

Based on work by Michael  
Rosenblum of New York  
Video School, and BBC  
Training and Development

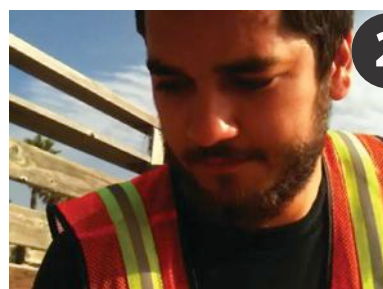
## 0 PRE-FLIGHT CHECKLIST

- Is **battery** charged and space for **storage** (internal memory, SD card)?
- Record 10 seconds of video w/sound. **Play it back**, making sure things work/audible
- Important to shoot the sequence in order!
- Record 10 seconds for each shot, **don't move** while you shoot.



## 1 Closeup of the hands

What is being done? Some mystery is fine by going in very close up: engages the viewer



## 2 Closeup of the face

Who's doing it? Frame it well, give "talk space" in front of eyes/nose. OK to cut off top of head, but not chin. **SHOW TWO EYES!**



## 3 Wide shot

Where is it being done? Get context, environment, mood and location information of the subject and surroundings



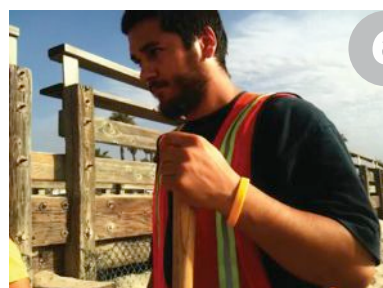
## 4 Over the shoulder

How is it done? Combine previous three ideas into one shot. Get right over shoulder for point-of-view (POV).



## 5 Unusual/alternative

What else should viewer know? Be imaginative: stand on a chair, crawl on your belly, vary what's in the foreground or background. This will be particular to your location or story.

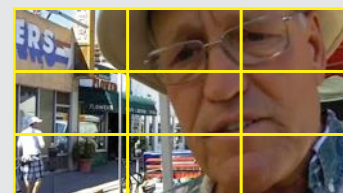


## 6 Interview

Additional shot: interview the subject to get good usable audio for voiceover and to intercut with b-roll. (See interview hints in sidebar)

## ADDITIONAL FIELD HINTS

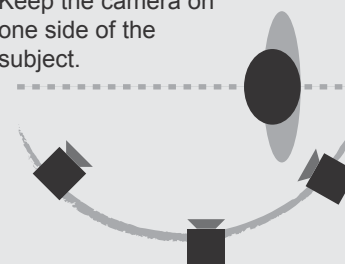
### Framing: rule of thirds



Main focal point of each shot should lie on grid crossings based on thirds

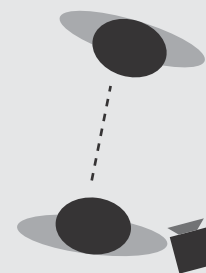
### Don't cross the line of action

Keep the camera on one side of the subject.



### Interviewing

- Have camera next to your **shoulder**. Subject looks/talks to you, not the lens.
- Have subject state **full name & spell it**
- Ask questions that lead to long answers: GOOD: Why is this important? Describe how you felt. BAD: Do you like it?
- **Nod and smile** to encourage interviewee, don't record your "ahs" and "hms"
- Note interesting points in the interview you can shoot later for your **b-roll scavenger hunt**



### Caveats

- **Audio noises** mess up editing. Avoid hammering, airplanes flying overhead, shopping mall music at all costs. Monitor your audio if you have the capability.
- **Bright backgrounds** like windows and white walls can be overexposed. Move the subject.
- **Automatic focus** can be easily fooled. Use manual mode or spot focus to prevent