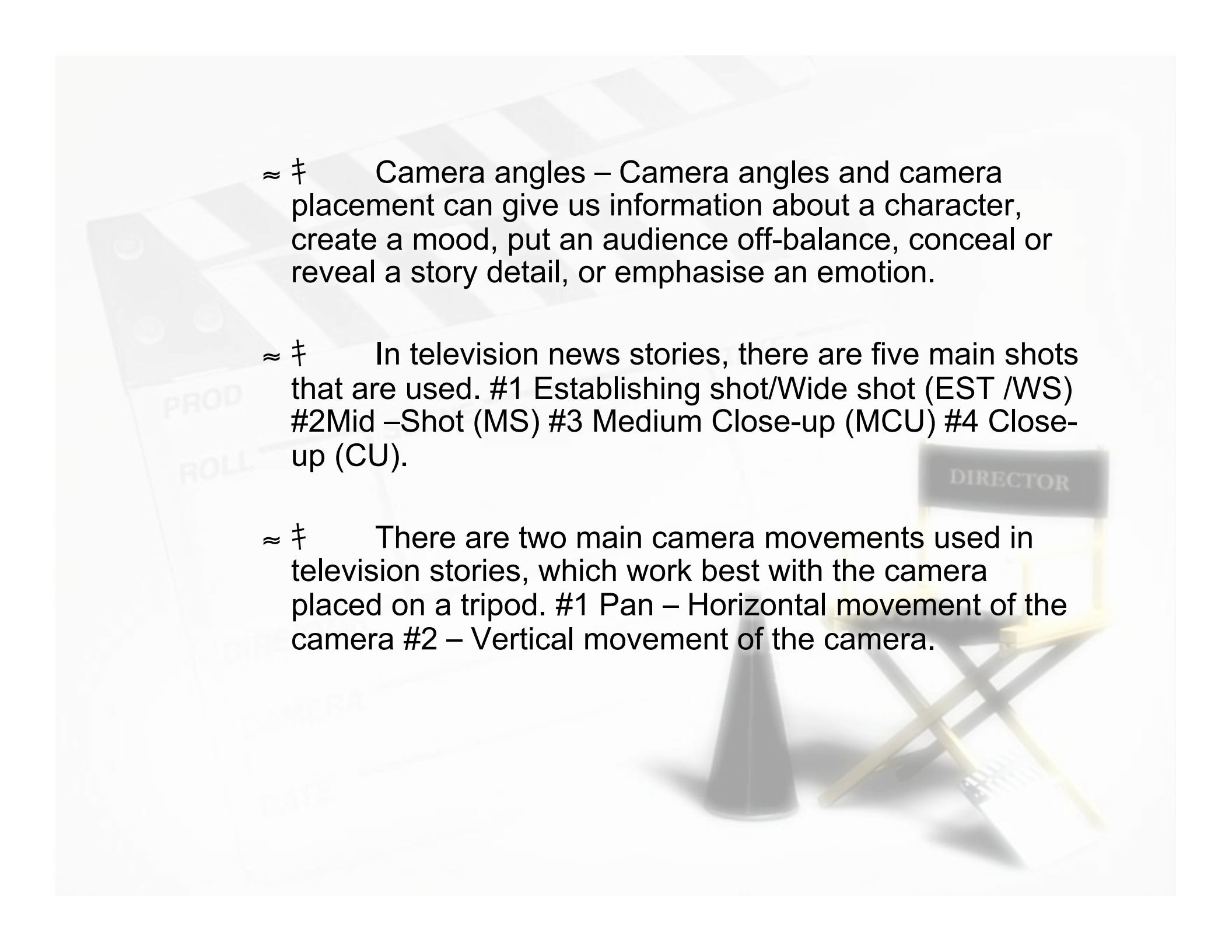


Noddy shot



P.O.V - Point of view



The background of the slide features a faded image of a clapperboard on the left and a director's chair on the right. The clapperboard has the words 'PROD' and 'ROLL' visible. The director's chair has 'DIRECTOR' written on the backrest.

≈ † Camera angles – Camera angles and camera placement can give us information about a character, create a mood, put an audience off-balance, conceal or reveal a story detail, or emphasise an emotion.

≈ † In television news stories, there are five main shots that are used. #1 Establishing shot/Wide shot (EST /WS) #2 Mid –Shot (MS) #3 Medium Close-up (MCU) #4 Close-up (CU).

≈ † There are two main camera movements used in television stories, which work best with the camera placed on a tripod. #1 Pan – Horizontal movement of the camera #2 – Vertical movement of the camera.

≈ † Tripod use – It is important to use a tripod to ensure steady pictures, unless the style of your piece requires being hand-held. Set the tripod up, making sure all the legs are secured tightly. Attach the camera to the tripod - ensuring it is secured correctly.

» Now loosen each of the fittings to ensure that your camera can pan and tilt smoothly. When your camera is not in use, lighten the camera back into a balanced-neutral position, so it does not fall forward or back.



Lighting

- » As a storytelling device, lighting can be used to create an atmosphere, reflect an emotion or reveal character traits. We are all familiar with the smoky, shadowy bars seen in Film Noir films.
- » How we light a character can tell us a great deal about the person or make us feel an emotion towards them. Lighting can be used to great effect. It can be simple as shooting in available light or it can involve something as simple as a torch. In television news stories, lighting is fairly basic.

≈ † The best lighting for shooting in the outdoors is an overcast day – with good overall cover and no strong direct beams of light. If there is not enough available light, a reflector can be used to reflect available light and provide more cover.

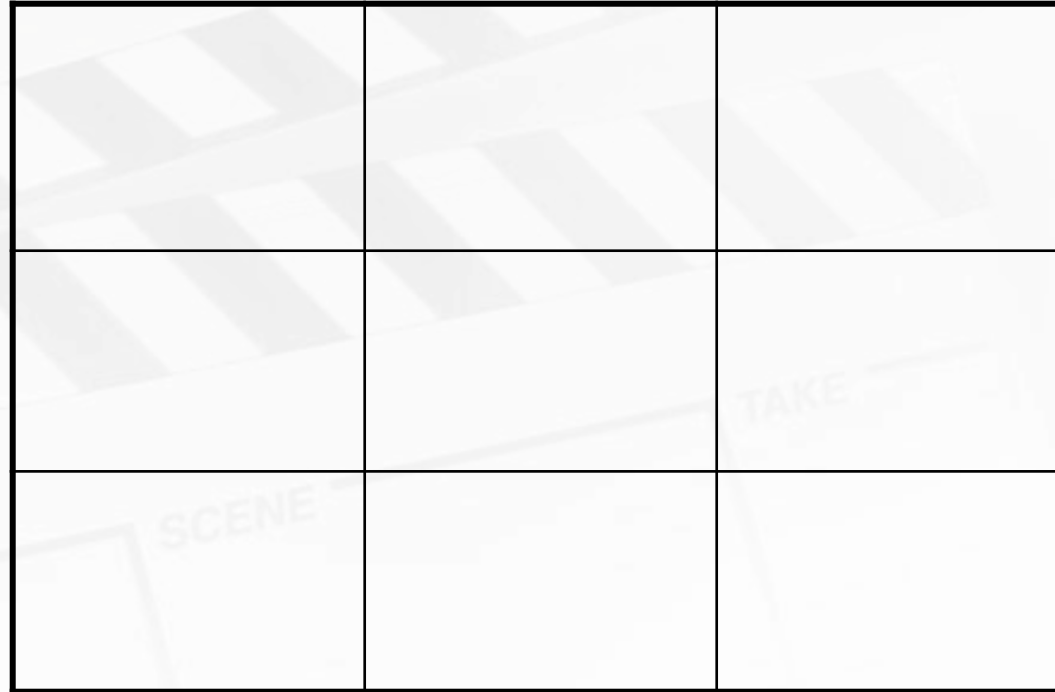
» In a television studio, a key light (stronger directional light) and fill light (provides general cover) are used to light an interview for example. If you are shooting an interview, where the subject wants to remain incognito (they want their identity disguised or hidden), you might want to shoot your subject in silhouette, by placing a key a light behind them, the subject's outline is then filled with black and their features can not be seen).



Composition

≈ † The secret of good composition is *framing*. You may be familiar with the rule of thirds. This is one of the basics of composition. Like all basics, this rule can be broken, if the effect is worthwhile.

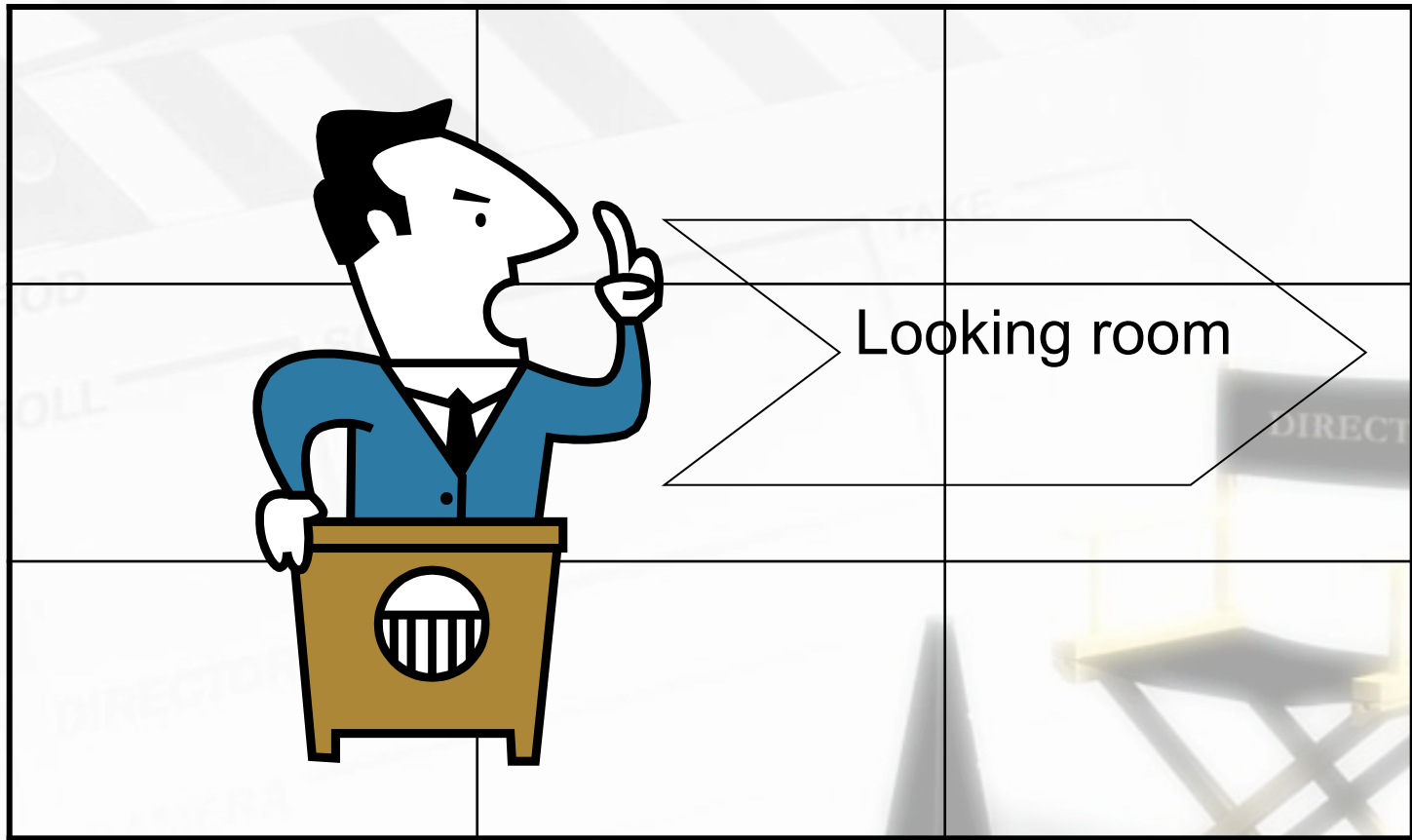




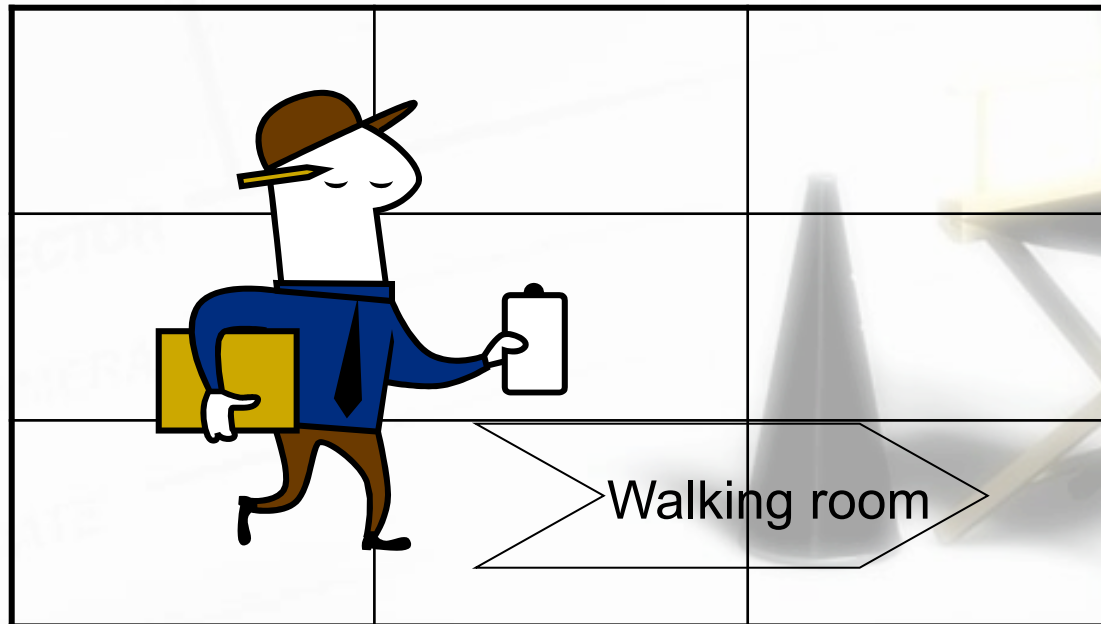
The rule of thirds suggests dividing your frame into thirds horizontally and vertically. Where these thirds intersect are the main focal points of the image. These are the places it may be best to place your subjects.

» In addition to the rule of thirds, composition is concerned with the placement of objects within the frame. The effect of this placement can be harmony and unity or it can be discord and imbalance. The composition can be formal, looking like it was placed there or set up, or it can be informal or candid.





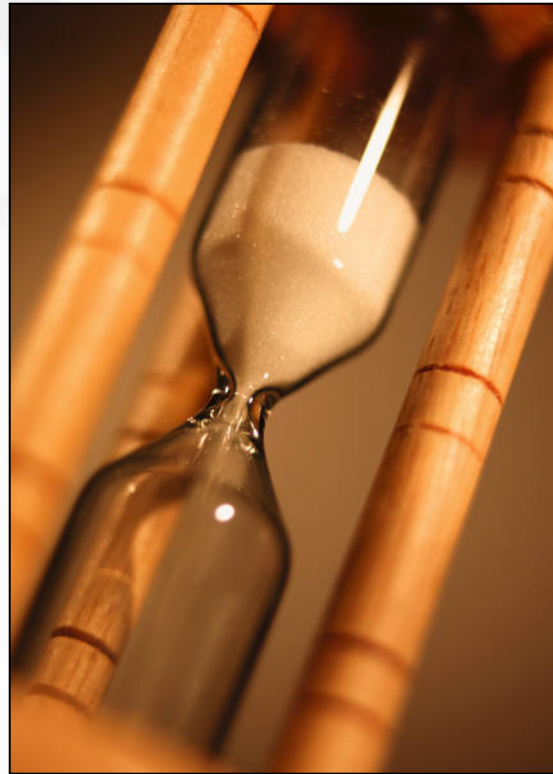
- » *Some other things to keep in mind with composition:*
- » Give your subject *looking* or *walking* room – don't place them in the centre of the frame, place them to one side so that they have room to walk across the frame or room to look across the frame, when cutting in an interview situation for example.





- ≈ ‡ When filming make sure the frame is nicely balanced. Watch you don't place your subject in front of a hard line, like the corner of a room (so that it appears that there is a line coming out of their head) – same goes for other objects behind your subjects head like pot plants.
- » There should not be too much headroom above your subject's head. Make sure your tripod is balanced - shooting your subject at a high angle or low angle implies a certain type of status.

≈ Take your time composing your shot.



That's
a wrap !