

Filming at Home

Cheat sheets and tips to remember



ACTING TIPS

- Memorize your lines!
- Don't look into the camera (takes audience out of the story!)
- Stay in character until the camera stops rolling
- Speak clearly. *We will not be using a zoom (records sound), so your camera or phone sound will have to do. We need to hear you!*
- Act through the whole scene for each shot. (The editor can come back to a shot multiple times if needed)
- Wait a few seconds after “action” to start the scene and continue a few seconds after blocking is finished. For example, if running, run longer than is necessary in case editor needs to use a shot longer than anticipated

ACTING TIPS

- Don't overact! In film the camera is closer to you than if you were in a play, so less need for exaggerated movements and expressions
- Make sure you know the whole script and what is going on in a scene. You can film out of sequence! Most films are often not shot in order.
- Figure out your character's INTERNAL and EXTERNAL goals for each scene. Will be easier to portray your character.
- HAVE FUN 😊

The background features a series of concentric circles in light gray, some solid and some dashed, creating a ripple effect. In the center, there is a large green speech bubble with a pointed bottom. Inside the bubble, the word "FRAMING" is written in large, white, bold, sans-serif capital letters. Below it, the words "Cheat Sheet" are written in a smaller, white, sans-serif font.

FRAMING

Cheat Sheet

The background of the slide features a series of thin, curved lines in a light gray color, creating a sense of motion and depth. These lines are more prominent on the left side and fade towards the right.

Tips!

- **FILM YOUR SHOTS HORIZONTALLY**

- Avoid clutter. Anything not necessary in the shot should go!
- Don't cut a subject off anywhere it bends (Neck, Wrists, Elbows, Waist, Knees, Ankles)
- Make sure your scene is well lit! If needed, experiment with adding a lamp or a flashlight off screen, directed at the subject or behind them for depth in the shot.

Rule of Thirds

- Invisible grid that help with placement. Try lining up subjects at one of the intersections. Everything doesn't have to line up perfectly, but it's a good starting point



Head Room

- Give enough room on top of subject's head for them to move around, but not too much!



← Good



← BAD

- Leave more space in front of subject than behind. Gives subject moving room, and is more realistic in conversation. Eliminate unnecessary dead space.

Lead/Looking Room



← Good



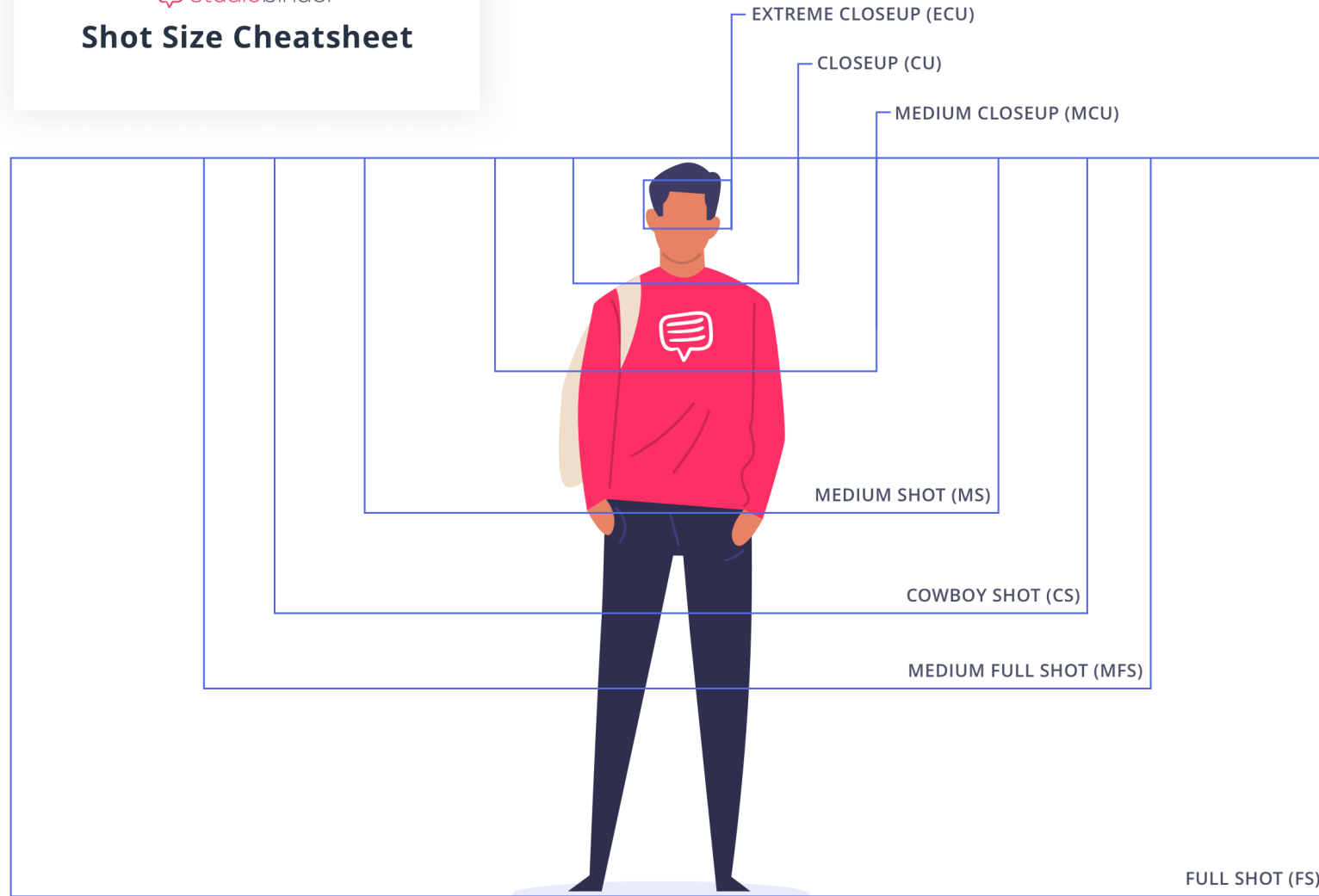
← BAD

The background features a series of concentric circles in light gray, some solid and some dashed, creating a ripple effect. In the center, there is a large green speech bubble with a pointed bottom. Inside the bubble, the word "COMPOSITION" is written in large, white, uppercase letters, and "Cheat Sheet" is written below it in smaller, white, lowercase letters.

COMPOSITION

Cheat Sheet

Shot Size Cheatsheet



- Let's audience know location of a scene

Establishing Shot



Extreme Long Shot

- Taken from great distance. Shows much of the locale



Wide/Long Shot

- Taken from a distance. Shows character and some locale



Full Shot

- Just enough space to show the human body in full.
Minimal locale



Medium Shot

- Shows character from knees or waist up



Medium Close Up

- Shows character from elbows up



Close Up

- Concentrates on smaller areas and minimal local. Shows character from shoulder and neck up



- Focuses on unnaturally small portion of an object or person. Gives significance

Extreme Close Up



Dutch/Canted Angle

- Camera angle is tilted/slanted. Suggests tension, suspense, or impending movement



High Angle

- Camera is up high looking down on subjects. Reduces appearance of objects



Low Angle

- Camera is down low looking up at subjects. Heightens importance of character/gives power



POV (Point of View)

- Shot from a character's perspective. Can be at any level depending on size of character.



Eye Level

- Clearest view of an object. Looks at subject from their eye level



Ground Level

- Looks at subject from the ground. Camera is typically on or near the floor



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CAMERA MOVEMENT

Cheat Sheet



The background of the slide features a series of thin, curved lines in a light gray color, some solid and some dashed, creating a sense of motion and depth. On the left side, there is a large green speech bubble with a tail pointing towards the bottom left. Inside the bubble, the word "TIPS!" is written in white, bold, sans-serif capital letters. Above the main bubble, there is a smaller, solid green rectangular block.

TIPS!

- Keep camera movements at a comfortable speed. A really fast movement is jarring to the audience. If anything, go slow. It's easier to speed up a clip in editing than it is to slow one down!
- **Good habit to try:** leave a few seconds of stillness before and after movement of camera. Hit record button, wait 5-10 seconds, do the move, wait 5-10 more seconds, and hit the record button again to stop rolling. This gives the editor more room to play with.

Static Shot



-  The camera is in a fixed position and does not move.
-  Usually the camera will be attached to a tripod in order to keep it steady. This is a standard shot.

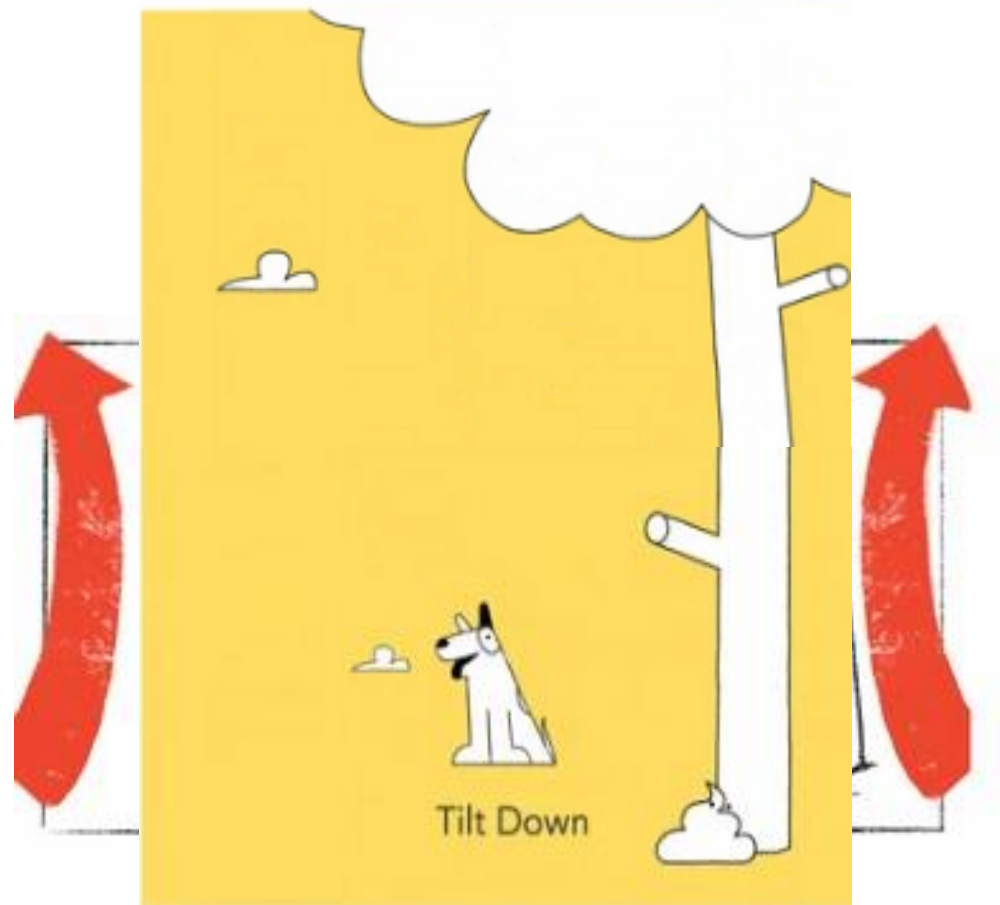
Pan Shot

- Camera is in one spot and turns left to right or right to left



- Camera is in one spot and tilts up or down

Tilt Shot



Jib/Crane Shot

- Camera moves up or down with the subject. As they rise up or down, the camera goes with them. Normally on a crane, but can do handheld as well



Tracking Shot/Dolly Shot

- Camera is following the subject either left or right (tracking) or forwards or backwards (dolly) for an extended amount of time. Often follow travelling subject



Camera follows down hallway

LET'S MAKE A MOVIE!



Go have fun 😊