

VADA 9

Hagen Timberline Student Network

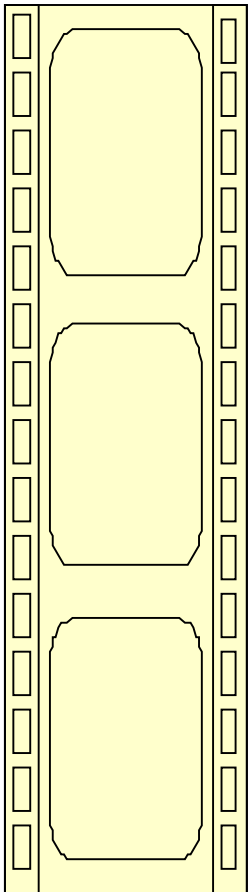
Camera Angles - iMac Collage

This assignment will help students:

- Practice camera work using a variety of shots
- Learning the various camera angles
- Learn how to edit using Final Cut.

Action:

This project is all about camera shots and angles. Your job is to make a video about a theme that in some way is relevant to Timberline. It will be a video without a story but it will have a consistent "star". It won't have any dialogue but it will have text and music. You will arrange the shots in an interesting order complete with transitions between your shots, music and title slides.



Steps to Completion:

Day One: Decide on a theme AND the "Star" (object you will be filming in every shot). Number the camera angles in the order you will be filming them.

30 minutes of filming. Each shot MUST be 7 seconds long. Look in the viewfinder to make sure each shot is this length. (refer to handout if need description of camera angle)

Day Two: 30 minutes of Filming. Create a new project in the B Block movie folder / iMac Collage. Save it within this folder.

Day Three: Edit Video incorporating the story with the shots and music. Open your file from the B Block Alias folder from the desktop.

Day Four: Add music.. Add title slides.

Day Five: Finish editing. Edit the video according to the pacing of the theme AND the music that was chosen. Export out completed video.

Shot Evaluation

1. Camera work is completely steady
2. Inclusion of ALL necessary shots
3. Inclusion of "Star" or object that will be included in EVERY shot
4. Shot is perfect length -not too short and not too long
5. Editing - transitions, titles and music are all included

Marks Breakdown:

Technical	50%
Entertainment	30%
Group Work	20%
Total	100%

Group Members: _____, _____, _____

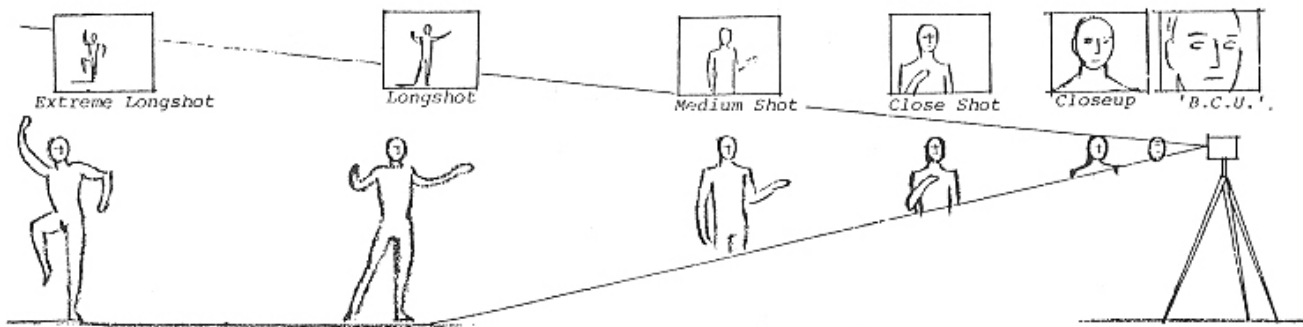
iMac Collage Shot List

THEME:


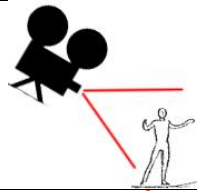
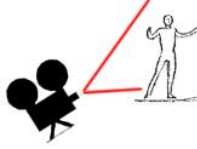

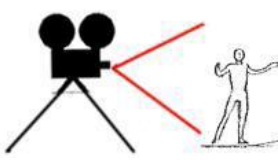



“STAR” of Video:



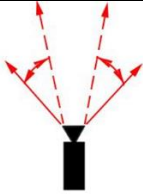
Create a shot list for the iMac Collage. You must write down that action that will occur in front of the camera. (What are you seeing through the viewfinder) and what camera angle you will be using. Put the camera angles in order of occurrence.

Make sure that you are including your “star” (constant object or person) in every shot. This will put things into perspective.



Order	Action Occurring <i>What is seen through the viewfinder</i>	Camera Angle/Move	Description	Diagram
		Establishing Shot (ELS)	Shot taken from a great distance, almost always an exterior shot, shows much of locale. No character required for this shot.	SEE ABOVE DIAGRAM
		Long Shot (LS)	Shot that includes the full character from head to toe.	SEE ABOVE DIAGRAM
		Medium Shot (MS)	A great shot for interaction between characters. This shot is usually from just above the hips to the top of the head.	SEE ABOVE DIAGRAM
		Close-up (CU)	A shot of a small object or face that fits the screen. This shot usually includes some of the shoulders to just above the head.	SEE ABOVE DIAGRAM
		Extreme Close-up (ECU)	A shot of a small object or part of a face that fills the screen. Get in tight on the subject	SEE ABOVE DIAGRAM

		Bird's Eye View	Camera is placed right over head.	
		High Angle	Camera looks down on what is being shot. How much of the character shown in the frame can vary greatly.	
		Low Angle	Camera is located below the actor and pointed up. Makes the actor look more powerful in the shot.	
		Oblique Angle	Lateral tilt of the camera so that the figures appear to be falling out of the frame.	
		Eye-Level	The most common angle in film. Do NOT just setup your tripod and not adjust its level! Look at its height and the height of your actors and adjust it so it's right at eye level with them.	
		Tilt	Tilt is the vertical axis of camera movement. When the camera tilts, it pivots up and down.	
		Pan	Pan is the horizontal axis of camera movement. When the camera pans, it turns left and right like turning your head to the left and to the right.	
		Dolly In	Natural technique of camera simply moving horizontally through space getting closer to the subject. Similar to a person walking or riding on a wheelchair.	

		Dolly Out	Natural technique of camera simply moving horizontally through space moving away from the subject. Similar to a person walking or riding on a wheelchair	
		Truck	Natural technique of camera simply moving horizontally through space. Similar to a person walking or riding on a wheelchair. The camera is parallel to the subject.	
		Zoom	The focal length of the camera lens is gradually changed. With a zoom, the frame may transition from a wide shot to a close-up without ever moving the camera.	
		Tracking	Shot that follows a character or an object moving through a scene. Can also be used to move away from or toward a stationary subject.	