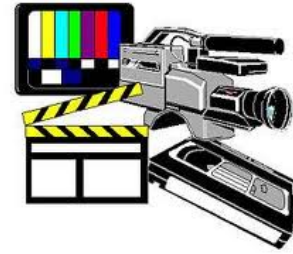


Video Lab 1

Camera Composition



Objectives:

- To practice basic camera composition shots: wide shot, medium shot, close-up shot
- To practice taping using basic camera positions: eye level, high angle, low angle, and point-of-view
- To practice the cutaway shots (over the shoulder) and two shots and/or three shots
- To understand the concepts of headroom, walking/talking room (also called nose room) and the rule of thirds.

What To Do:

1. Shoot a variety of different camera shots (see table below)
 - a. Try different locations
 - b. Record several different takes for each shot so you have a variety to choose from
 - c. Select the "best of the bunch" for your video.
2. At the start of each shot state your name and the type of your shot so it will be recorded along with the video.
3. For each of the shots you tape, remember the concepts of the Rule of Thirds and talking room.

Definitions:

Rule of thirds – the amount of space in the frame that is above the primary character(s) head.

Headroom – In an image, the height and width can be equally divided into thirds. According to this principle, the four points in the space where the two vertical lines and two horizontal lines meet are the areas of most dynamic interest to the viewer.

Wide shot – A shot that takes in most or all of the space of the scene in view.

Medium shot – A shot framed at the waist of the subject and including the entire upper body of the person.

Close-up shot – A shot of subjects face and upper body in which the lower frame line crosses the person's chest.

Over-the-shoulder shot– A shot taken from the vantage point of behind one of the characters, and including the person's shoulder and /or back of the head.

Video Lab 1		Completed ✓
Wide shot	Shoot your talent from a distance. You should be able to see the entire person, including space above and below the person. With this shot the location should also be clear (the viewer will be able to tell where you took the shot). Have the talent do some talking using their normal speaking voice (that is, not shouting to be heard from the distance). Perhaps they could recite a very short poem. The purpose of this is to see get a sense of how well your camera microphone records sounds from a variety of distances.	
Medium shot Or Head and shoulder	Again, ask the talent to recite a short poem in their normal speaking voice. Pay attention to the Rule of Thirds . Watch for proper headroom - make sure there is some empty space above the head of your talent, but not too much (the rule of thirds). Also, don't position the heads in the middle of the frame. And unless the subject is looking directly into the camera, remember to leave some talking room. Repeat the shot as many times as necessary in order to get a good quality shot.	
Close-up	Both the chin and top of the head are included in the shot. The eyes should be positioned about one-third from the top of the frame. Once more, your talent should do some voice work.	
High angle shot	Shoot the talent from above. High angle shots are often used to make the subject seem smaller and helpless. The subject should not necessarily be looking at the camera.	
Low angle shot	This shot, tilted up to look at the subject, makes the subject appear more powerful and important. A suggestion is to tape the subjects having a conversation with each other, not looking at the camera.	
Over the shoulder shot	An over-the-shoulder shot is often used during interviews. Have two people sitting in chairs facing each other. Position the camera behind one of the people, facing the other person. Have your talent pretend they are participating in an interview, with one person asking the questions (the interviewer) while the other person answers the questions (the interviewee).	

When Finished Taping

You will continue taping on the same tape for Video Lab 2.