

Video Assignment – “Caught on Camera”

An Overview

A surveillance camera has caught someone in the act! (eg. A pick-pocket, or a locker thief.) The video, from a stationary wide view shows the whole sequence in one shot. Your job is to re-enact the sequence, showing the viewer details that tell the story in a dramatic way.

Working with your group, you will create a scenario, create a detailed storyboard of the re-enactment and get your teacher’s approval.

You will film both sequences – the surveillance and the re-enactment.

Only the re-enactment will be edited using our in school edit suites.

This project must be completed during class time, requiring time-management and collaboration efforts.

Key Concepts and Skills

- Safe practices for shooting on location
- Camera movements and camera shots
- Video composition - Place the subject within the video frame using the **rule of thirds and the three quarters head position**
- Using editing software
- Linear sequence (Surveillance) vs. Non-linear editing
- Video capture and video editing software
- Assembling a sequence
- Continuity Edit so the action is *seamless*, logical, and the timing seems natural

Process

You will work in groups of 4. You must contribute and with your group script, storyboard, direct, film and edit your story.

You will film your story twice. Once as a single shot in sequence, the second time, out of sequence shooting for efficiency. You will assemble the re-enactment in its proper order using the edit suites.

- pay close attention to your storyboard, it is your guide. Record all shots.
- use the rule of thirds when composing within the video frame
- shoot on location, repeating each shot until you get it correct
- shots which involve motion, like pan or tilt shots, tend to be more difficult, so do more takes of these shots
- capture the video footage so it can be used in the editing software
- Important: capture each shot separately, only capturing the best take, your shot list will be important here.
- using the video editing software, put together the sequence of events **the order in which you record will usually not be the order in which everything is edited: this is the freedom of non-linear editing**