

Video games/exercises:

*Steady shooting

Camera reaching, stretching exercise

Camera Body Language – “reconsidering the camera exercise” it’s not a gun.

- camera as book, still camera, baby
- hand as eye, ear

Stabile hand-held camera

- relaxed position: non-aggressive, not tense (relaxed, loose & flexible), not unsupported
- pan/tilt exercise: follow the bouncing ball exercise (wide & telephoto)
- steady camera – it’s better to walk in than zoom in
- moving camera/smooth camerawork when in doubt zoom out – floating camera exercise.
- steady camera exercise – follow the leader video walk

Video snapshot exercise – finding the camera position (feng shui),
finding the shot (there’s a best shot for the action)

Feng shui camera positioning exercise – changing the position, action and number of the subject, changing light and sound conditions, influences the best position for the camera.

Putting your self in the show:

How many ways to record yourself: arm’s length shooting, reflections, shadow, feet, hands.

Camcorder Image Hunt: teams receive image lists, a time limit and area for production. The tapes are played back simultaneously. Teaches the concept of clips and gives run-and-gun experience in a short time. Loosens them up and tightens them up at the same time.

*Street Interviews: style sheet

- 1 question interviews
- 1 topic interviews
- multiple topic interviews

*SEQUENCE EXERCISES

Process exercise: show how a process (making something, a performance) takes place in fewest possible shots with a beginning, middle and end; eg making a pizza.

*Montage:

Scene setting, wide shots, ultra wide.

Time & weather.

Action.

Use.

Individual shots tell stories, Editorial point of view.

Edit a build – pacing, imagery,

Connecting shots – color & shape, action, movement

Ins & outs – entrances and exits, gestures

Visual ideas: reflections, pull focus, zooms, frames, pov shots, puns, humor, contrasts, irony.

2 crew ideas: long shot & mid range; reversals; split screen.

Beginning, middle & end:

Lighting!

Audio!

Framing for titles.

Event coverage:

Set the scene

Characters

Action

Beginning, middle and end.