

# Angel Introduction: Camera and Video Mixer

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C3VOC @ EH21



<https://github.com/voc/engelschulung>

# New Introduction Meeting Format

- We're trying a new way to do this introduction meeting!
- Less frontal lessons, more hands-on for new people
- Prioritize experienced angels to ensure quality
- Downside: We will limit the number of angels
  - This way you have more chances to improve your skills
  - Goal: Everybody should be able to do at least 2 shifts per day
  - We need to try, how many angels we actually need

- We will stream, record and publish all talks with your help
- You can operate the cameras and video mixer
- We (people from c3voc) will be there to help
- The live stream video signal will also be the final recording
- We aim for consistent quality, but everybody make mistakes – don't blame yourself!

## Recap: Audio Hardware

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# Audio Mixer Controls: Levels



Figure 1: Touchmix Main Controls

- Mute unused microphones (bottom row)
- Adjust hall loudness with rightmost fader
- Adjust individual microphone level with fader or reduce "trim" knob when it's clipping
- Please keep microphones un-muted during applause

# Audio Mixer Controls: Second Page



- If mute buttons are yellow, go back to "Main Mix" page
- If anything else is shown, just pres "Home" button

**Figure 2:** Touchmix Second Page

# Audio Mixer Controls: Headphones



- Press "Phones" to adjust headphone loudness
- "Cue" on Camera/ Recoding mix must be selected
- Rotary knob can be used to adjust selected parameter (headphone level, channel level, etc.)

**Figure 3:** Touchmix Headphones

# Microphones

- We prefer headset microphones over handheld for speakers
- Distance to mouth will be constant -> more consistent audio level
- Handheld microphones for hearalds and Q&A
- Our transmitters also have a mute button (yellow light = muted)
- Please check battery level from time to time



# Headset Placement



**Figure 4:** Good headset microphone placement

- Microphone shall be at the corner of the mouth
- Boom can slide back and forth
- If too far in front, there will be too much wind noise
- Distance to face: About 2 cm
- Bend boom carefully

## Contacts and Action Items

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# Who to Contact?

- Generic Questions? Something is wrong in lecture hall?
  - Reach A/V Technician on duty
  - Call the C3VOC Helpdesk **DECT 1601**
- Do you want to talk to us? Come to the C3VOC Office

- Click "join" on the angel types you want to have
- We will approve all known faces/ nick names now
- New people will be approved after a shadow shift
- Select shifts:
  - Fill talks with no angels first
  - Take breaks