



Shooting Better Video

Arnie Abrams



Camera Shots

LS, WS



MS



CU



ECU



Camera Shots

2 shot



M2S



Over
The
Shoulder



POV



Camera Shots

Cut Away



Cut In



Reaction
Shot



Establishing
Shot





Camera Moves

- Zoom – magnify with the lens
 - Pan – left or right movement
 - Tilt – up or down movement
-
- Dolly – physically move camera in or out
 - Truck, Track – move camera horizontally
 - Crab, crane – move multiple directions

Cal State Fresno

<http://zimmer.csufresno.edu/~candace/basics/shooting2.htm>

Zoom

ZOOM

- Don't overuse
- Slowly, except for live action
- As opposed to dollying
- "When in doubt, zoom out"
- Start and finish on static shot



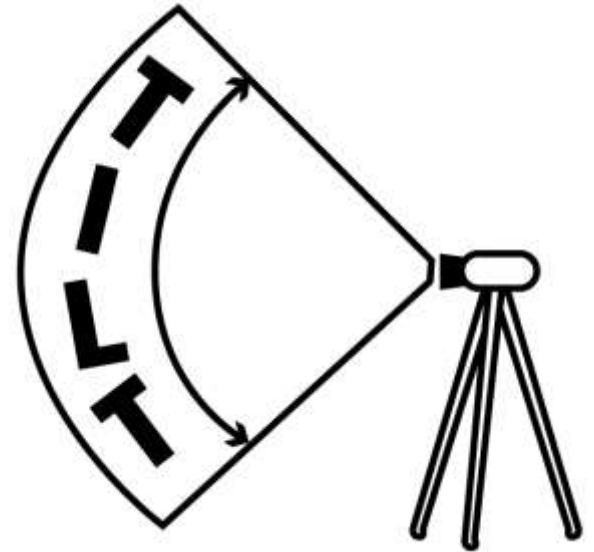
Pan

- Rotating the camera from one side to another along a horizon
- Allows viewer to see more details, while retaining a closer feel
- Can cover long or short distance
- Best done at slow to medium speed
- Start & finish on static shot



Tilt

- Like panning, only up and down
- Useful for tall subjects - accentuates apparent height
- Less common than panning, but a nice way to add variation





Point-of-View (POV)

- Technically - a shot that simulates the point of view of a person
- Can be varied to include many creative camera positions
- Difficult to do smoothly without expensive equipment



Camera Motion Tips

- Use a Tripod!
 - If at all possible - this makes the difference between so-so and great video almost always
 - Lock down controls unless using them
 - For a smooth pan, the tilt control should be locked
 - Get one with fluid heads and a bubble level
 - Helps make smooth moves and avoid odd angles
- Hand-held?
 - Bend your knees - they act like shock absorbers
 - Take a Tai Chi class - pretend the ball is a camera

Hand-held Techniques:

○ On the shoulder

- Stable technique, especially with heavier camera
- Not possible with most non-pro cameras



Hand-held Techniques:

○ Braced

- Both hands clasping camera held up to face
- Forearms against chest for stability
- Use viewfinder



● ● ● | Hand-held Techniques:

○ Cradled

- Both hands cradling camera from below
- Forearms against chest for stability - again
- Use flip screen
- Useful for free-floating POV





Static (lock-down) Shots

- Very Dependable
- Requires a tripod or stable surface to place camera
- Get static shots, then try camera movement to spice things up - choose in editing



Camera Moves

- Framing the scene vs. following the action
- Leading direction
- Avoid fast moves - “Swish pan”
- Think about edits -Left to right & right to left
- Lock it down
- Move from uncomfortable to stable
- Practice the move



Subject in Motion

- If the subject moves a lot, let it's motion do the work
- Motion within the frame
 - Objects move within locked frame, but don't leave the frame
- Motion through the frame
 - Subject leaves or enters frame (or both) on its own
- Follow the subject
 - Subject in motion is followed by camera using pans, tilts and zooms

Don't Cross the Line



180 Degrees

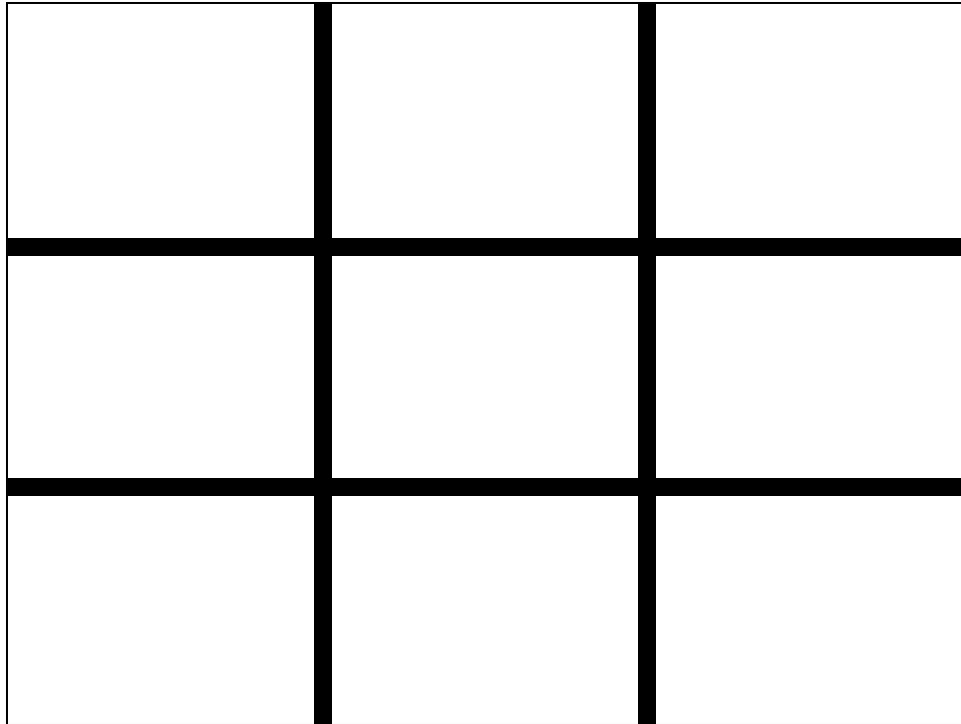


Shooting Tips

- Shoot for editing – coverage, takes
- Shoot by Scenes (script #) Setups (locations) and Takes – e.g. Scene 1A-2
- Allow for fades and dissolves
- Shoot B roll footage – cut aways & inserts
- Keep live shots rolling
- Learn to use manual controls- focus, balance
- Follow the action
- Unusual angles
- Plan to shoot – be in the right place, be patient



The Rule of thirds



- ● ●

The Rule of thirds



- ● ●

The Rule of thirds

