Research Channel
Lights, Camera, Action

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Overview

- **HD**
- **Equipment**
- **Production (studio and location)**
  - Do's and Don'ts of video production
  - Staging
  - Lighting
  - Sound
- **Post production editing**
  - What not to do with Final Cut Pro
Equipment

- HD on a budget
  - HDV

- The essentials
  - Camera
  - Tripod with fluid head
  - Lights
  - Microphones
  - Post production editing
Production

- **Studio production**
  - Point to Point
    - Delivering a talking head
    - Making it two way
  - Audio
  - Multi studio events
    - Super Computing 04
    - Lessons learned

- **Location production**
  - Shooting it live
Production - Studio

Format
- Talking head
- Panel discussion
- Live cross from studio

Studio design

Lighting

Sound

Talent

Production
Production - Location

- Format
- To Storyboard or shoot what's available?
- Lighting
- Sound
- The talent
- Dealing with the unexpected
- How much to material should I shoot?
Audio Echo management

- Local echo
- Remote echo
HD Production – Tips for success

- **Camera**
  - Place Camera next to remote site monitor
  - Frame speaker in a Head & Shoulder shot
  - Use remote control or camera operator for groups or panels
  - Use document camera
  - Use scan converter or conference software for computers and slides
  - Avoid busy or distracting backgrounds
HD Production – Tips for success

- **Lighting**
  - Don’t place subject in front of windows or bright background
  - Don’t depend on overhead or florescent lighting
  - Place lights in front and to the side (45 degree angle) of subject
  - Use broad or fill lights, especially for groups
  - Back lights help separate speaker from background
Microphones
- Use cancellation microphones to avoid feedback
- Put new batteries in each microphone
- Use microphones with a mute button
- Table microphones, at least one for every two people
- Noise such as tapping, paper shuffling and talking can open microphones
- Speak into the microphone
- Lavaliere microphones should be worn on the chest
**Organisation**

- Designate a discussion or video conference leader
- Have someone in charge of each location
- Be prepared for your part
- Make sure graphics and visuals are TV ready
- Rehearse if possible and test the equipment
- Setup a secondary communications channel for production
**Camera**

### Do
- Place Camera next to remote site monitor
- Frame speaker in a Head & Shoulder shot
- Use remote control or camera operator for groups or panels
- Use document camera
- Use scan converter or conference software for computers and slides
- Watch video levels
- Avoid busy or distracting backgrounds
- White Balance

### Don't
- Place camera at side or back of room
- Frame on a wide shot
- Have people speaking off camera
- Use unreadable graphics
- Shoot in a busy location
Lighting

**Do**
- Place lights in front and to the side (45 degree angle) of subject
- Use broad or fill lights, especially for groups
- Back lights help separate speaker from background
- Install permanent lighting
- Try for “cool” lighting fixtures

**Don't**
- Place subject in front of windows or bright background
- Depend on overhead or florescent lighting
- Place lights too close to speaker
Sound

**Do**
- Use cancellation microphones to avoid feedback
- But new batteries in each microphone
- Use microphones with a mute button
- Use least one microphone for every two people
- Speak into the microphone
- Lavaliere microphones should be worn on the chest

**Don't**
- Tap table, shuffle paper or whisper around microphone
- Use one microphone for large group
- Speak with out a microphone
- Cover lavaliere microphones
Organisation

**Do**
- Designate a video conference leader
- Have someone in charge of each location
- Be prepared for your part
- Make sure graphics and visuals are TV ready
- Setup a secondary communications channel

**Don't**
- Assume everything will be ready
- Assume everyone understands “Time Zones”
- Use graphics and visuals that are not TV ready
Etiquette

**Do**
- Assume your site is always visible to other sites
- Remember that signal processing introduces latency between sites – quick back-and-forth conversations can get bogged down
- Remember that if you wish to make eye contact with the other sites, look at the camera not the monitor

**Don't**
- Leave your site’s microphone open when another site is making a presentation
- Spend a lot of time doing sound checks once the conference is under way
- Assume the remote sites can see everything you can see, ie, gesturing at a projected slide with a laser pointer
Questions ?