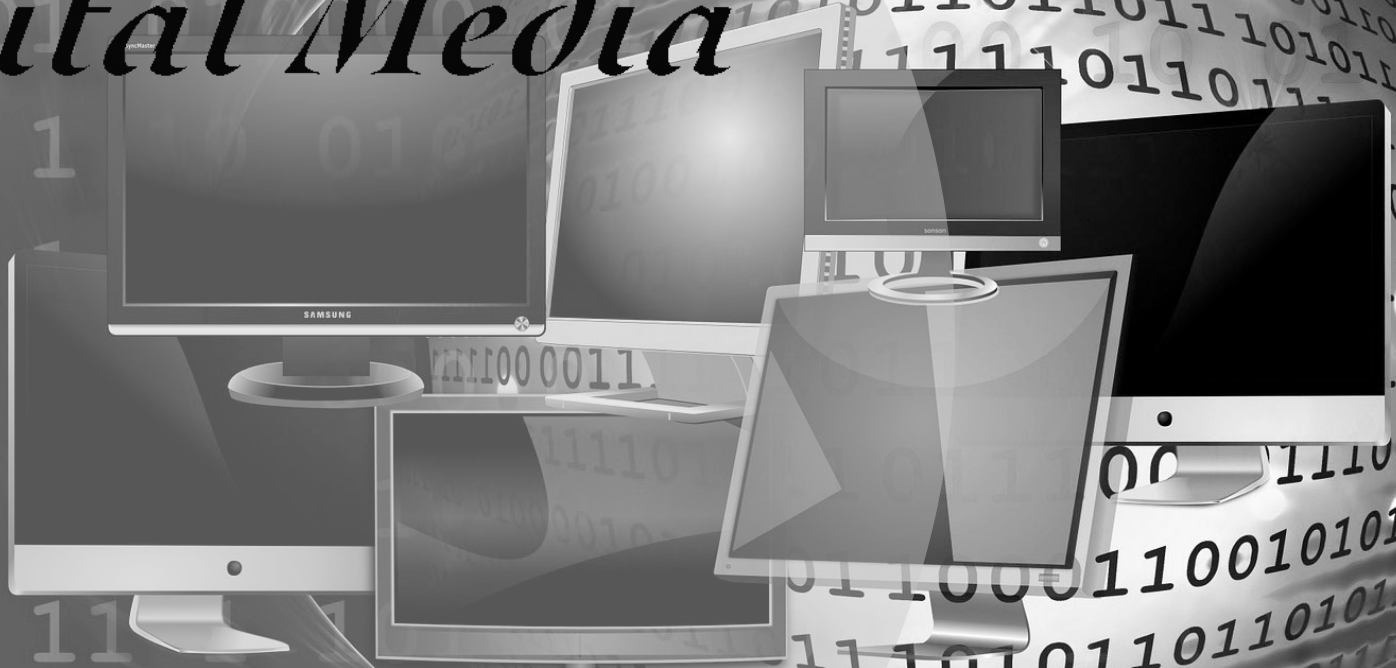




**ExplorNet's**

# *Digital Media*



Objective 105.03

Describe software and hardware used to create digital video.



# ***DIGITAL VIDEO HARDWARE***

- Computer
- Video Camera(s)
  - Professional
  - Consumer
  - Drones
  - Phones
- Microphone
- Tripod to Steady Camera Shots
- Lights (if necessary)





# ***VIDEO EDITING SOFTWARE***

- Captures video from the camera media and imports into the editing software.
- Manipulates video footage and adds the desired effects to convey the intended message. (Example: Adobe Premiere, Final Cut Pro, MovieMaker).





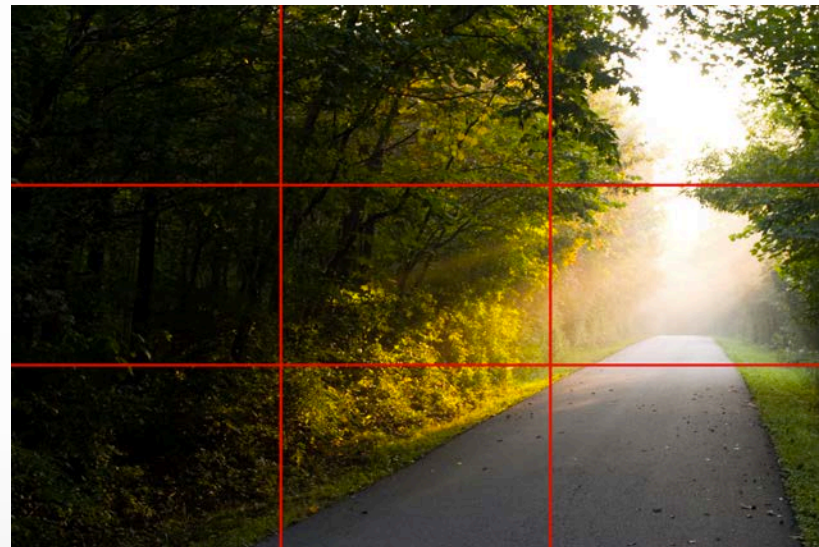
# ***FRAME COMPOSITION TERMS***

- Composition is the art of arranging objects in a frame.
- Terms include:
  - Rule of Thirds
  - Wide Shot
  - Medium Shot
  - Close-up
  - High Angle Shot
  - Low Angle Shot



# ***RULE OF THIRDS***

- Mentally dividing the frame into thirds, both horizontally and vertically (similar to a tic-tac-toe board).
- <https://www.youtube.com/watch?v=fSSOZxLnNyc>





# ***RULE OF THIRDS***

- The points of interest happen where the  $\frac{1}{3}$  lines intersect. So there are 4 places where your subject should be placed. Sometimes that means that the subject occupies  $\frac{2}{3}$  of the image, but often not.
- Horizon lines should follow either the lower  $\frac{1}{3}$  line or the upper  $\frac{1}{3}$  line, and eyes should always be on (or near) the upper  $\frac{1}{3}$  line.





## ***QUESTIONS TO CONSIDER***

- Why do you think the rule of thirds works?
- How do directors use the rule of thirds to tell the audience where to look?
- Can you think of examples where the rule of thirds isn't used or wouldn't need to be utilized?



# ***ESTABLISHING SHOT***



- Sets up a context for the scene by showing the relationship between the subject(s) and their environment.





## ***QUESTIONS TO CONSIDER***

- Why is it important to have an establishing shot?
- Can you think of examples in movies of establishing shots, with or without characters in them?

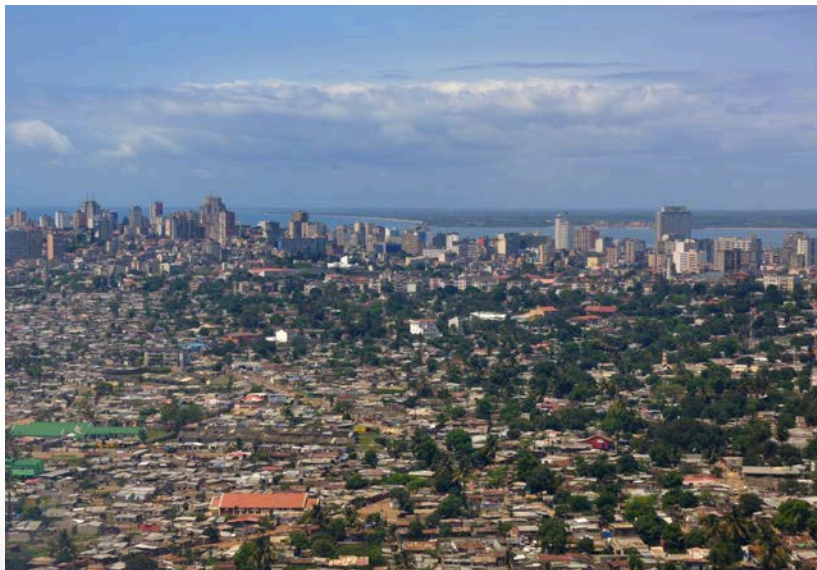
# DM **WIDE SHOT**

- Shows subject and location or environment in its entirety.
- Example: showing the entire building.





# ***EXTREME WIDE SHOT***



- Used to show the subject and its environment from further back than a typical wide shot.



# *DM* **MEDIUM SHOT**

- Shows a part of the subject with more detail while still giving an impression of the location or environment.
- Example: framing a subject from waist up.



# DM **CLOSE-UP SHOT**



- Shows a particular part of a subject with more detail.
- Example: framing a subject from shoulders up.



# ***EXTREME CLOSE-UP SHOT***

- Shows a particular part of a subject with extreme detail.





## ***QUESTIONS TO CONSIDER***

- Think about shot types. Can you see a pattern or order that you might use shots when setting up an entire scene?
- Why do you think we use shots in a specific order?
- How could we use shots “out of order” to create a specific emotion?



# DM **HIGH ANGLE SHOT**

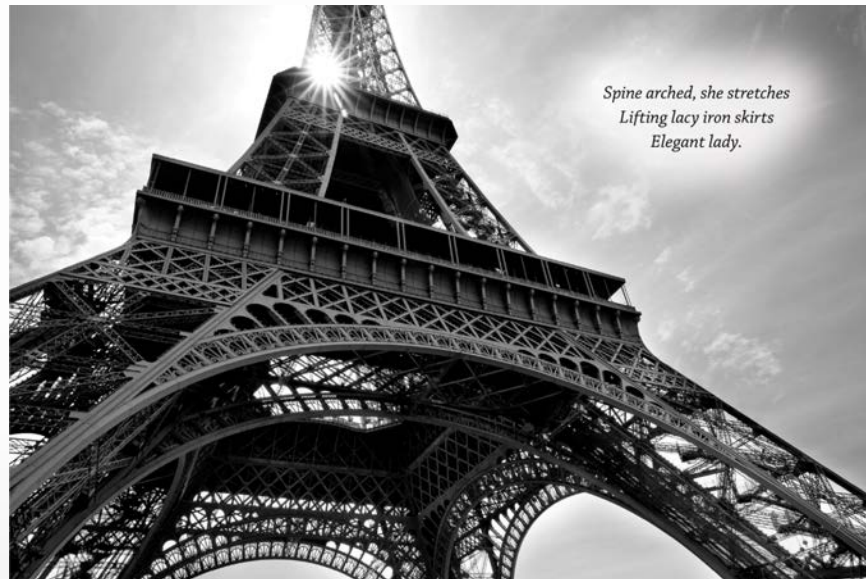


- When camera location is above normal eye-level compared to the subject.
- Makes the subject appear small, weak, inferior, or scared.



# LOW ANGLE SHOT

- When camera location is below normal eye-level compared to the subject.
- Makes the subject appear tall, powerful, dominating, or scary.





# ***CAMERA MOVEMENTS***

- Learning to shoot video requires some knowledge of the basic moves that define good video shooting practices.
- Camera moves include:
  - Zoom
  - Pan
  - Tilt
  - Dolly
  - Truck
  - Crane

- Uses the mechanics of the camera's lens to make the subject appear closer or further away.
- Physical location of the camera does not change.



- Horizontally pivoting the camera left or right.
- Physical location of the camera does not change.



- Vertically pivoting the camera up or down.
- Physical location of the camera does not change.





# ***CAMERA MOVEMENTS***

- Dolly
  - The camera physically moves toward or away from the subject to make it appear closer or further away.
- Truck
  - The camera physically moves horizontally (left or right).
- Crane
  - The camera physically moves vertically (up or down).





# ***CAMERA OPERATION TERMS***

## ○ Focus

- Adjusting the camera's lens settings to make the footage of the subject clear and not blurry.

## ○ White Balance

- Adjusting the camera's color settings to match true white; results in all colors becoming balanced.

## ○ Iris

- Adjust the camera's lens settings to allow the appropriate amount of light into the camera.

\*Some cameras adjust these three properties automatically while shooting.

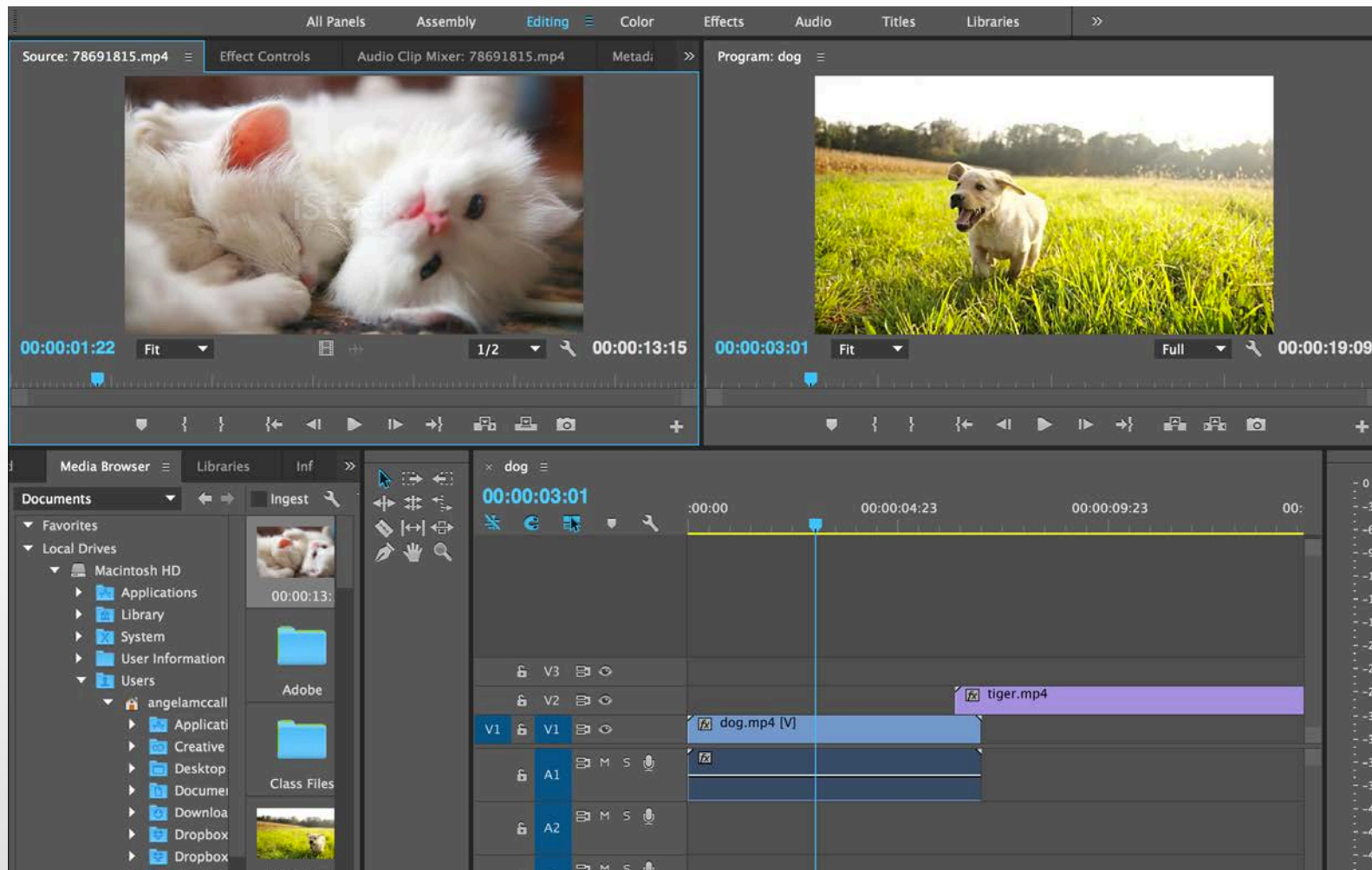


## ***QUESTIONS TO CONSIDER***

- Each camera movement has it's own use. Do you think camera movements can be used together?
- Can you think of any examples where there are multiple camera movements at the same time?
- Does the camera always have to move?



# PREMIERE PRO INTERFACE





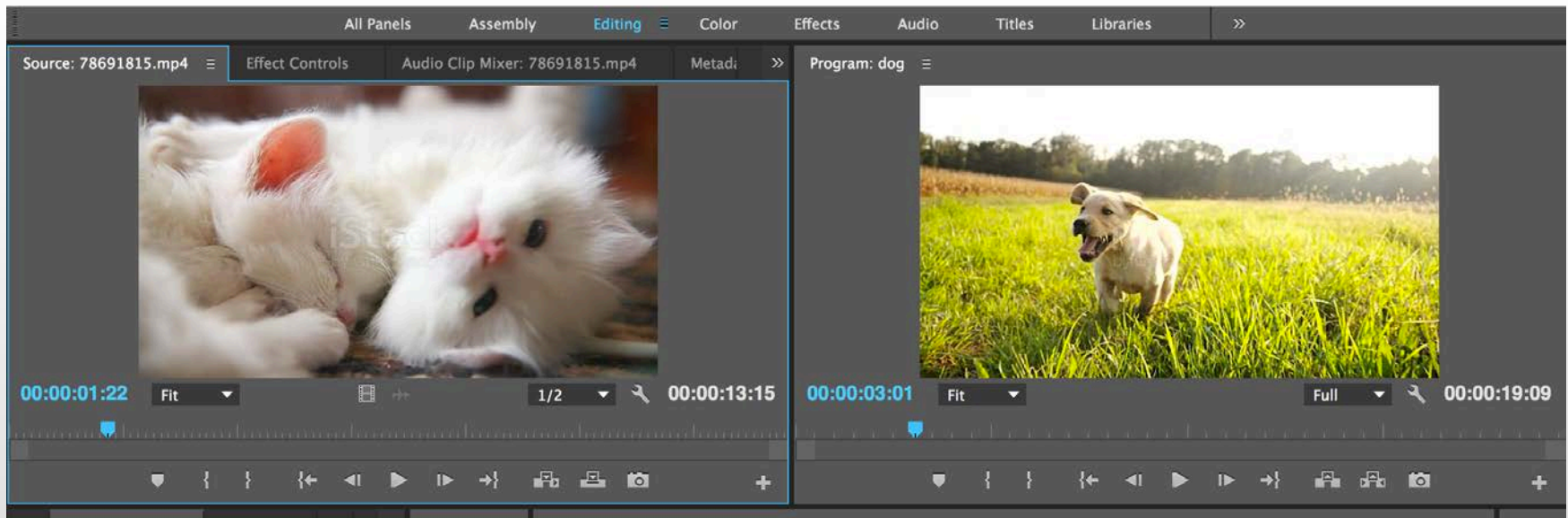
# ***PANELS IN EDITING WORKSPACE***

- Source Monitor
- Program Monitor
- Timeline
- Media Browser
- Tools
- Effects
- Effect Controls
- Audio Levels



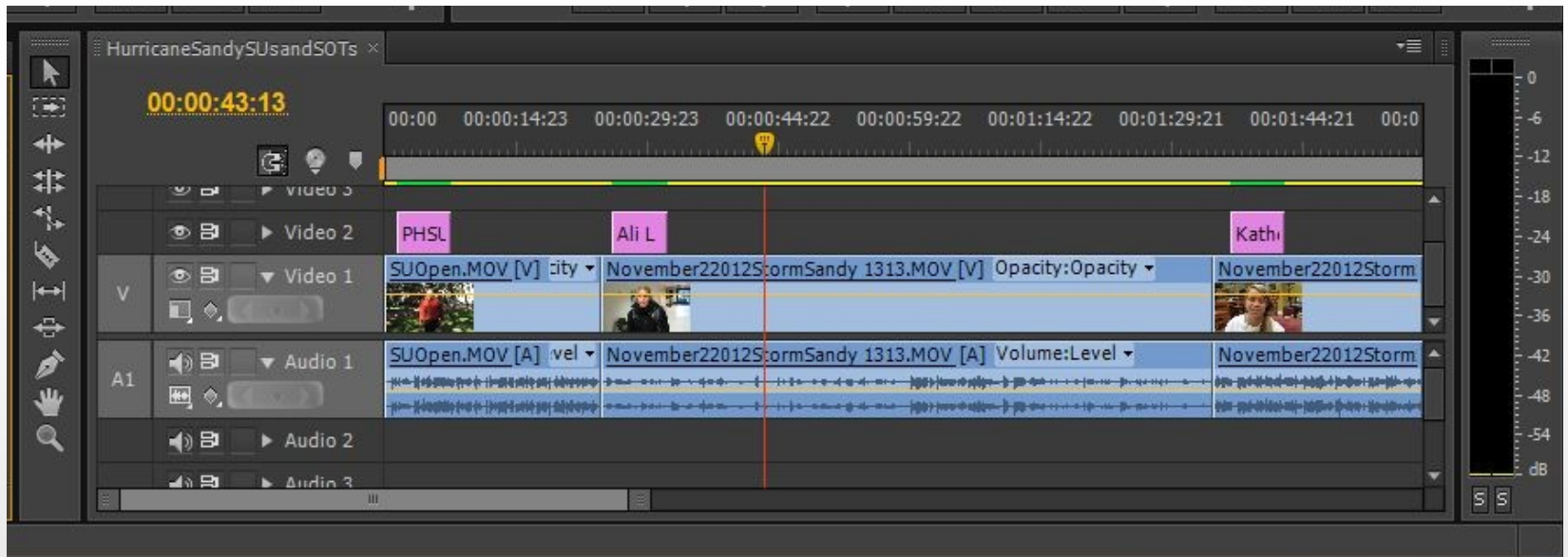
# ***SOURCE VS. PROGRAM MONITOR***

- Source Monitor
  - Used to edit clips before putting on timeline.
- Program Monitor
  - Used to view clip sequences in timeline.



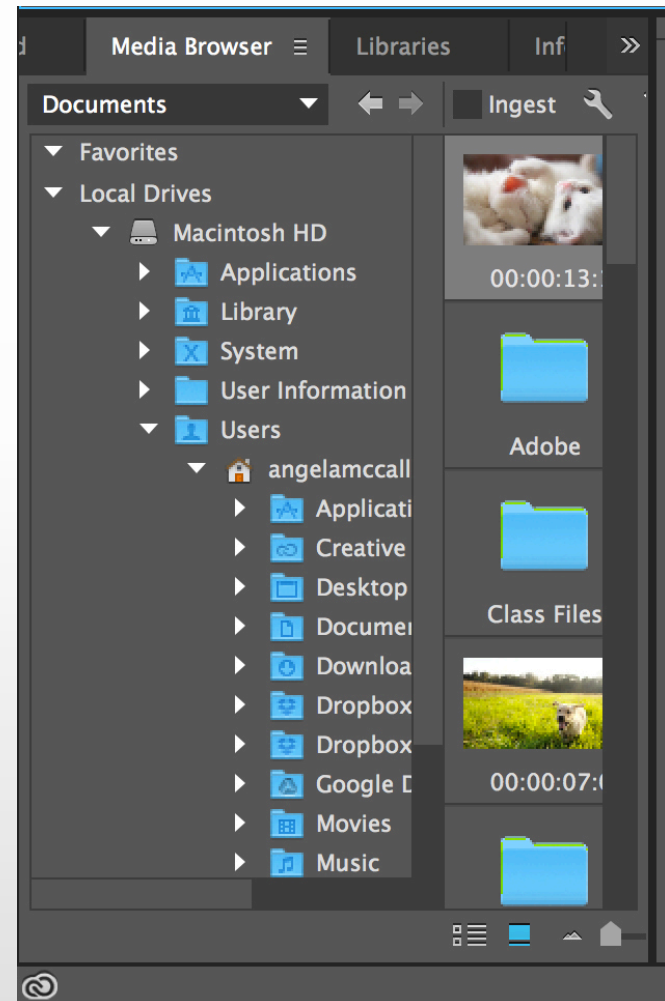
# DM TIMELINE

- o Used to place and edit all media elements.



# **MEDIA BROWSER**

- Media Browser provides access to video, audio and graphic files.
- Allows you to preview files.



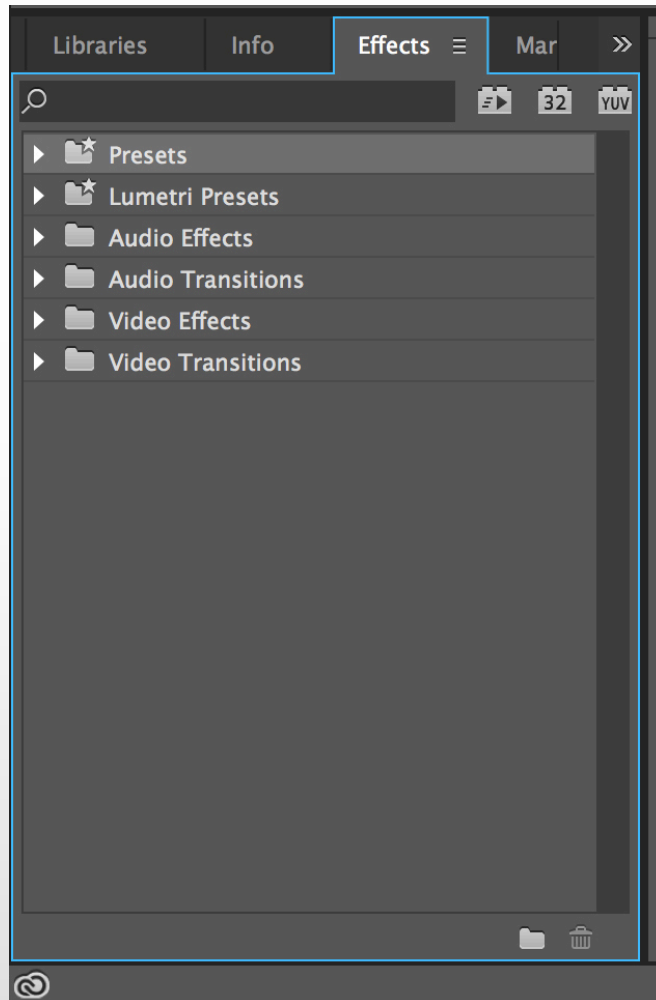


# DM TOOLS PANEL



- Tools Panel holds several commonly used tools.
- The Selection tool is the default tool. It's used for everything other than specialized functions. If the program isn't responding as you expect, make sure that the Selection tool is selected.

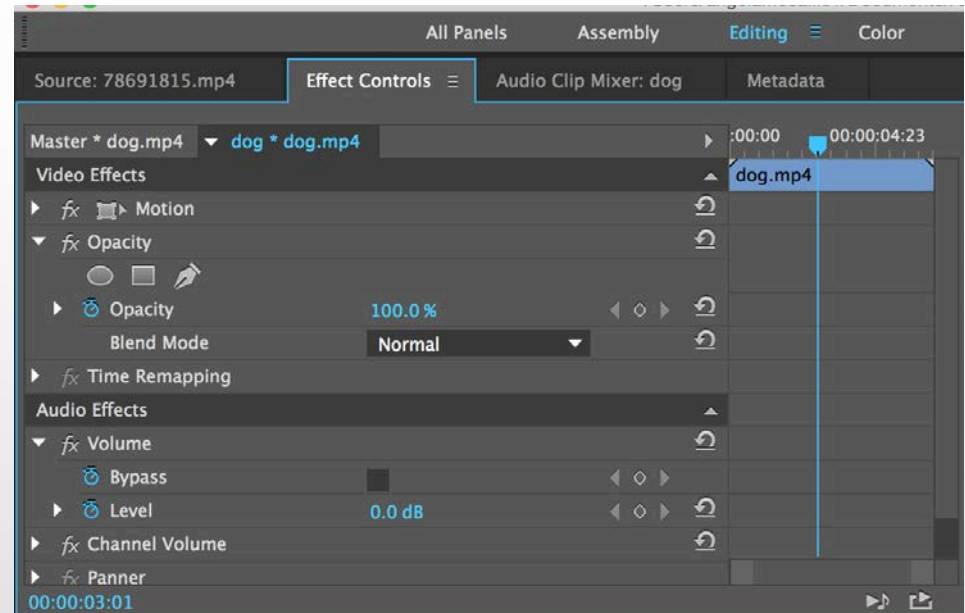
# DM **EFFECTS PANEL**



- Contains bins with a variety of audio and video effects, as well as transitions which can be applied to clips.

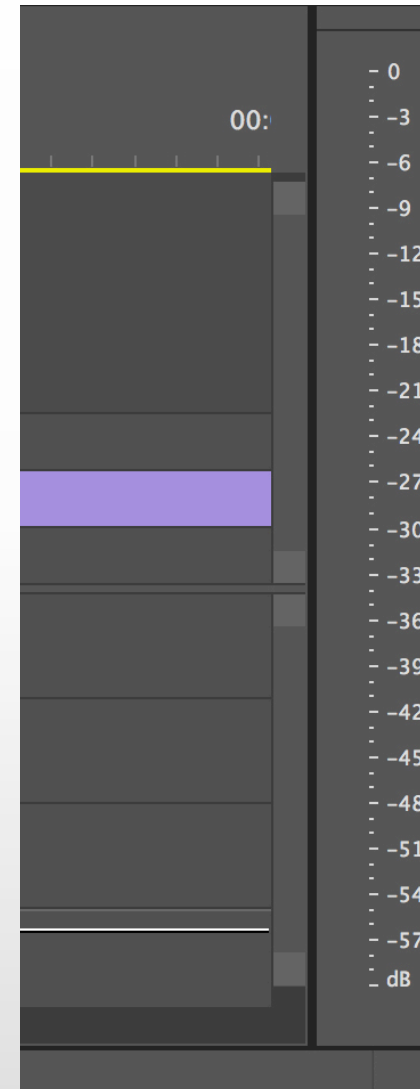
# **EFFECT CONTROLS**

- Lists all the effects that are applied to the currently selected clip.
- Fixed effects are included with every clip:
  - Motion, Opacity, and Time Remapping for Video Effects.
  - Volume effect is listed in the Audio Effects section.



# DM AUDIO LEVELS

- Can view the audio level while playing clip sequence.





## ***QUESTIONS TO CONSIDER***

- Differentiate between the Source Monitor and the Program Monitor.
- Summarize the purpose of the Timeline.
- Differentiate between the Effects Panel and the Effects Controls Panel.
- Why is it important to be able to view the audio level while editing video?



# ***CUSTOMIZE WORKSPACE***

- Your Premiere workspace can be changed to best meet your needs as a video editor.
  - Change document views
  - Rearrange/resize windows and panels
  - Add or remove tools on toolbar
  - Create and save custom workspace
- These same techniques can be used to customize other Adobe software.