University of the Pacific

Fall 2009 by Marie Hannigová

ARTS 095 COMPUTER GRAPHIC DESIGN II: TIME-BASED MEDIA

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Homework 3

In your group, experiment with your camera and learn its functions. Everyone in your group should fulfill the following:

Lighting:

Indoors

Outdoors (experiment with sun and shade and positioning of the camera)

Use of tripod

No tripod

Various shots:

VWS, MS, CU, ECU

Camera movement:

- Pan
- Tilt
- Zoom in
- Zoom Out
- Combination of the above

Shoot an interview with one of you being interviewed, one being the interviewer and one camera person. Use this as practice so if you plan to shoot an interview indoors, do so, outdoors, do so.

- · Choose an appropriate location and lighting
- Establishing shot
- Introduction
- · Zoom in on interviewer
- · Questions have your questions prepared beforehand
- Zoom out when appropriate
- · Zoom on a hand gesture of other expressive detail of intevierwee
- Try walking while filming
- Ending
- A separate recording of interviewer's questions filmed from opposite to the interviewer
- Noddies
- Log all shots properly

Bring the footage to class either already downloaded to drive or bring necessary cables etc to upload to your external drive.