Video Production 20S

Video Terminology and Important Information

1. **Establishing shot** - The first shot of a new scene, that introduces the audience to the space in which the forthcoming scene will take place.
2. **Pan** - The action of rotating a camera about its vertical axis.
3. **Axis of Action/Line of Action** - Also called the "180° line "is an imaginary line that passes through the two main actors of a scene, defining the spatial relations of all the elements of the scene as being to the right or left.
4. **Frame Rate** – The amount of frames per second (FPS) that video or film is shot at.
5. **Juxtaposition** – The act of positioning close together (or side by side). In terms of editing, it refers to the placement of clips next to one another.
6. **Continuity** - Editing that creates action that flows smoothly across shots and scenes without jarring visual inconsistencies. Establishes a sense of story for the viewer.
   Types of Continuity: Spatial (space) & Temporal (time)
7. **Aspect Ratio** – The relationship between the height and width of a motion picture or television frame expressed numerically.
8. **Depth of Field** – The amount of space in front of and in back of the focus plane that appears acceptably sharp through a lens.
9. **Dynamism** – The art of matching the camera shots and movement to the emotion of the scene.
10. **Tilt** – The action of rotating a camera about its horizontal axis.
11. **Bokeh** – Refers to the portions of an image that are defocused or blurry.
12. **Codec** – a digital algorithm that is used to compress footage. This is used to help keep footage file sizes smaller and more manageable. H.264 is an example of a video codec.
13. **Digital Noise** – The occurrence of color dots or specks where there should be none. This generally occurs when there is a lack of light or the wrong ISO setting is selected.
14. **Shutter Speed** – The amount of time that the camera's mechanical shutter is open.
15. **Focal Length** - the distance between the centre of a lens or curved mirror and its focus.

Editing

When exporting a project filmed with a Canon t2i that was shot at full quality (attempting to create a cinematic look), you would choose the following settings:

Format: H.264
Preset: HD 1080p 23.976

If you were going to shoot a video that included several slow motion shots, you would shoot at **60 frames per second.** This works best for slow motion because the more frames per second, the more the shot speed can be decreased.

If you were going to shoot a video that is broadcast quality, you would shoot at **30 frames per second.**

Cameras

DSLR stands for Digital Single Lens Reflex

The 50mm lens is referred to as a **'prime'** lens because it **does not have the ability to zoom**.

You would use a 50 mm lens for shots with **very little movement** and the need for a **shallow depth of field.**

The 'stock lens' is an 18-55mm lens. It **has the ability to zoom** but it cannot generate the **same depth of field as a 50 mm lens**. It is a better camera for shots with movement.

High ISO – Brighter shots
Low ISO – Darker shots
High Shutter – Less Blurring (movement)
Low Shutter – More Blurring

Color Grading vs Color Correction

There is a distinct difference between corrections and grades in Color. Understanding the difference is key to managing each set of adjustments correctly.

Color Correction:

This is what you do to your video footage first. This is the process of making sure your saturation levels are where they should be, brightness is in the right range, black levels look good, and your scene is white balanced properly. Footage straight from the camera is almost never perfect, and you should always look at your monitors (waveform, vector, etc) and make sure everything is where it should be.

Color Grading

After you have color corrected your video, the next step MIGHT be to do some color grading to the scene. Color grading is a stylistic or artistic approach and is more about how you want your scene to feel. This can usually be done without any monitors since you are going off of what looks good to your eye ball. For example, whenever I want to give a video a more cinematic feel, I desaturate the video, crush my blacks and raise my whites to add more contrast, and add a blue (or sometimes green) hue to

the scene. Just make sure however you grade your video, that it makes sense to what you are trying to portray.

Some of the tools that we use for color correction in Adobe Premiere: Brightness and Contrast, Three Way Color Corrector, RGB curves.