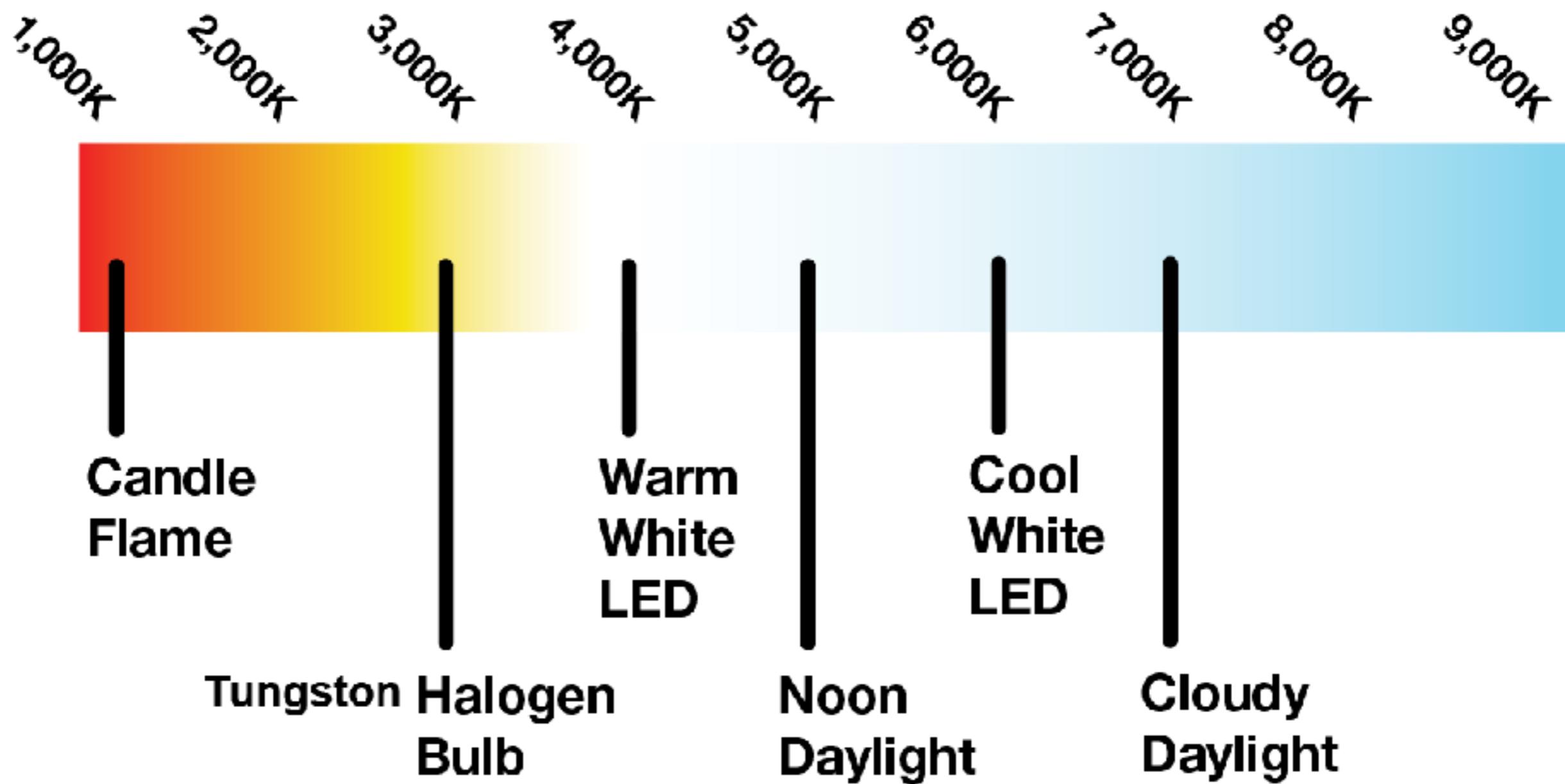


CCD Sensor

white balance

Color Temperature Scale (°K)



ISO // ASA == sensor's sensitivity to light

100 | 200 | 400 | 800 | 1000

NOISE

100 | 200 | 400 | 800 | 1000

iso controls the amount of noise.

80

100

125

160

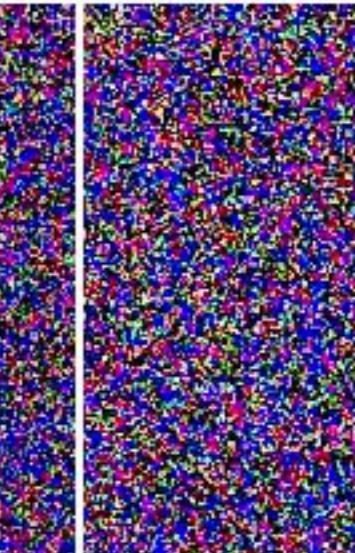
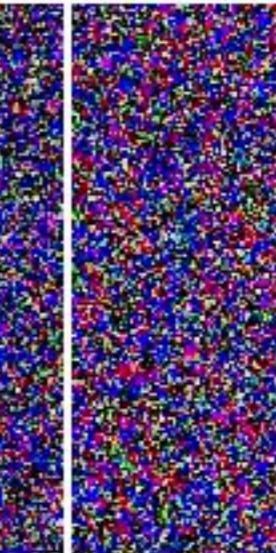
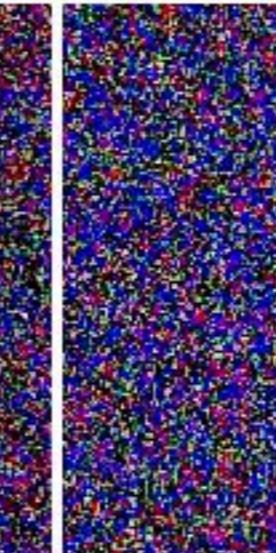
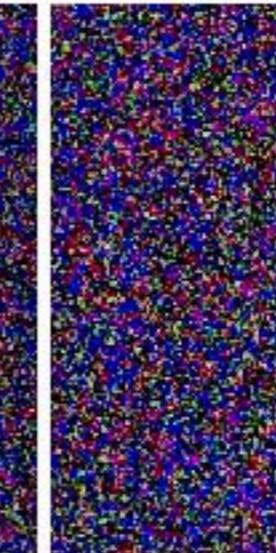
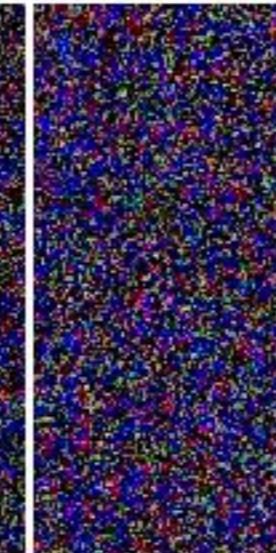
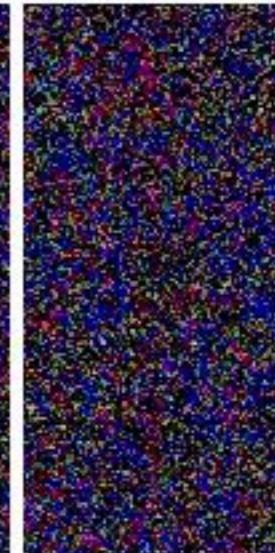
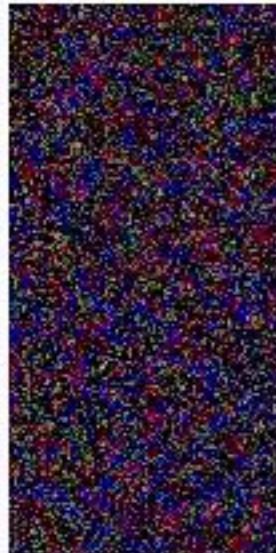
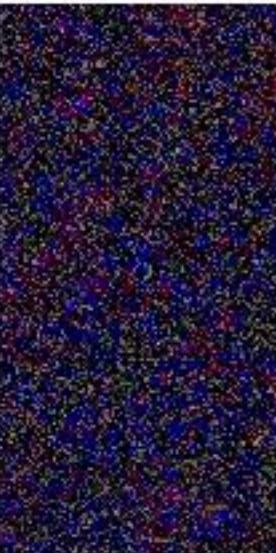
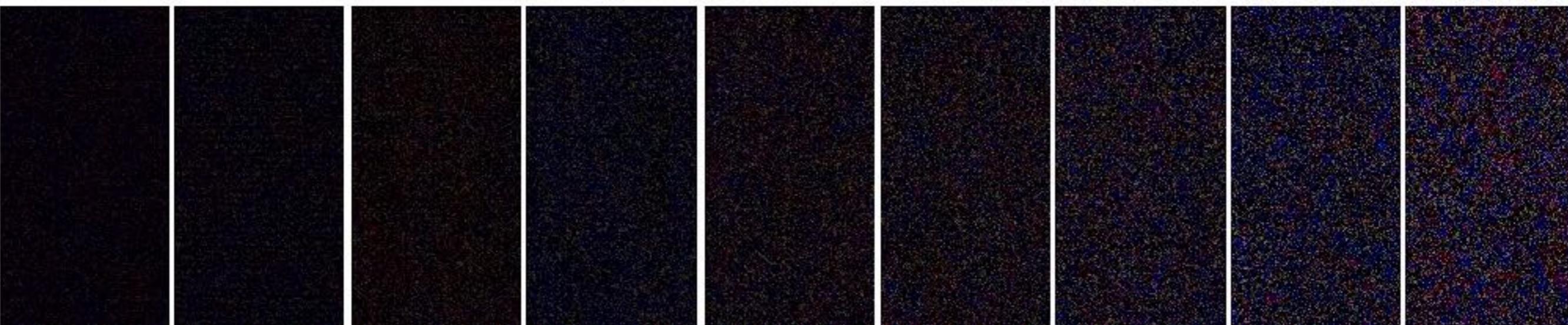
200

250

320

400

500



640

800

1000

1250

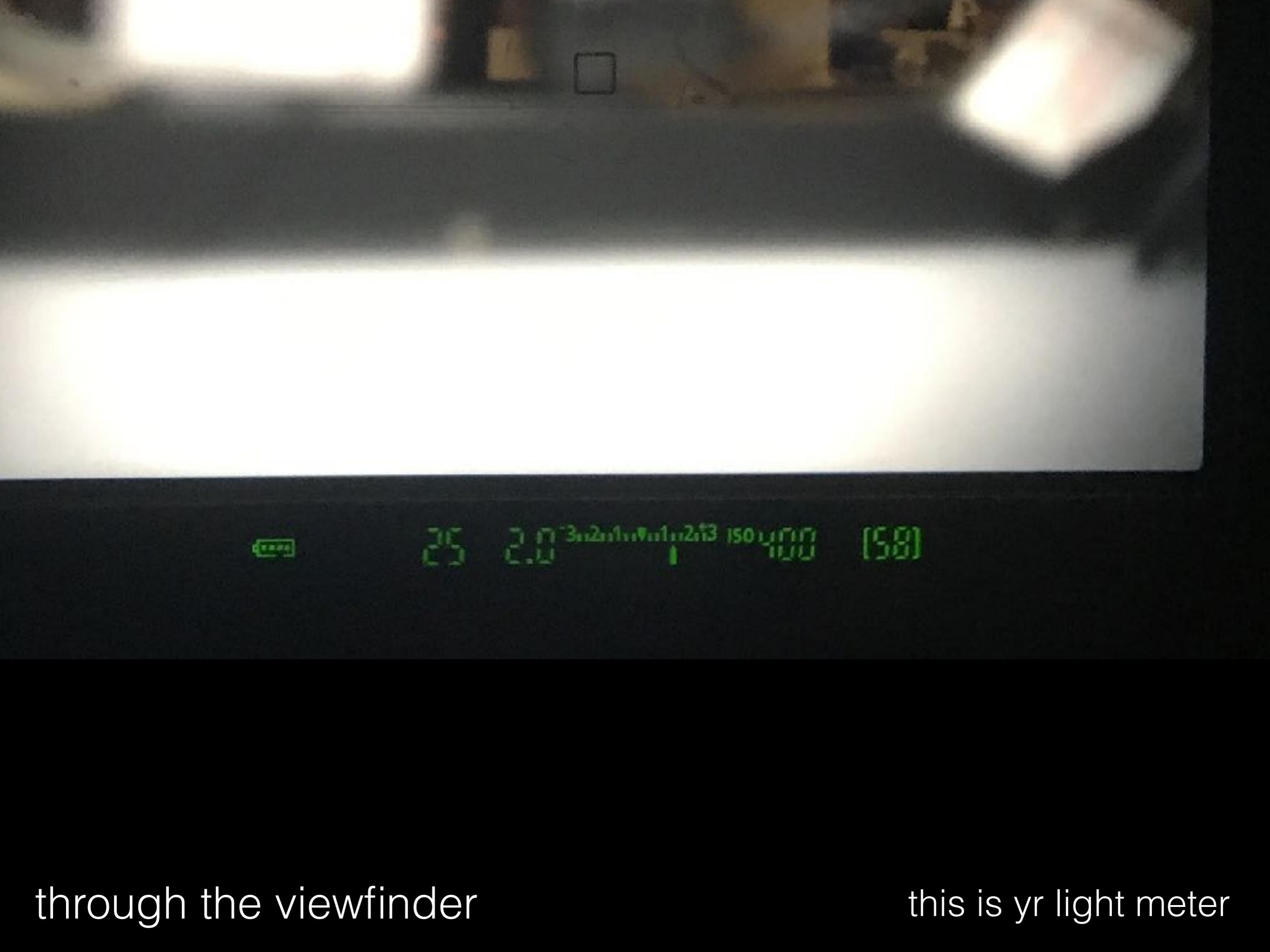
1600

2000

2500

3200

light meter



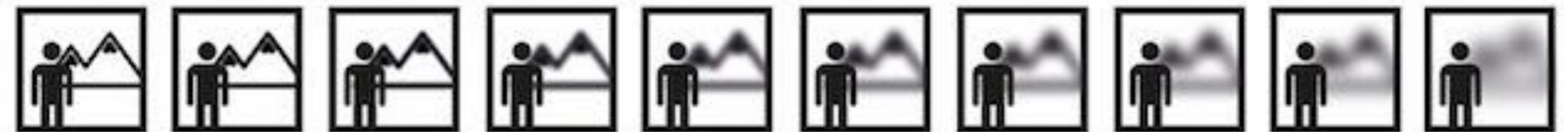
ISO 200

25 2.8 1/100 200 150 400 [58]

through the viewfinder

this is yr light meter

Aperture
aka f stop



F32 F22 F16 F11 F8 F5,6 F4 F2,8 F2 F1,4



1/1000 1/500 1/250 1/125 1/60 1/30 1/15 1/8 1/4 1/2



ISO 50 ISO 100 ISO 200 ISO 400 ISO 800 ISO 1600 ISO 3200 ISO 6400 ISO 12800 ISO 25600

- depth of field - how much is in focus
- motion



f/1.8

f/2.8

f/4.0

f/5.6



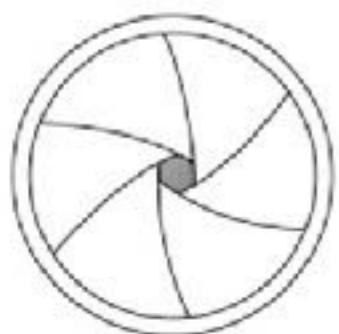
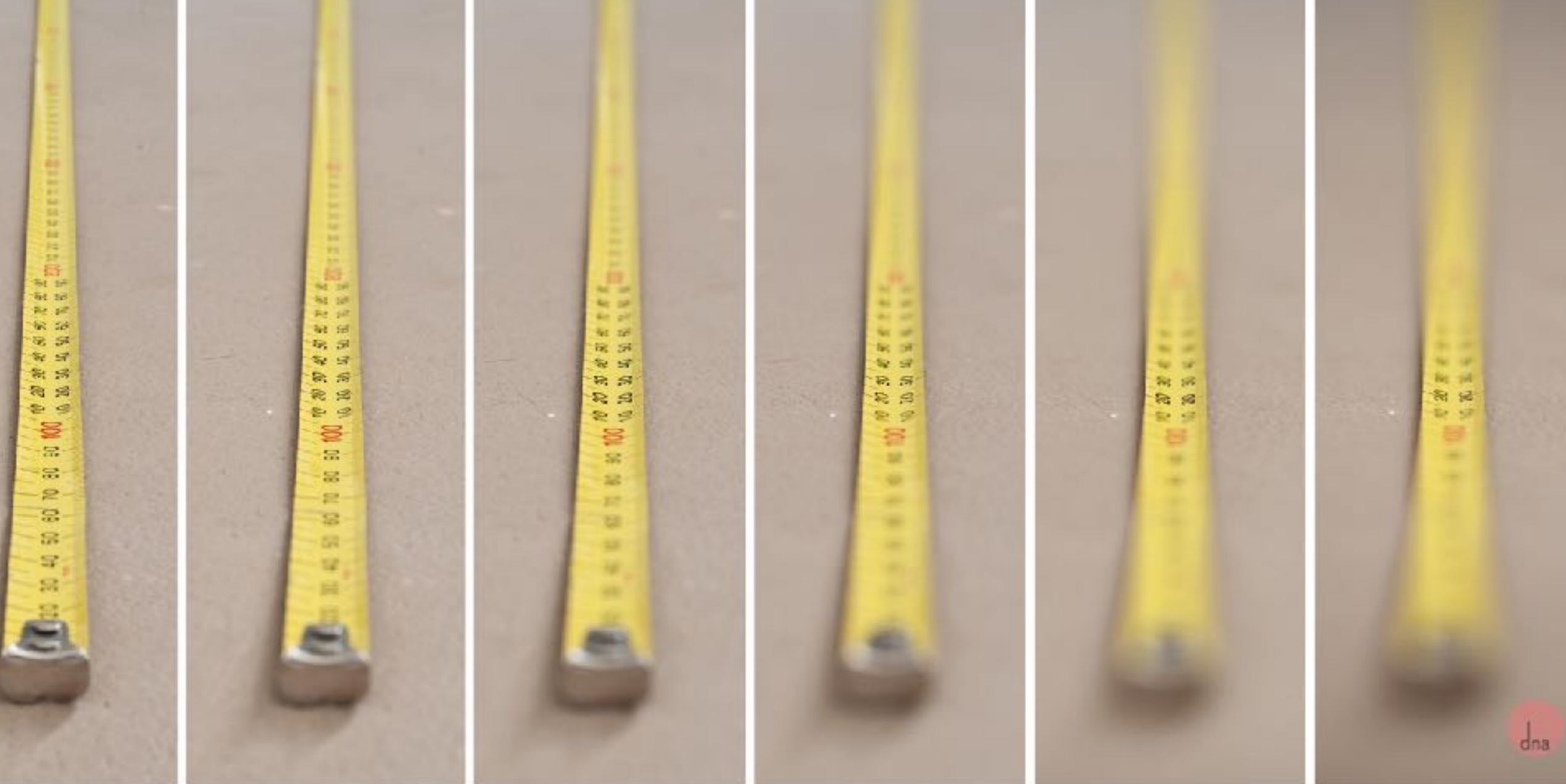
f/8

f/11

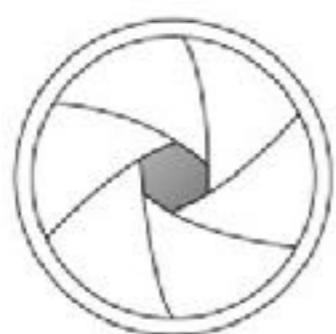
f/16

f/22

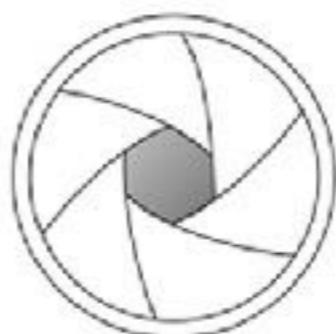
the smaller the FStop # - the less light let into the lens



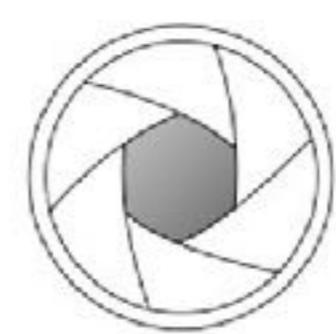
F16



F10



F6.3



F3.5



F2



F1.4

the smaller the FStop - the more information is in focus

Shutter Speed

how long the sensor

is exposed to the

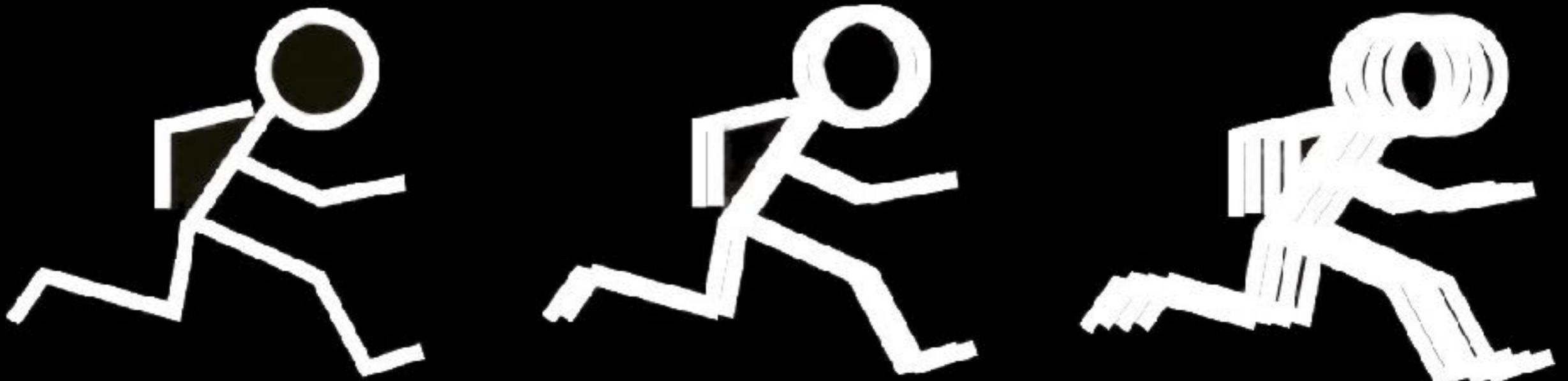
certain amount of

light thru the aperture

[motion]

shutter priority

Shutter speed



1/1000	1/500	1/250	1/125	1/60	1/30	1/15	1/8	1/4	1/2	1	2	4	8
--------	-------	-------	-------	------	------	------	-----	-----	-----	---	---	---	---

Freeze action

Hand hold

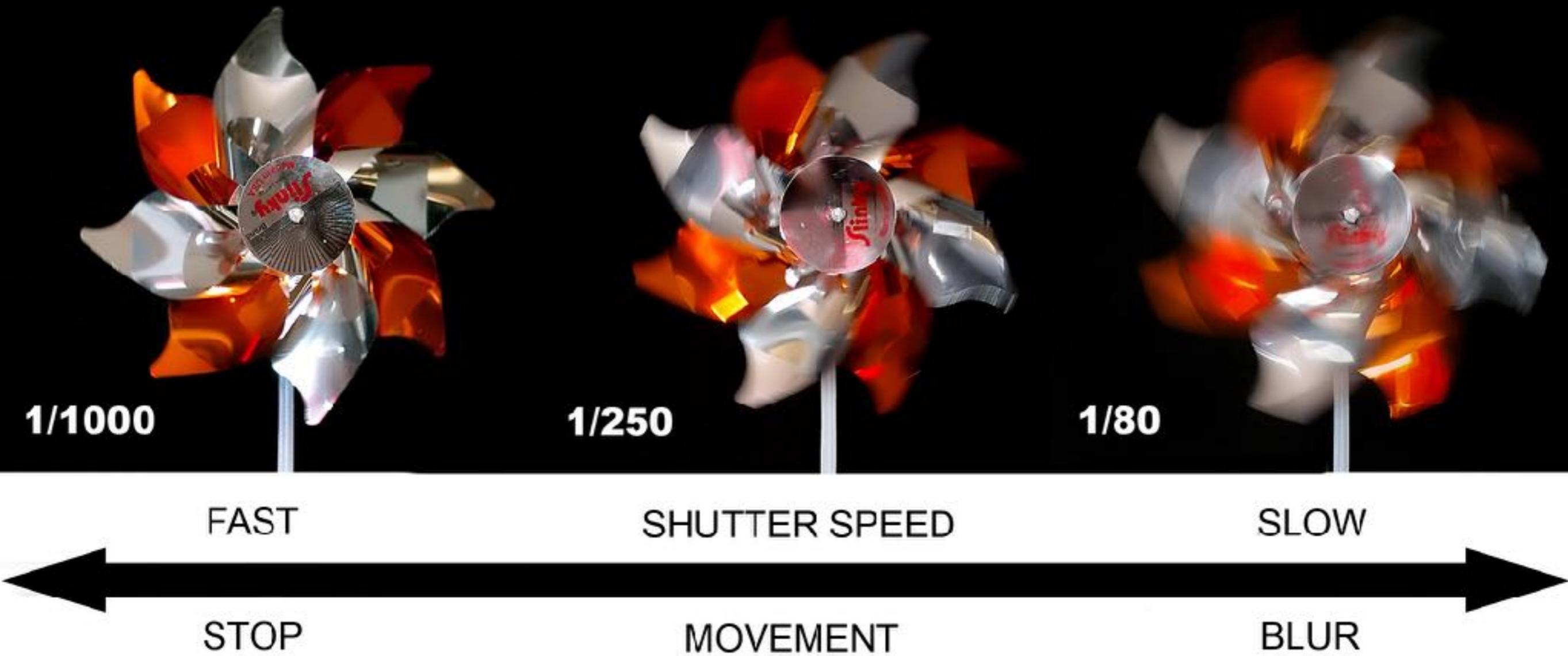
Movement blur - tripod needed

the higher the shutter speed #, the faster the exposure
either STOPing the motion or creating blur

[Gordon Parks]

Ali Training in Miami, 1965





this becomes way more complex w/ video

making video w/ a DSLR

**Frame Rate
is not
Shutter Speed !**

[let's watch](#)

Frame Rate = Images per second

Shutter Speed = Exposure of each frame

Frame Rate x 2 = Shutter Speed

30p

1/60

[vimeo tutorial](#)

Art Department DSLRs:

Nikon 3200:

1920 x 1080

30 fps

H.264, Linear PCM



Canon T3:

1280 x 720

30 fps

H.264, Linear PCM



Shooting w/ Nikon 3200:



1) push the **LIVE VIEW** button

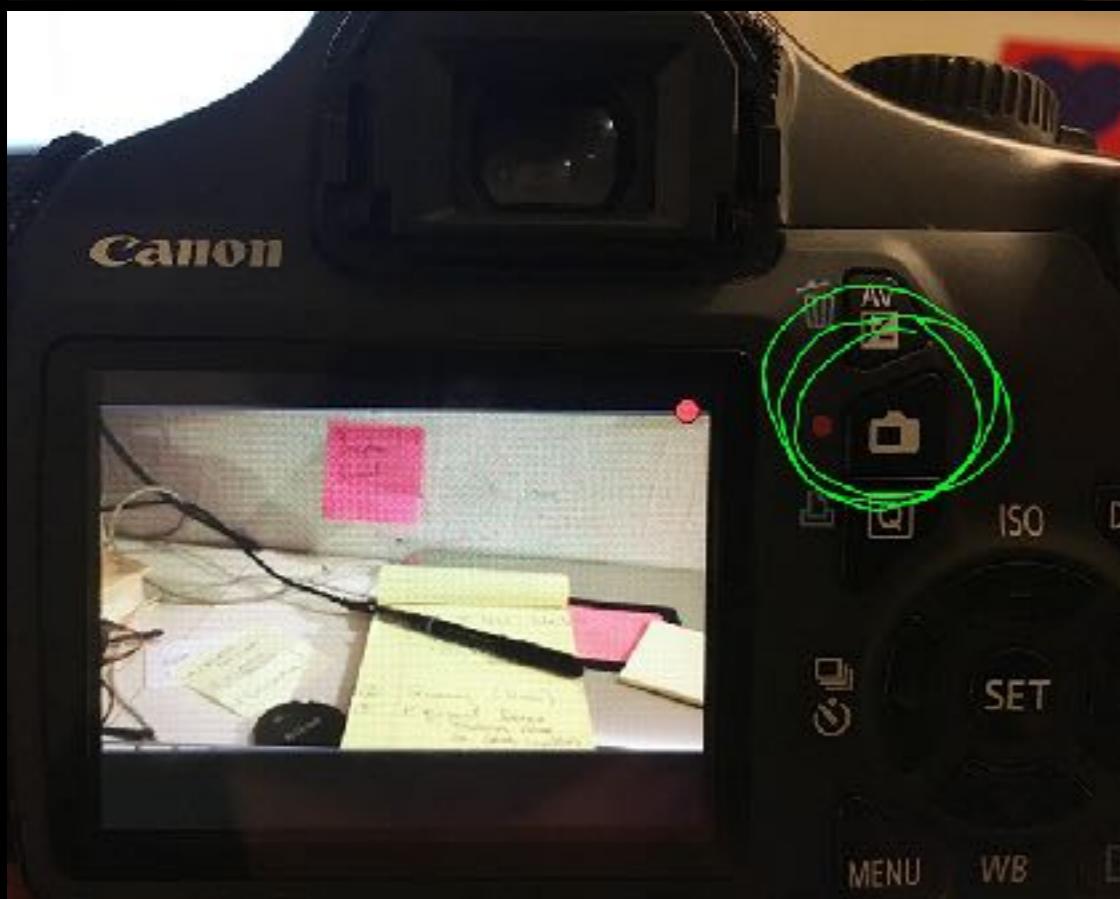


2) push the **RECORD** button

Shooting w/ Canon T3:



1) set dial to **MOVIE** mode



2) push the **RECORD** button



you can not change the f Stop in **Live Mode**

(decide what depth of field you want before you begin the shot)

1920 x 1080 px

Nikon Camera Settings:

- NTSC
- 1920 x 1080 @ 30 fps
- Manual movie settings - TURNED ON
- Manual Focus



- ★ live mode
- ★ live mode
- ★ live mode



shot reverse shot



Press esc to exit full screen



▶ ▶ 🔍 0:40 / 4:30



Notre Musique, 2004
Jean Luc Godard



Lev Kuleshov, Russia
The Kuleshov Effect, 1929



Alfred Hitchcock, USA
The Kuleshov Effect, 1929

Lev Kuleshov, Russia
The Kuleshov Effect

In Kuleshov's view, the cinema consists of **fragments** and the **assembly** of those **fragments**, the assembly of elements which in reality are distinct.

It is therefore not the **content** of the images in a film which is important, but their **combination**.

The raw materials of such an art work need not be original, but are pre-fabricated elements which can be **disassembled** and **re-assembled** by the artist into **new** juxtapositions.

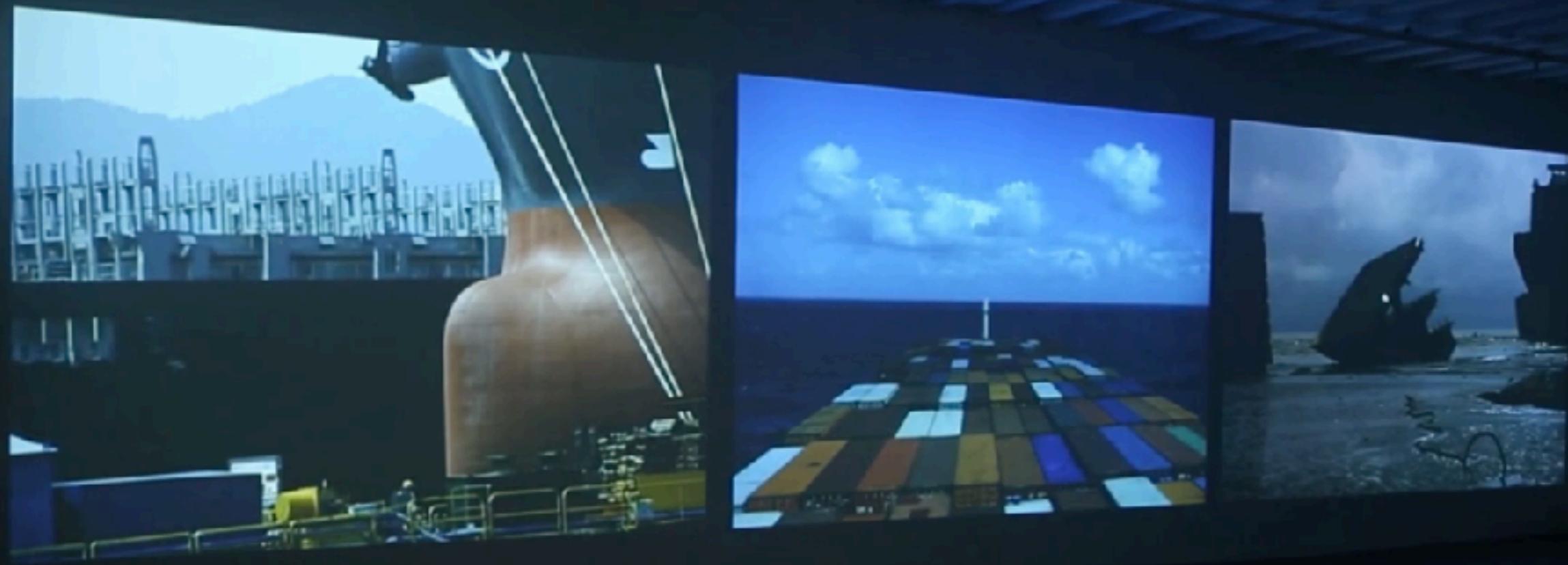
—wikipedia



New York Portrait II, 1981

Peter Hutton

16mm Film



Nature is a Discipline, Installation 2015
James Benning + Peter Hutton

Project 1 - Three Channel (Montage) Video

Project 1 is a THREE CHANNEL VIDEO. How can you create an interesting installation with three different videos playing either sequentially or at the same time? Each shot should be about 30 seconds long.

Think of it as a visual essay. Each video is its own paragraph.

The camera must be entirely still and you must use a tripod to shoot - if you do not your project will be deducted one letter grade.

There will be very little editing required, but you will need to know and exercise the video schedule + workflow:

reserving a camera + tripod, DSLR shooting, uploading from your SD card, importing footage into Adobe Premiere, cutting your video + sound channels + exporting your finished .mp4 files as 1920 x 1080 with Adobe Premiere.

Project 1 - Three Channel (Montage) Video

- * For next week: storyboard your idea for the 3 channel project. Bring it + be prepared to discuss them at the top of class.
 - * For next week: shoot your video footage for Project 1. Come to class ready with your SD card to upload, edit + export your project.
- **Project 1 critique will be due at the beginning of class on Tuesday the 17th

intro to adobe premiere

Name: myStopMotion

Location: /Volumes/makingAreWe/QC/2018/myStopMotion

General Scratch Disks Ingest Settings

Video Rendering and Playback

Renderer: Mercury Playback Engine GPU Acceleration (OpenCL)

Video

Display Format: Timecode

Audio

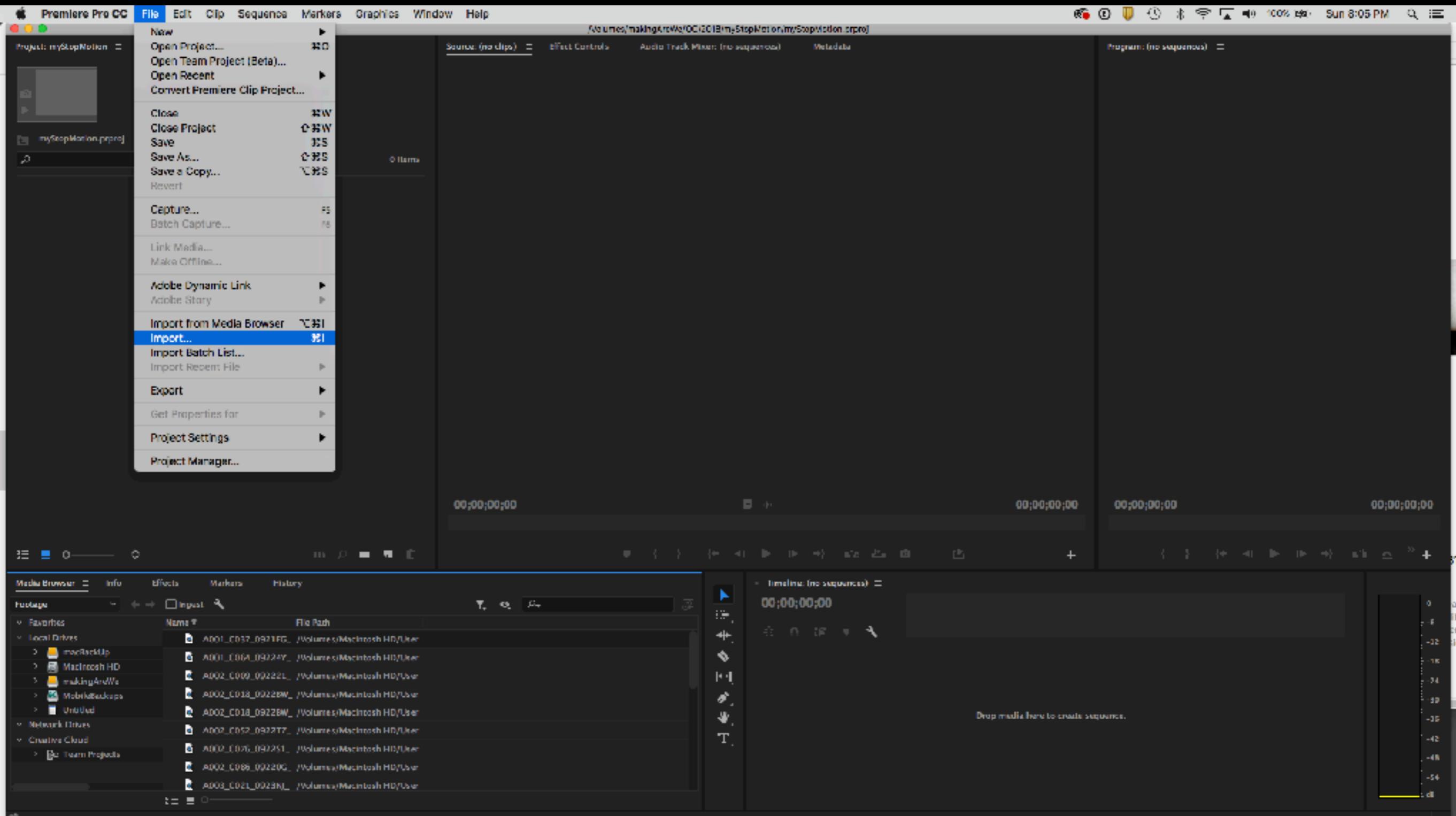
Display Format: Audio Samples

Capture

Capture Format: HDV

Display the project item name and label color for all instances

You should set the FILE PATH. And that all of your assets are in your project folder.



File > Import...

5) Import the sequences

File Edit Clip Sequence Markers Graphics Window Help

Project: myStopMotion

New Project... Open Project... Open Team Project (Beta)... Open Recent Convert Premiere Clip Project... Close Close Project Save Save As... Save a Copy... Revert Capture... Batch Capture... Link Media... Make Offline... Adobe Dynamic Link Adobe Story Import from Media Browser Import... Import Batch List... Import Recent File Export Get Properties for Project Settings Project Manager...

Sequence... Sequence From Clip Bin Search Bin Offline File... Adjustment Layer... Legacy Title... Photoshop File... Bars and Tone... Black Video... Captions... Color Matte... HD Bars and Tone... Universal Counting Leader... Transparent Video...

Effect Controls Audio Track Mixer (no sequences) Metadata Program (no sequences)

00:00:00:00

Media Browser Info Effects Markers History

Favorites Local Drives Network Drives Creative Cloud

Name File Path

- A001_0037_0921FG_ /Volumes/Macintosh HD/User
- A001_0064_09224F_ /Volumes/Macintosh HD/User
- A002_0009_09222L_ /Volumes/Macintosh HD/User
- A002_0018_09228W_ /Volumes/Macintosh HD/User
- A002_0018_09228W_ /Volumes/Macintosh HD/User
- A002_0052_0922T7_ /Volumes/Macintosh HD/User
- A002_006_09225L_ /Volumes/Macintosh HD/User
- A002_0088_09220G_ /Volumes/Macintosh HD/User
- A003_0021_0923KL_ /Volumes/Macintosh HD/User

Volumes: /Volumes/Macintosh HD /Volumes/MyStockMotion/myStopMotion/orcsrc/

Effect Controls Audio Track Mixer (no sequences) Metadata Program (no sequences)

New Sequence

Sequence Presets Settings Tracks VR Video

Available Presets

- ARRI
- AVC-Intra
- AVCHD
- Canon XF MPEG2
- Digital SLR
 - 1080p
 - DSLR 1080p24
 - DSLR 1080p25
 - DSLR 1080p30
 - 480p
 - 720p
- DNxHD
- DNxHR
- DV - 24P
- DV - NTSC
- DV - PAL
- DVCPro50
- DVCProHD
- HDV
- Mobile & Devices
- RED R3D
- VR
- XDCAM EX
- YUV422 4K

Preset Description

For editing most DSLR formats (like the Canon EOS Movie Full HD series) recorded in 1920x1080 square pixels (non-anamorphic).
16:9 Progressive HD video at 23.976 frames per second.
48 kHz audio.

General
Editing mode: DSLR
Timebase: 23.976 fps

Video Settings
Frame size: 1920x1080v [1.0000]
Frame rate: 23.976 frames/second
Pixel Aspect Ratio: Square Pixels (1.0)
Fields: No Fields (Progressive Scan)

Audio Settings
Sample rate: 48000 samples/second

Default Sequence
Total video tracks: 3
Master track type: Stereo

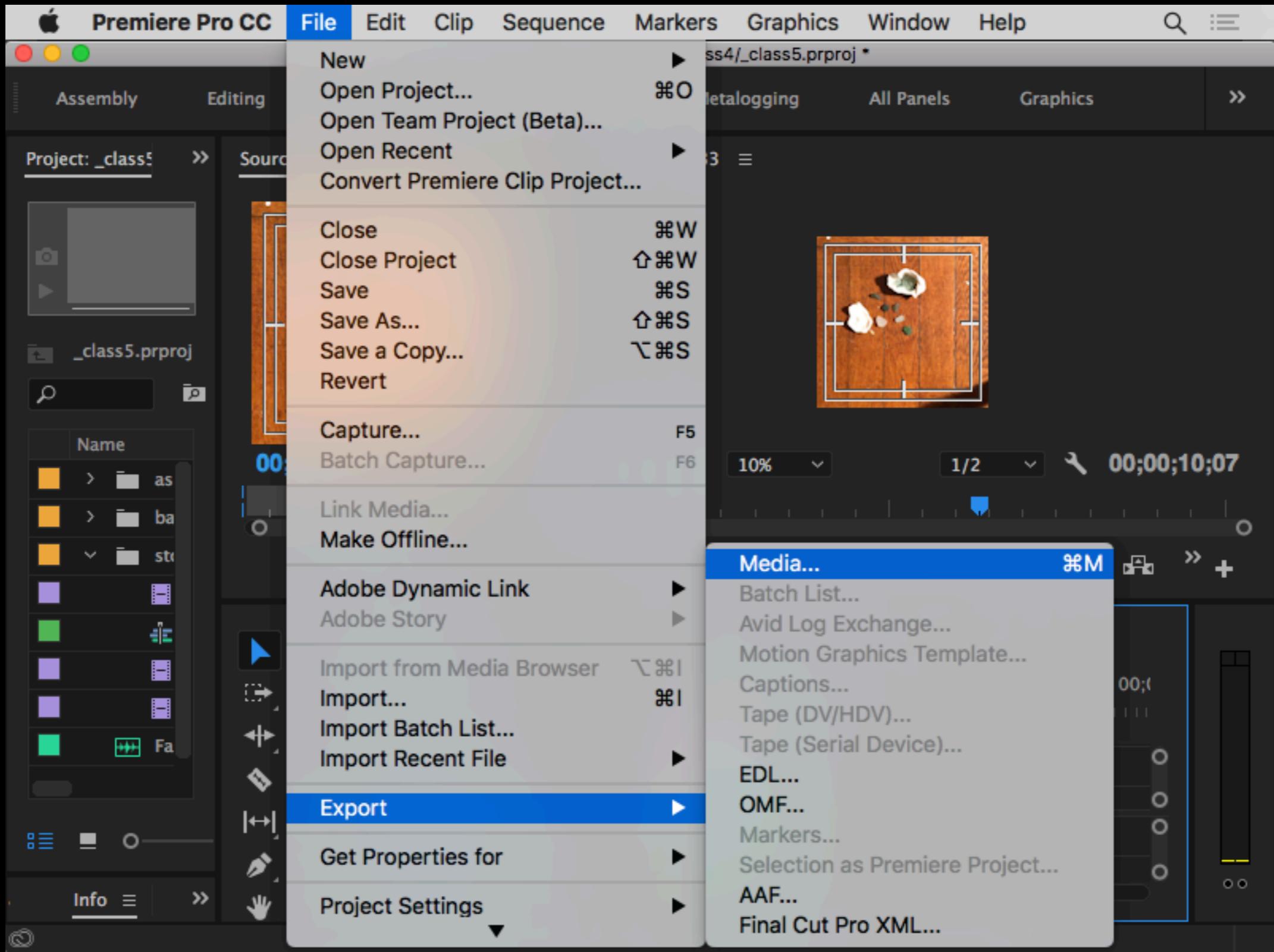
Audio Tracks:
Audio 1: Standard
Audio 2: Standard
Audio 3: Standard

Delete Preset

Sequence Name: Sequence 02

Cancel OK

Make a new sequence @ 1920 x 1080



Exporting in Premiere - Make sure your sequence is highlighted.

Export Settings

Source **Output**

Source Scaling: Scale To Fit



00:00:02;01 00:00:06;25

Fit Source Range: Work Area

Export Settings

Quicktime or H.264

Match Sequence Settings

Format: H.264

Preset: Match Source – High bitrate

Components:

Output Name: **IMG_0033.mp4**

Export video Export Audio

Summary

Output: /Users/Rebecca/Desktop/qc/class4/IMG_0033.mp4
 1080x1080 (1.0), 15 fps, Progressive, 00:00:06;25
 VBR, 1 pass, Target 10.00 Mbps, Max 12.00 Mbps
 AAC, 320 kbps, 48 kHz, Stereo

This should
 be 1920 x
1080 for dslr
 footage

Source: Sequence, IMG_0033
 1080x1080 (1.0), 15 fps, Progressive, 00:00:06;25
 No Audio

Effects **Video** **Audio** Multiplexer Captions Publish

Basic Video Settings

Width: 1,080

Height: 1,080

Frame Rate: 15

Field Order: Progressive

Aspect: Square Pixels (1.0)

TV Standard: NTSC PAL

Profile: Main

Level: 4.1

Render at Maximum Depth

Use Maximum Render Quality Use Previews

Import into project

Set Start Timecode 00:00:00;00 Render Alpha Channel Only

Time Interpolation: Frame Sampling

Estimated File Size: 8 MB

Metadata... Queue Export Cancel

Export Settings

Source Output

Source Scaling: Scale To Fit

Estimated Time Remaining: 1 Minute, 15 Seconds

Cancel

00:00:24:19

Fit

00:00:34:00

Source Range: Work Area

Export Settings

Match Sequence Settings

Format: QuickTime

Preset: Custom

Comments:

Output Name: testSequence.mov

✓ Export Video ✓ Export Audio

Summary

Output: /Users/Rebecca/Desktop/qcf/_class3/testSequence.mov
1920x1080 (1.0), 29.97 fps, Upper, Quality 100, H.264, 00:00:34:00
Target: 10 Mbps, Max 10 Mbps
AAC, 48000 Hz, Stereo

Source: Sequence, Sequence 05
1920x1080 (1.0), 29.97 fps, Progressive, 00:00:34:00
48000 Hz, Stereo

Effects Video Audio Captions Publish

Field Order: Upper First

Aspect: Square Pixels (1.0)

Render at Maximum Depth

Depth: 24 bit

Advanced Settings

✓ Key frame every 90 frames

Optimize Stills

Frame Reordering

Bitrate Settings

✓ Limit data rate to 10,000 kbps

Use Maximum Render Quality Use Previews

Import into project

Set Start Timecode 00:00:00:00

Time Interpolation: Frame Sampling

Estimated File Size: 40 MB

Metadata... Queue Export Cancel