

A/V Angel Self-Training: Video Mixer

August 10, 2025

C3VOC



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

General

- We will stream, record and publish nearly all talks with your help
- You can operate the cameras and video mixer
- At do-not-record talks we also need angels
- 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!

Video Mixer Tools

Voctomix2 - Overview

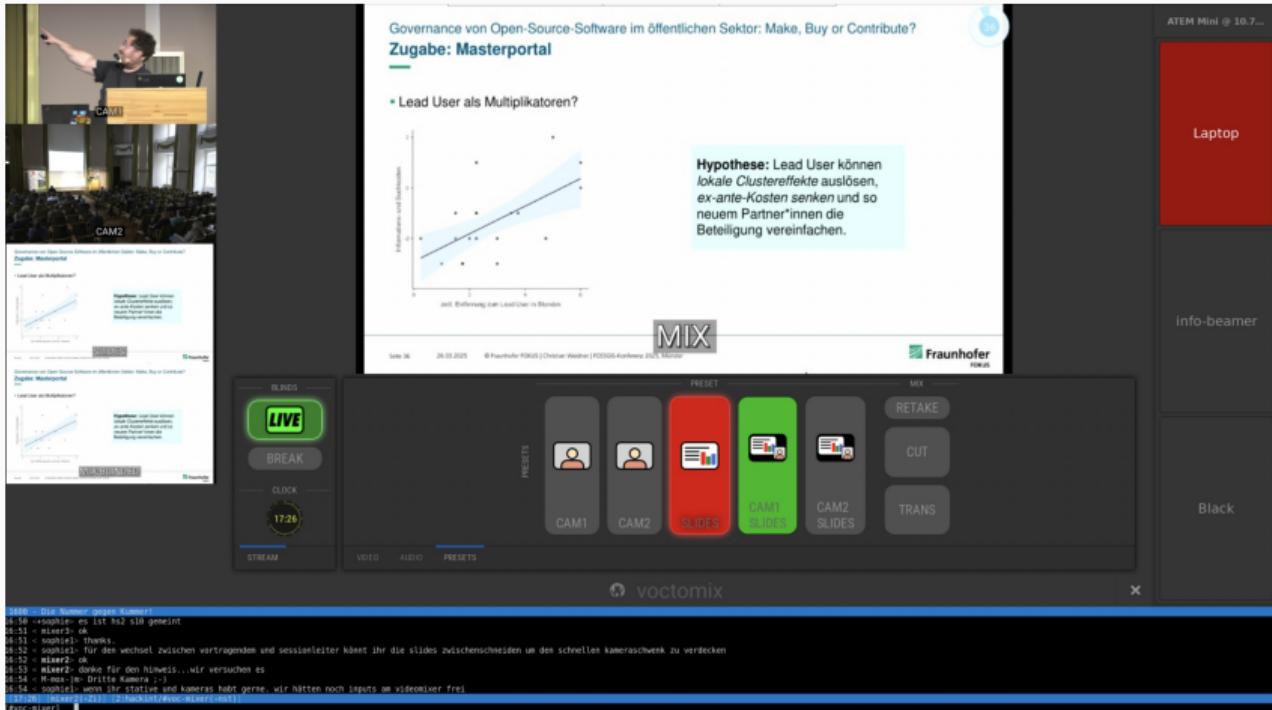


Figure 1: Voctomix2 - Overview (presets)

Mixing with Presets

Voctomix2 - Presets

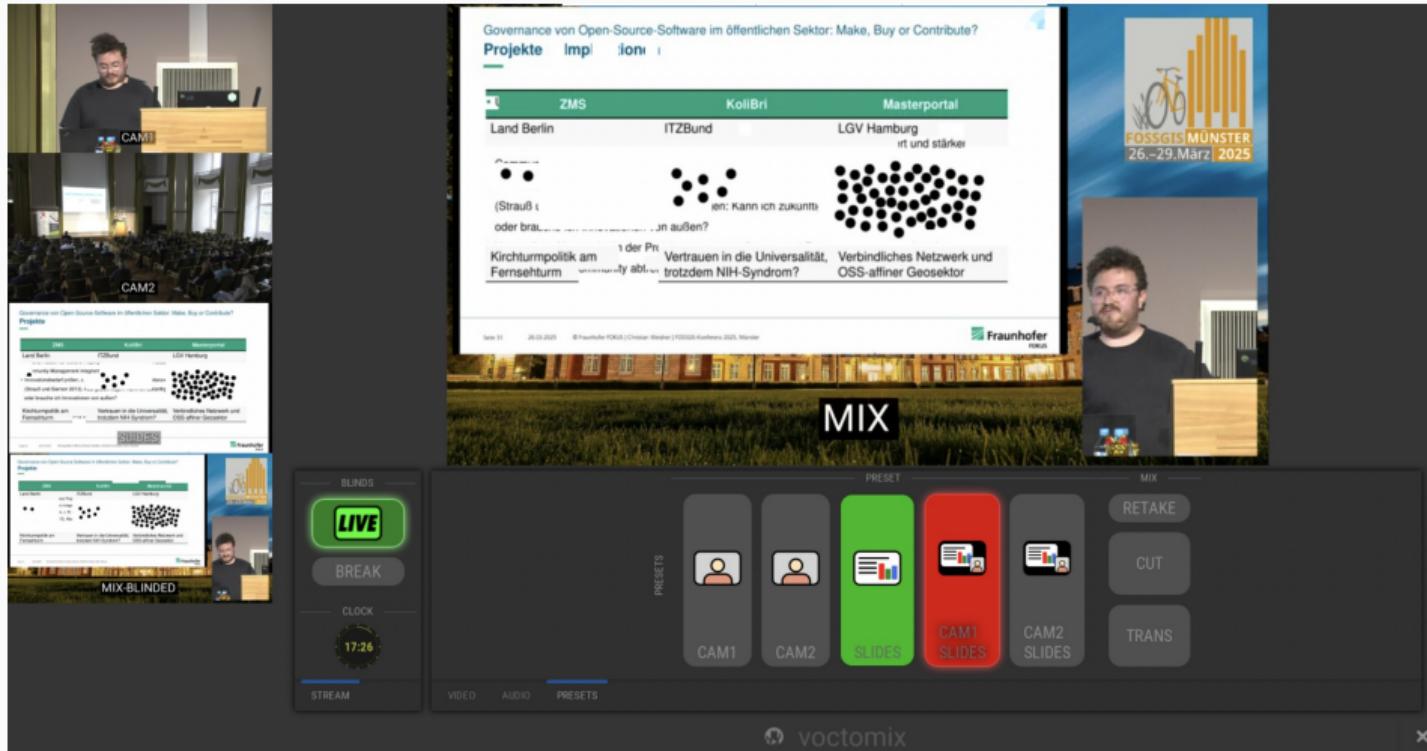


Figure 2: Voctomix2 Presets: Lecture Mode

Voctomix2 - Presets

Governance von Open-Source-Software im öffentlichen Sektor: Make, Buy or Contribute?
Zugabe: Masterportal

Lead User als Multiplikatoren?

Hypothese: Lead User können lokale Clustereffekte auslösen, ex-ante-Kosten senken und so neuen Partner*innen die Beteiligung vereinfachen.

Innovationen und Entwicklung
zeit. Entfernung zum Lead User in Stunden

Zeit. Entfernung zum Lead User in Stunden	Innovationen und Entwicklung
0.5	0.5
1.0	1.5
1.5	1.0
2.0	2.0
2.5	1.5
3.0	1.0
3.5	1.5
4.0	2.0
4.5	2.5
5.0	2.0
5.5	2.5

MIX

Fraunhofer FOKUS

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BLINDS: UVB, BREAK, CLOCK: 17:26, STREAM

VIDEO, AUDIO, PRESETS

PRESETS: CAM1, CAM2, SLIDES, CAM1 SLIDES, CAM2 SLIDES

MIX: RETAKE, CUT, TRANS

voctomix

x

Figure 3: Voctomix2 Presets: Slides Fullscreen

Classical Mode

Voctomix2 - Pre-Select

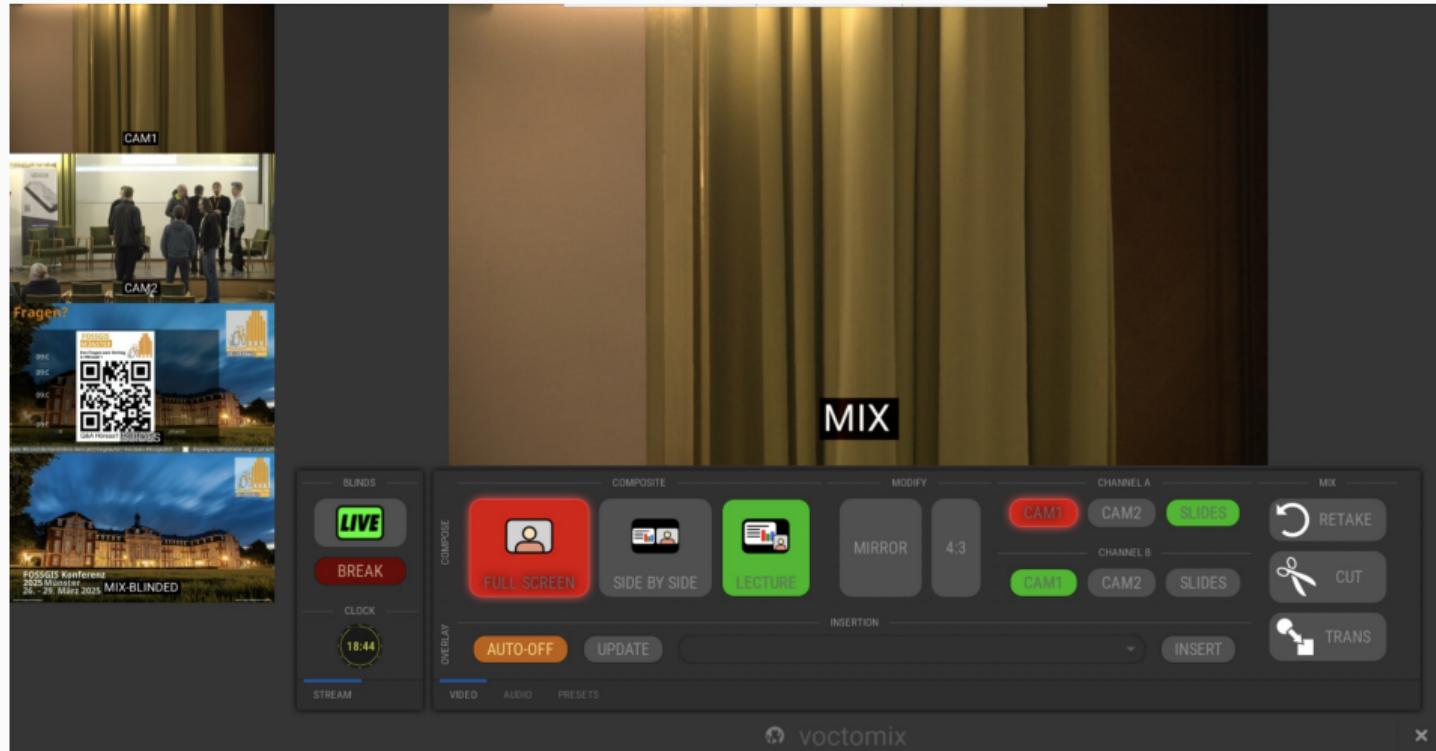


Figure 4: Voctomix2 - Lecture Mode - Pre-Selected

Voctomix2 - Lecture Mode

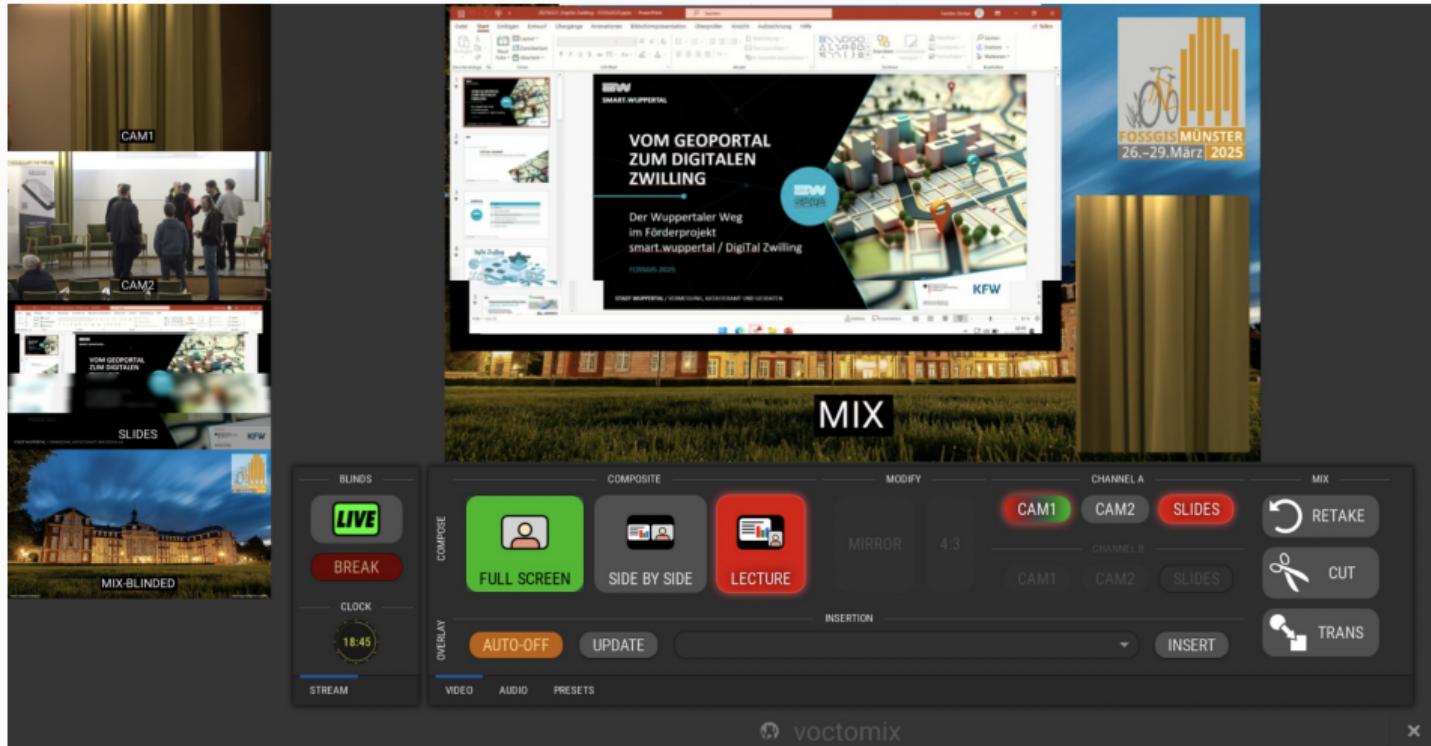


Figure 5: Voctomix2 - Lecture Mode - Live

Vocomix2 - Lecture Mode 4:3

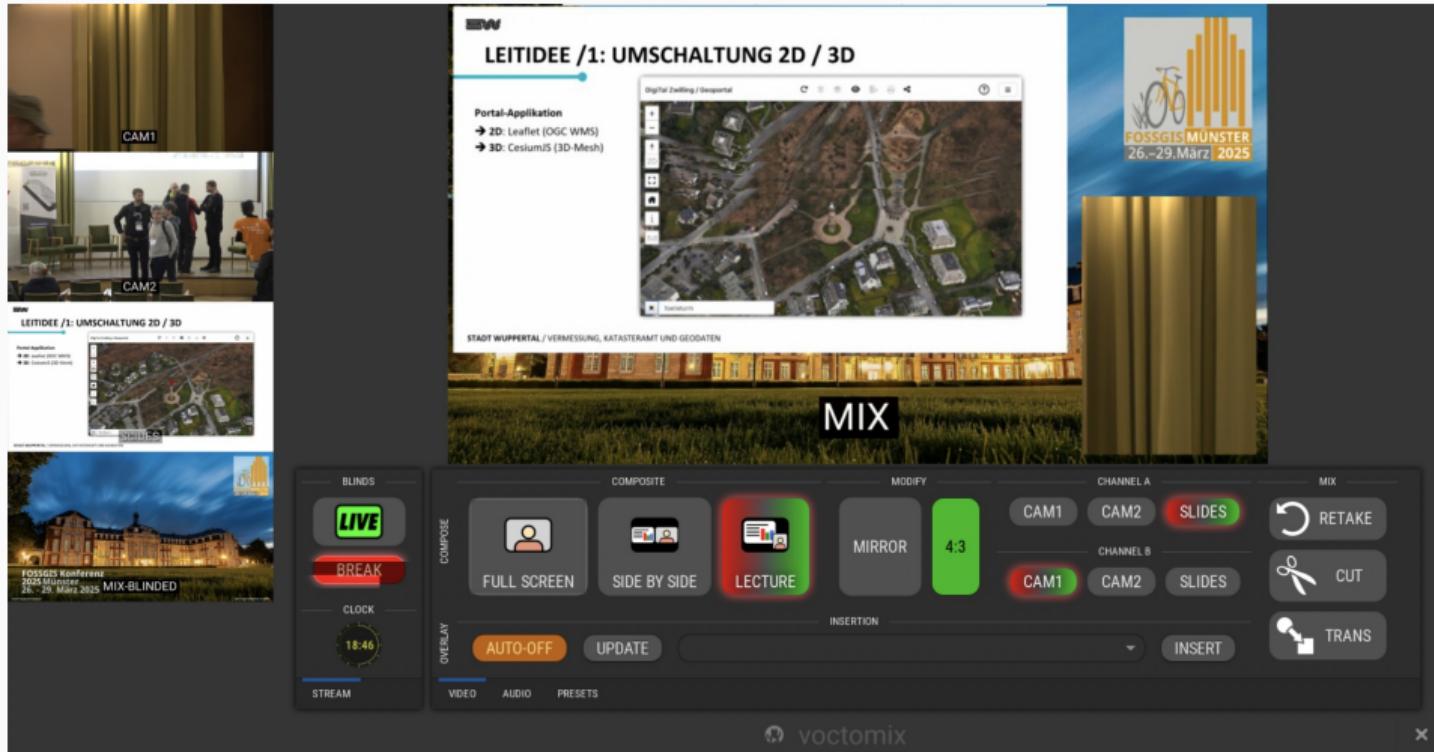


Figure 6: Vocomix2 - Lecture Mode 4:3 - Pre-Selected

Voctomix2 - Lecture Mode 4:3

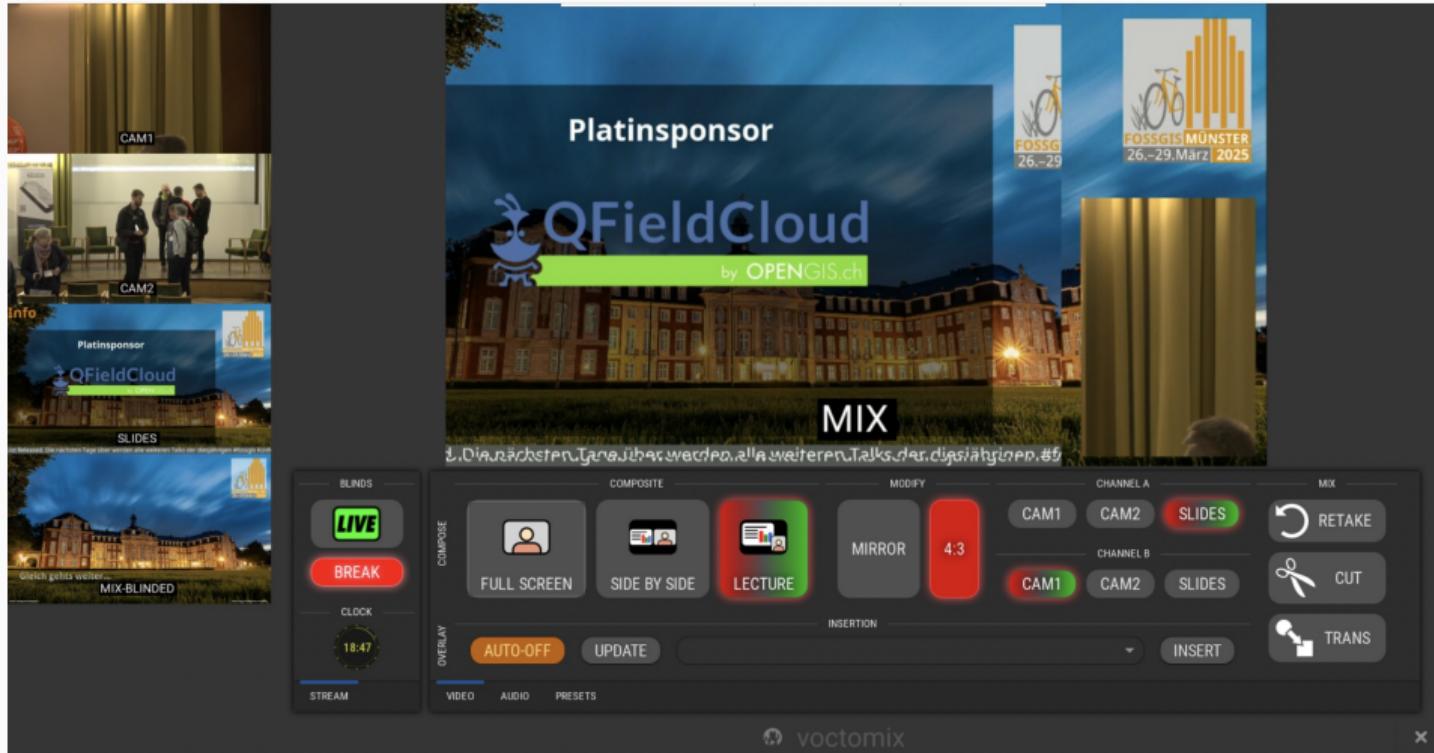


Figure 7: Voctomix2 - Lecture Mode 4:3 - Live

Video Mixing Guidelines

Mixing Guidelines - Hard Rules

- All you are doing is **recorded** and will be published.
- The Audience is **not to be filmed**. Cut away if faces of people not on the stage appear.
- **Slides are important**
- Slides stay on till the text has been read **twice**.
- Show new slides **immediately**.

Mixing Guidelines - Softer Hints

- Start early – opening announcements of the Herald are a good start. Their introduction has to be in the recording and on stream.
- Open wide – Structure the beginning of a talk with shots that set the stage
- The slides in fullscreen – you're dealing with a very small screen. Text has to be readable
- Show gestures – medium-close-up that follows the speakers eye-line
- Don't be too cutty – Pace your videos temperately. Do not cut too often.
- Don't end too early – All questions and answers have to be recorded. The herald ends the talk, not the mixer angel.

Hints

Leave lots of room at the start and end of a talk. Cut away from the infobeamer before the Herald starts with announcements. Cut to the infobeamer only after the last applause has finished.

Audio Hardware

Audio Mixer Controls: Levels



- 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

Figure 8: Touchmix Main Controls

Audio Mixer Controls: Second Page



Figure 9: Touchmix Second Page

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

Audio Mixer Controls: Headphones



Figure 10: Touchmix 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.)

Microphones

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

Headset 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

Figure 11: Good headset microphone placement

Next Steps

Hands-On Training

- Please do hands-on training!
 - You have to try out voctomix to know its quirks
 - Feel free to try things in a break between talks
- VOC A/V-Techs are there to help you