

DANCE FOR CAMERA

an introduction to camera/editing techniques

BY Josh Hawkins

IMPORTANT THINGS:

- Safety first. Don't put yourself in danger whilst filming. Be aware of the world around you!
- Respect the equipment
- Don't record anyone that you haven't got permission from to do so
- Always make sure the camera is turned ON and is recording*
- Make sure you have enough enough MEMORY on the camera before filming
- Once footage has been recorded upload and save to a computer

BASIC CAMERA WORK:

Plan your shot before you start filming

Compose your shot in the viewfinder before you press **record**

Static shots (where the camera does not move) are often easier to edit than moving shots

If you want a completely steady shot do not hand-hold the camera- use a tripod- or if you don't have one- use a chair, table or other object

Hold each shot for at least **5-15** seconds (longer than you think!)

If you do want to pan, tilt or have a tracking shot decide the beginning and end of the shot, and practice before you press **record**

Avoid too much panning and zooming as it can make the audience watching feel dizzy. Also it can come across like a bad homemade family wedding video!!!!

A variety of camera angles can help to enhance your film work
 Here is a few options to consider...

Angles

Be aware of all possibilities and make a **conscious** choice

Think how you can get maximum benefit from
 your **current** camera position



Extreme wide shot (EWS)



Wide shot (WS)



Medium wide shot (MWS)



Mid-shot (MS)



Medium close-up (MCU)



Close-up (CU)



Big close-up (BCU)



Front view



Back view



Worm's eye view



Bird's eye view

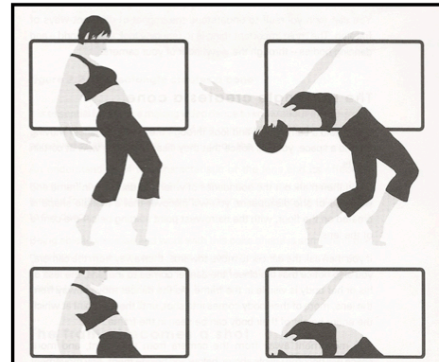


Low angle



High angle

illustrations - p. 25, 29, 32.
Making Video Dance, Katrina McPherson



Storyboarding your film could be one way to help you get an idea of how your film will play. Finding a start, middle and end can help find key marking points for your film. Here is a basic template that could help you plan!

Shot:	Framing:
Duration: _____	Shot size: _____
Angle: _____	Transition: _____
Audio 1: _____	
Audio 2: _____	

Shot:	Framing:
Duration: _____	Shot size: _____
Angle: _____	Transition: _____
Audio 1: _____	
Audio 2: _____	

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EDITING YOUR FILM:

Be realistic in what you can achieve

Be consistent

Simple = Effective

Once all your footage has been filmed you should start to have an idea of the order and layout of your footage in the final film....

TITLE SCREEN



BEGINNING



MIDDLE



END



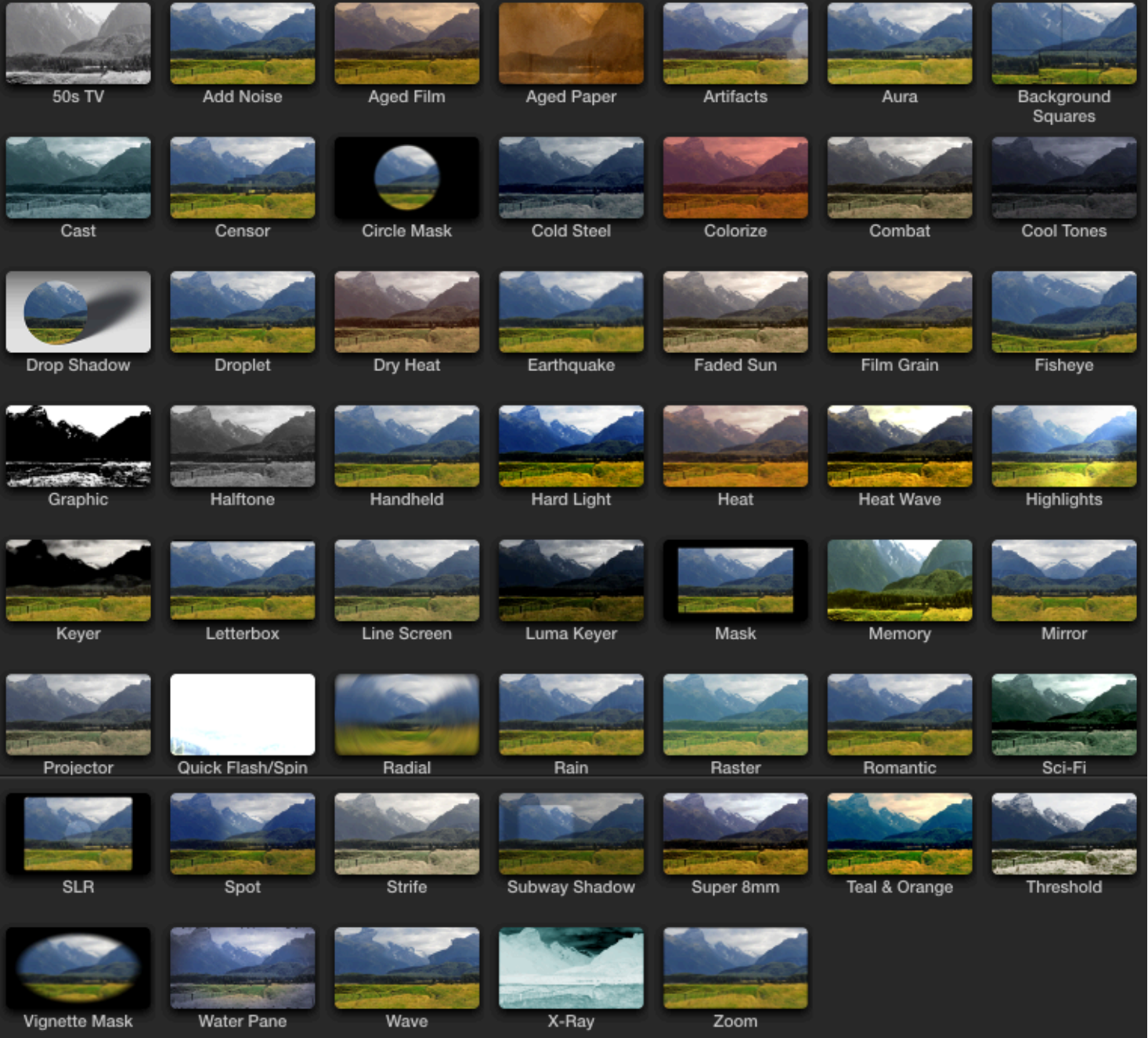
ENDING CREDITS

1) EFFECTS

What style of film are you trying to achieve? You can help achieve and enhance this through editing! There are lots of effects available to you... Make choices.. Don't use too many effects.. Be consistent



Video Effects



Be realistic with what
you can achieve!!!

2) TRANSITIONS

This is what happens between the clips, there are lots of choices available to you!

Although, the most effective transitions are often simple- fast snaps from clip to clip.



3) SPEED

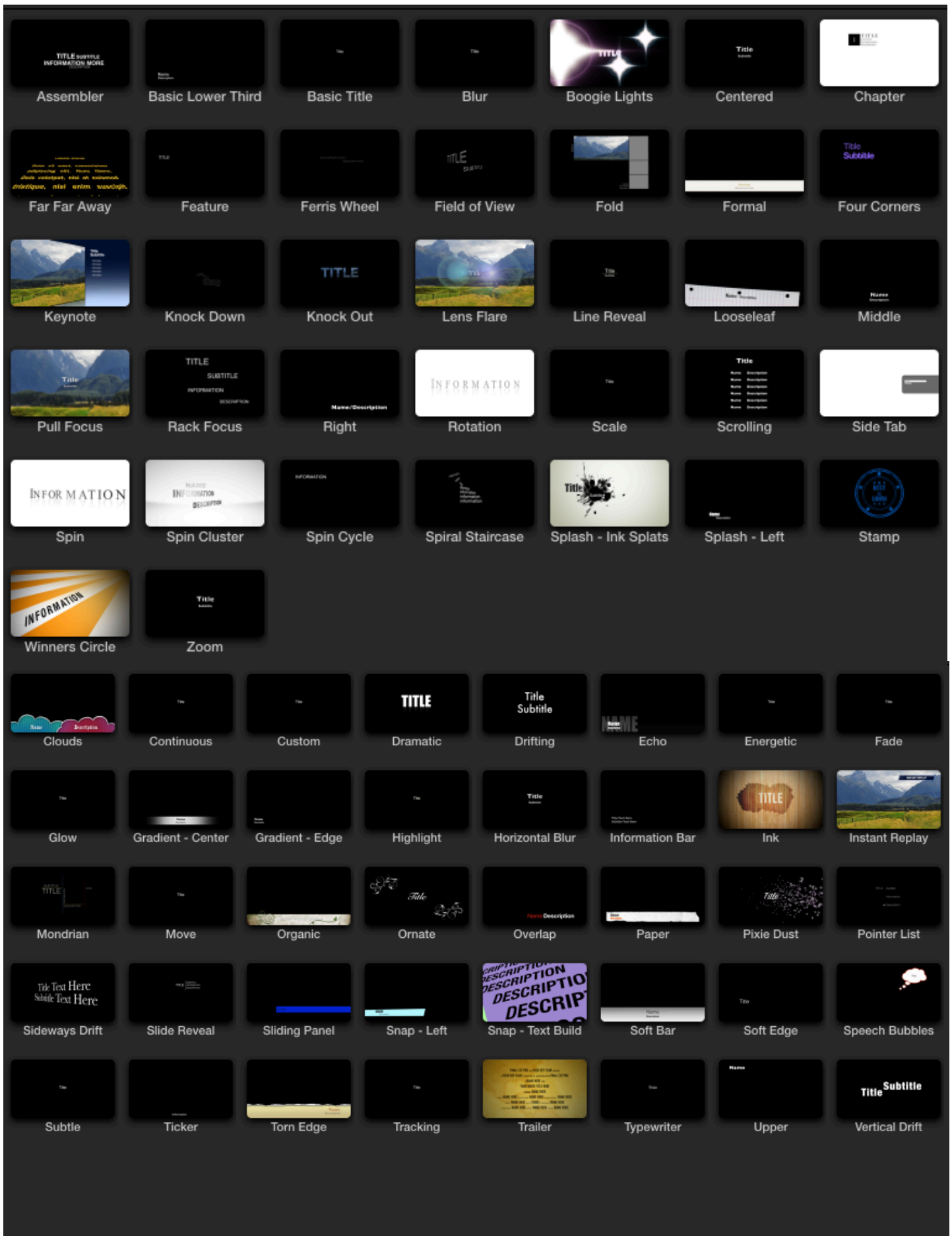
How fast do you want clips to be played? You can speed clips up and slow clips down. You can also reverse clips so they are played backwards.

FAST >>>

SLOW <<<

REVERSE // /

4) ADDING TEXT



5) ADDING A SOUNDTRACK

A few different ways to think about sound for your film..

Edit to a piece of music

**Add music after
the vision edit**

**Perform to a
piece of music**



**Use the sound
from the material**

**Construct a sound score
from the material**
