

# **Angel Introduction: Camera and Video Mixer**

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sophie, nhg

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C3VOC

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## **General Info**

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## General Info I

- All talks get recorded and archived forever
- Consistent quality
- No postproduction of individual signals.
- Livestream content is the same as the one recorded and published
- Less mistakes ⇒ better recordings.
- Stream observer shifts

## General Info II

- Introduction Meeting here
- Complete overview for all new angels
- Short diff for experienced ones
- Slides available online: <https://github.com/voc/engelschulung>



## Angeltypes

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# Angeltypes

- Camera Angels
- Video Mixer Angels
- Audio Mixer Angels
- A/V Technician

## Camera Angels

- Operate the fixed cameras in the lecture halls.
- Usually, two camera angels per lecture hall
- Camera angels will communicate with the Video-Mixer-Angel via intercom,
- Get instructions to shoot in certain ways.
- Maintain good camera settings.
- Can sign up for the shifts in the Engelsystem themselves.

## Video Mixer Angels

- Switch the video feed between different sources.
- Mixed video feed is used for both the live-stream and the recordings
- You decide which picture, respectively source, is most interesting/important at each moment.
- Work proactively with camera angels through the intercom

## Audio Mixer Angels

- Mix audio for both the tent audience as well as the livestream and recording.
- Adjust levels, dynamics and onl if really needed EQs
- Mute/unmute QA microphones when needed
- Fight feedback when it eventually happens
- Make listening to the talks enjoyable

## A/V Technician

- 2nd level support in the lecture halls.
- Responsible for camera and mixer angels
- Familiar with the equipment that is used.
- Able to fix (nearly) all the issues.
- is on intercom

## Camera Hardware

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# Hardware Camera Controls Panasonic



**Figure 1:** Panasonic Cam

Cameras are in manual mode because of difficult lighting situation.

**Left Ring/red** Focus - control sharpness of the image.

**Middle Ring/green** Zoom - vary the focal length.

**Right Ring/blue** Iris - will have to be adjusted throughout the day. For lighting issues talk to the A/V tech via intercom.

# Hardware Camera Controls JVC



**Figure 2:** JVC Cam

Cameras are in manual mode because of difficult lighting situation.

**Left Ring/red** Focus - control sharpness of the image.

**Middle Ring/green** Zoom - vary the focal length.

**Right Ring/blue** Iris - will have to be adjusted throughout the day. For lighting issues talk to the A/V tech via intercom.

# Zoom Control Panasonic



- For smooth zoom use the zoom buttons.
- Gentle touch ⇒ slow zoom
- Top Buttons fixed speed

**Figure 3:** Panasonic Cam

## Zoom Control JVC



- For smooth zoom use the zoom buttons.
- Gentle touch ⇒ slow zoom
- Top Buttons fixed speed

**Figure 4:** JVC Cam

# Display Indicators Panasonic

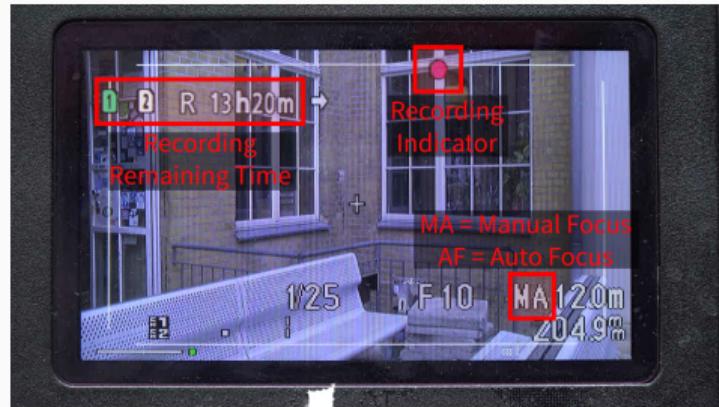


Figure 5: Panasonic Display Indicators

**Rec Indicator** The recording must always run, even during the break.

**Focal Indicator** Use only manual focus!

**Remaining Time** It must have enough remaining time before talk.

## Alert

Alert the A/V-Technician if something's wrong.

# Display Indicators JVC



**Figure 6:** Panasonic Display Indicators

**Rec Indicator** The recording must always run, even during the break.

**Focal Indicator** Use only manual focus!

## Alert

Alert the A/V-Technician if something's wrong.

# Tripod



**Figure 7:** Tripod

- Should be level - check the water bubble.
- Variable brakes - can be adjusted to your needs.
- Tilt axis should be balanced, so that the camera doesn't tilt up or down on its own.
- Pan axis is needed all of the time. Set it so you can do smooth pans all over the stage.

## Alert

Alert the A/V-Technician if something's wrong or misplaced.

## SD-Card Recording

- Two SD-Cards in every Camera
- Backup Recording
- Turn on Recording before first shift in the morning -> Red Dot somewhere in the Display.
- Control Recording Time remaining.

### Alert

Alert the A/V-Technician if something's wrong or not running.

## **Camera Positions and Angles**

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## **Map of the camp grounds**



# Camera 1 - Closeup Camera

## Content

- The Speaker is your best friend
- Keep them always in frame
- Default for all composition modes

## Framing

- The upper part of their body + head + a bit of headroom.
- Stay close to his/her eyeline on the upper third line.

## Alerts

- Anticipate movement, stay alert
- Leave some room where they want to move next.

## Camera 1 - Closeup Camera

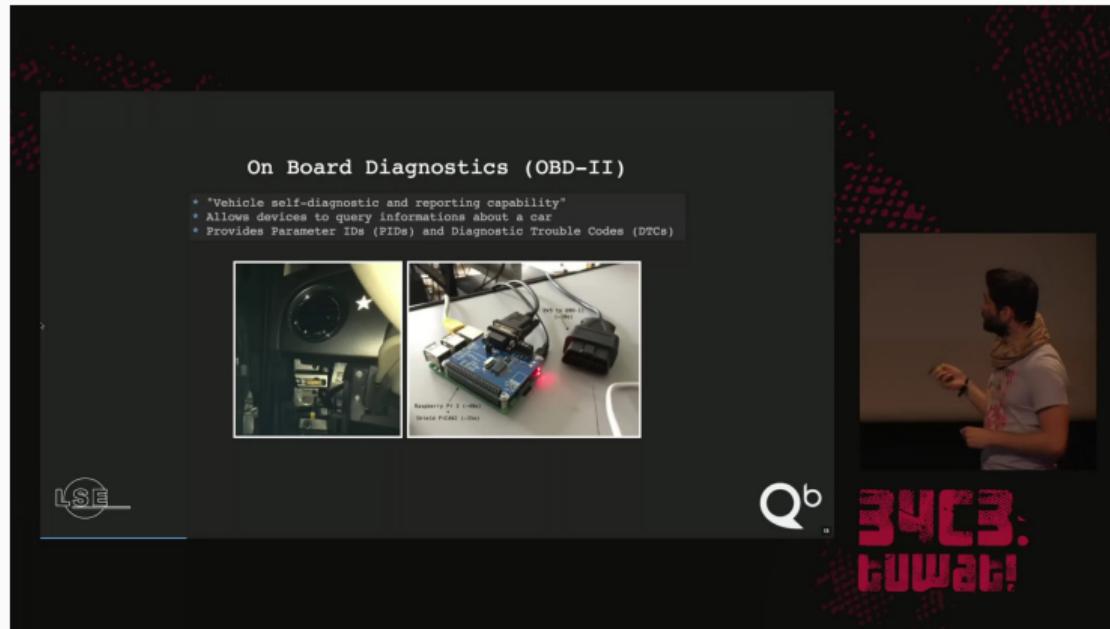
Example Shots I



**Figure 8:** Good Closeup Shot

# Camera 1 - Closeup Camera

## Example Shots II



**Figure 9:** Good Closeup in Supersource

## Camera 1 - Closeup Camera

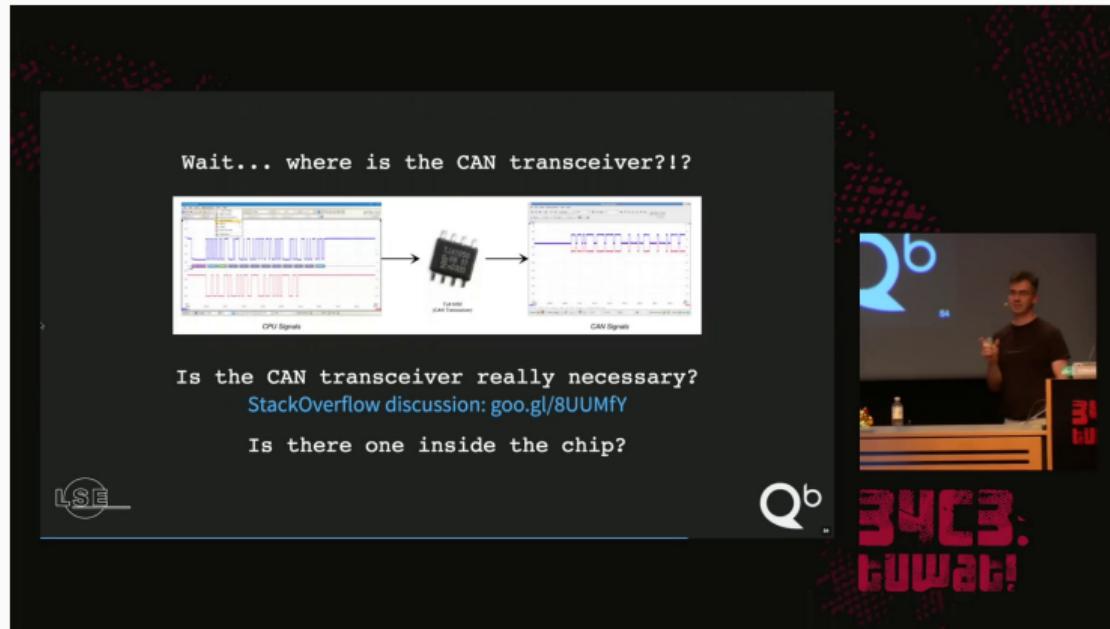
### Bad Shots I



**Figure 10:** Half a head - not good.

# Camera 1 - Closeup Camera

## Bad Shots II



**Figure 11:** Too Far out for a good supersource image.

## Camera 2 - Medium Camera

### Content

- Context around the speaker
- If there are two or more speakers choose the other one

### Framing

- Speaker from Head to Toes
- Stay close to his/her eyeline on the upper third line.

### Alerts

- Anticipate movement.
- Leave some room where they want to move next.
- Fallback Camera if the Closeup Camera can't keep up.

## Camera 2 - Medium Camera

### Good Shots I



**Figure 12:** Good Context image.

## Camera 2 - Medium Camera

### Good Shots II



Figure 13: Two Speakers.

## Camera 3 - Wide Shot

### Framing

- Covers the whole stage.
- A bit of small audience for context.
- Statically set.

### Alerts

- Needs no attention.
- Fallback Camera if all else fails
- Beautifully captures standing ovations

## Camera 3 - Wide Shot



# Intercom

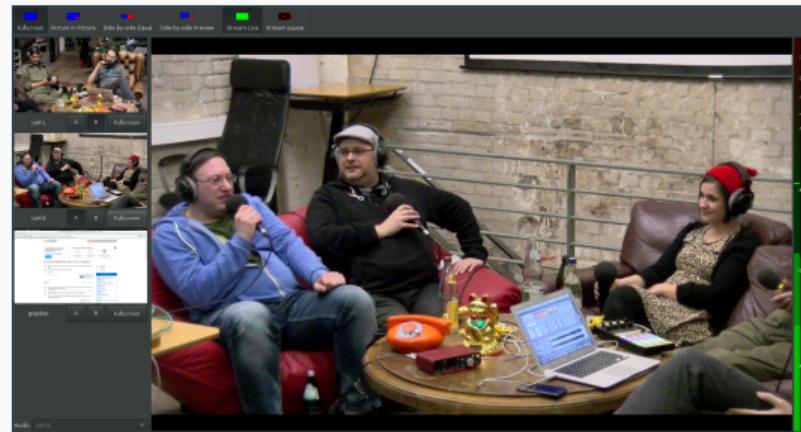
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# Intercom



## Video Mixer Tools

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**Figure 14:** Voctogui

**Previews** Small images on the left

**Program** Large, middle, what everyone  
on the internet sees.

**Composition** Top row.

**Blue** Select A

**Red** Select B

**Stream Blank** For breaks when nothing  
should be streamed.

## Software Video Mixer - Voctogui

- Voctomix2 Setup in all tents.
- New GUI and features

# Software Video Mixer - Vocomix2

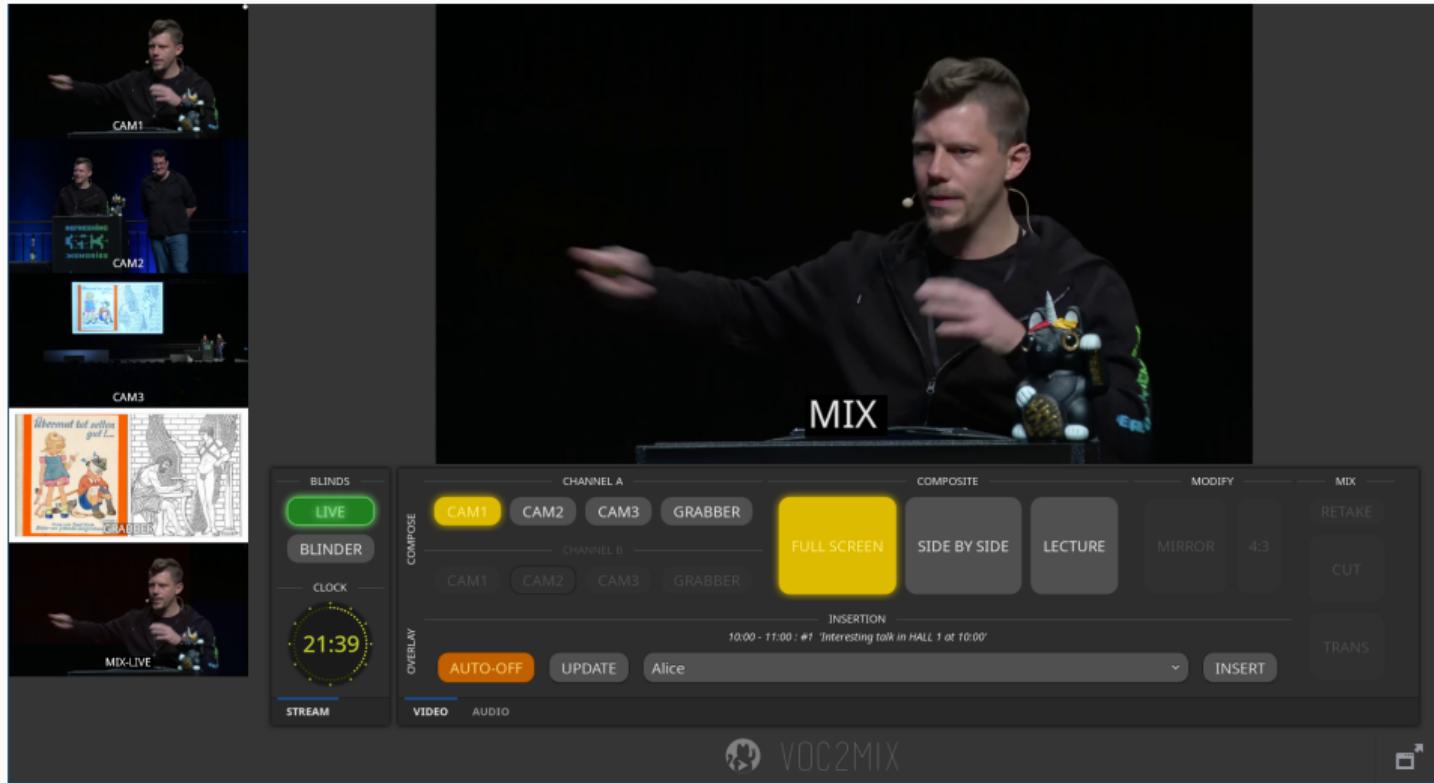


Figure 15: Vocomix2

# Software Video Mixer - Vocomix2

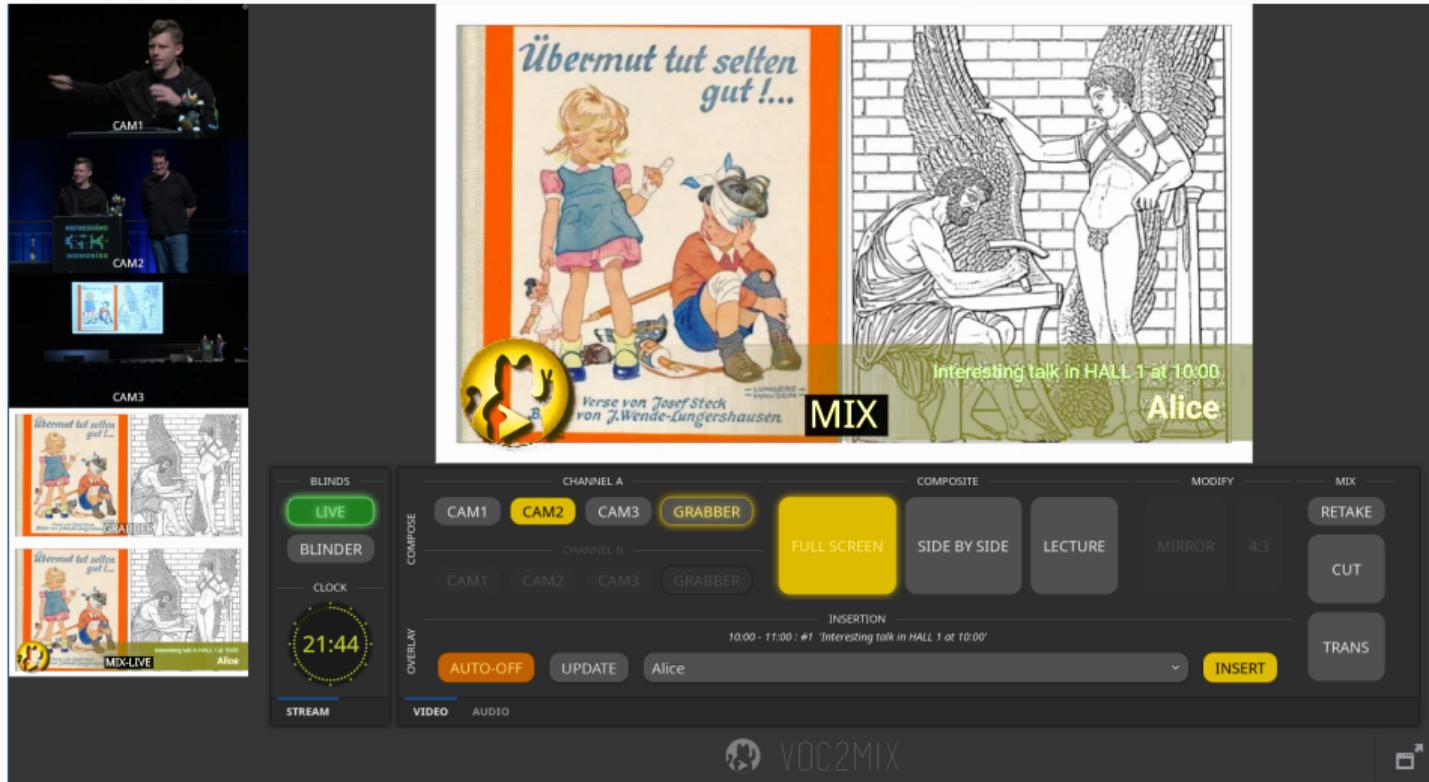


Figure 16: Vocomix2

# Software Video Mixer - Voctomix2

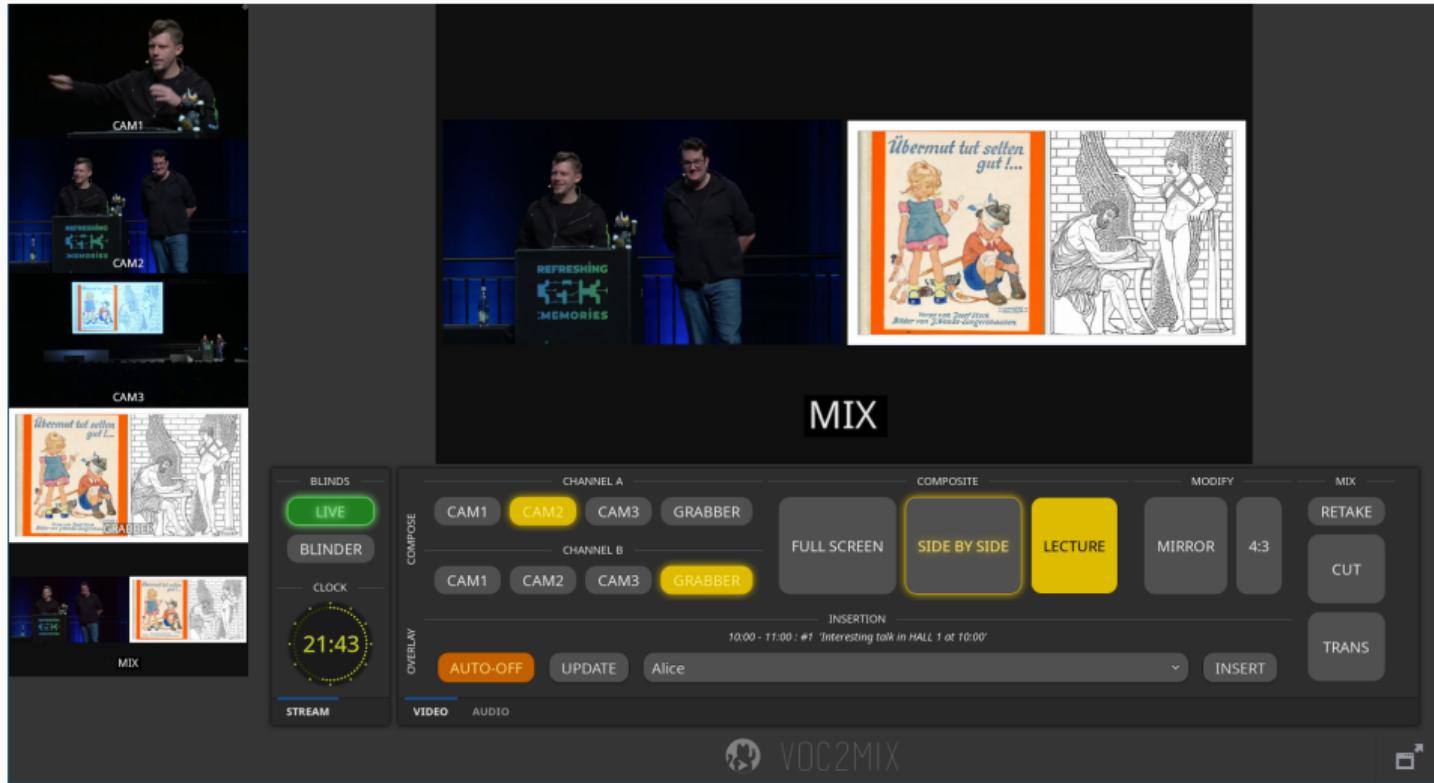


Figure 17: Voctomix2

## Video Mixing Guidelines

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## Mixing Guidelines - Hard Rules

- All you are doing is **recorded** and will be published. **Don't make mistakes.**
- 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**.

### Hint

Fast-paced presentations with lots of slides are easier to handle with the supersource.

## 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.

## Mixing Guidelines - Communication

- Communication is key
- Partyline intercom in every room
- Mixer Angel requests pictures from Camera Angels and announces their next steps
- Camera angels offer good pictures
- Work together, say what you want to do and what doesn't work.

## Audio Mixing

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## Audio Mixing - Basics

- Mute / Unmute the correct Mics at the right time
- Adjust Mic levels to a comfortable listening level
- Eliminate feedback
- Adjust Dynamics / EQ if necessary
- Stream Mix is Post Fader of the Main Mix - what you're mixing for the Hall is what will be heard on Stream.

# Audio Mixing - Hardware



# Audio Mixing - Hardware



## Audio Mixing - Advanced

- Intercom is patched into the Mixer, and by Default only the Intercom is on your Headphones. To Listen to Channels or Mixes, use the "Solo" Buttons.
- To Talk to Intercom use "Talk B"
- To Talk to Stage via Monitor, use "Talk A"
- To adjust Stream levels, select Stream Bus and press "Fader Flip" - please return these to 0 if you changed anything here. We might adjust these remotely if necessary
- To access the Main PA EQ, select the LR Bus and hit "Effects"
- To adjust Dynamics or EQ, select a channel and use the controls on top or the LCD

## Timeline - Preparations beforehand

### Cameras

- Get to know your fellow angels.
- Test the intercom.
- Test your camera and settings.
- Look on Stage who will be herald or speaker.
- Camera 1: Get a closeup of the speaker.
- Camera 2: Get a head to toes shot of the herald.
- Both cameras start tracking their persons.

### Mixer

- Check Slides and adjust supersource to 16:9 or 4:3.
- Have Camera 2 on Preview.
- Talk to your cameras via the intercom

## Timeline - Announcements and Introduction

### Cameras

- Camera 1: Get a closeup of the speaker.
- Camera 2: Get a head to toes shot of the herald.
- Both cameras track their persons.

### Mixer

1. Go live with Camera 2 as soon as the Herald starts.
2. Title slide can be shown during the introduction
3. Put Camera 1 on Preview.
4. Camera 1 live as soon as the Speaker starts talking

## Timeline - Content

### Cameras

- Follow commands from the Mixer
- Ask for time off if you have to readjust zoom, focus or anything else that should not be in the recording.

### Mixer

- Show new slides as soon as they are keyed by the Speaker
- Show Camera 2 when the Speaker starts walking and gesturing
- Call out your actions and intentions via intercom
- Plan ahead. Which picture should be shown in 30 seconds?
- Keep your available pictures diverse. Both cameras on medium closeup don't make sense.

## Timeline - Questions and Answers

### Cameras

- Camera 1: Track the Speaker
- Camera 2: Track the Herald or both if they are close
- Keep tracking, don't give up even if your shift ends soon.

### Mixer

- Show whoever is talking on stage to the stream.
- The "Thanks"-Slide can be shown from time to time.
- Don't end too early.

Orga

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## Shift Distribution I

- All Productiehuis related shifts are distributed self organized.
- Don't select too many talks, take breaks.
- Talks with special requirements might be handled by VOC

## Shift Distribution - Minimums per Talk

- 1 Audio Mixer Angel
- 1 Video Mixer Angel
- 1 Camera Angel

### Alert

Fill these spots across all talks first, before filling the second camera angel spot.

## **Contacts**

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## Who to Contact?

- General Questions regarding VOC - VOC Helpdesk **1600**
- Unable to find right person for issue - VOC Helpdesk **1600**
- Generic Productiehuis Orga / Coordination Stuff - sophie - DECT **7425**
- Violation of personal boundaries - Team Cohesion - **+31 6 86 88 41 78**
- General Angel Topics - Heaven - DECT **7777**
- In the hall:
  - A/V Technician on duty
- We might need to call you. Please have your DECT number in the Engelsystem!  
If you don't have a number yet, go to **micropoc.de** and get one.

## Questions?

Contact us via IRC voc-lounge on hackint.

## Now

- Be sure you've signed up to your angeltypes
- Queue in front of the stage to be unlocked in the Engelsystem
- If you are a videomixer angel and you've mixed at the last congress and/or camp, come directly to frederik (shift signup for day 1)