



# Filming 101

TinkerMill

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# 1 Camera

## 1.1 Preparing the Camera

- Charge the battery.

Make sure that the battery is fully charged before filming. Plug the camera in the night before to make sure you have a full charge. The worst thing that can happen during filming is having the camera die during a shot. Another handy thing to have is a spare battery. Also bring the charger along just incase there is power to use.

- Format the memory.

Make sure to format the card before shooting. The second worst thing that can happen is to run out of film, or rather empty space on the flash card. The most reliable formating method is to use the one build into the camera. This will ensure that the filesystem on the flash card is compatible with the camera. Make sure to carry spares also.

- Recording settings.

## 1.2 Zooming

- Don't zoom if possible.

Camera motion is one of the hardest things to master. If it doesn't have to happen, don't do it.

- Prepare the zoom.

Figure out where the zoom will start and stop. Make sure to practice the zoom a number of times. Any inconsistencies will be easily noticed.

- Dolly Zoom.

Also known as the Alfred Hitchcock zoom, in this technique the camera is moved while zooming the opposite direction in order to keep the subject of the shot the same size while distorting the surrounding environment.

- Ken Burns Effect.

Used heavily in documentaries, this technique adds motion to otherwise static material. This includes zooming and panning to keep the audience engaged. This is usually used when showing still images on screen during a talkover.

## 1.3 Whitebalance

- Automatic.
- Basic Settings.
- Custom Adjustment.



## 1.4 Basic Staging

- Wide shots.
- Interviews.
- Checking Lighting.

## 2 Editing

### 2.1 Importing onto the Computer

- Copy the files.
- Open the project.
- Import the files.

### 2.2 Basic Editing

- The interface.
- Non-linear editing.
- Transitions.

### 2.3 Sharing your Content

- Exporting.
- Uploading.