



Digital Filming
& Editing

Reference Booklet V09.1

LCA Digital Ltd &
www.lcadigital.co.uk

Darkfire Education Ltd
www.dfeducation.com

With contributions from 'The Big Art People'

Some Do's & Don'ts for Film Making

Do

1. Plan your film really well before you start filming.
2. Use a storyboard to plan what you are going to film and try to stick to it as closely as you can.
3. Think very carefully about what each shot will look like, you should aim for variety to keep the viewers interest...*but don't overdo it!*
4. Put together a good team and work to your strengths.
5. Keep your film to a maximum of 3 minutes.
- 6. Keep the subject matter simple, you can't tackle everything in a short film. Try and keep to a very tight focus for the subject.**
- 7. Make sure you plan a film that is physically possible to film in your environment.**
8. Use a tripod wherever possible, shaky films are uncomfortable to watch.
9. Leave plenty of space before you start the action and plenty of space after the action has finished – this will help if you add transitions. *Remember, you can cut film down on a computer, you can't add to it!*
10. Look carefully in the viewfinder to make sure there are no trees growing out of people's head.
11. Watch films and TV programmes and pay special attention to the shots they use.
12. Be aware that on the day there will be up to 8 groups of children filming in and around the school. Supervision must be carefully considered.

Don't

1. Use the zoom very much while you are filming, if you watch films and TV programmes you see it *very rarely* used.
2. Talk while you are filming, your mouth will be closer than anyone to the microphone, *it will pick up everything you say!*
3. Pan and tilt your camera too quickly, take everything nice and slowly.
4. Use too many different effects and transitions, they can spoil a good film. If you use them use them sparingly...less is more.
5. Keep swinging from one person to another if you are trying to capture a conversation. Plan it so that your film has a variety of shots. You may have to film the conversation or interview twice so that you can capture each person talking.
6. Go out filming with no idea of what you want to do, you will end up filming a lot of stuff you don't want and end up with a film with no structure. However, shooting film that you had not planned may be useful in some future film e.g. if you come across a festival or event.
7. Be afraid to shoot a scene more than once. Video tapes are cheap and it's better to get a good shot in the can – *you may not be able to film some things again so get them while you can.*
8. Don't film people who don't want to be filmed, ask permission first.
9. Don't film in places where you are not allowed, such as art galleries and some churches. Some allow you to film but not use a tripod, ask first.
10. Don't despair of your first film isn't a potential Oscar winner, keep making more films and different films.

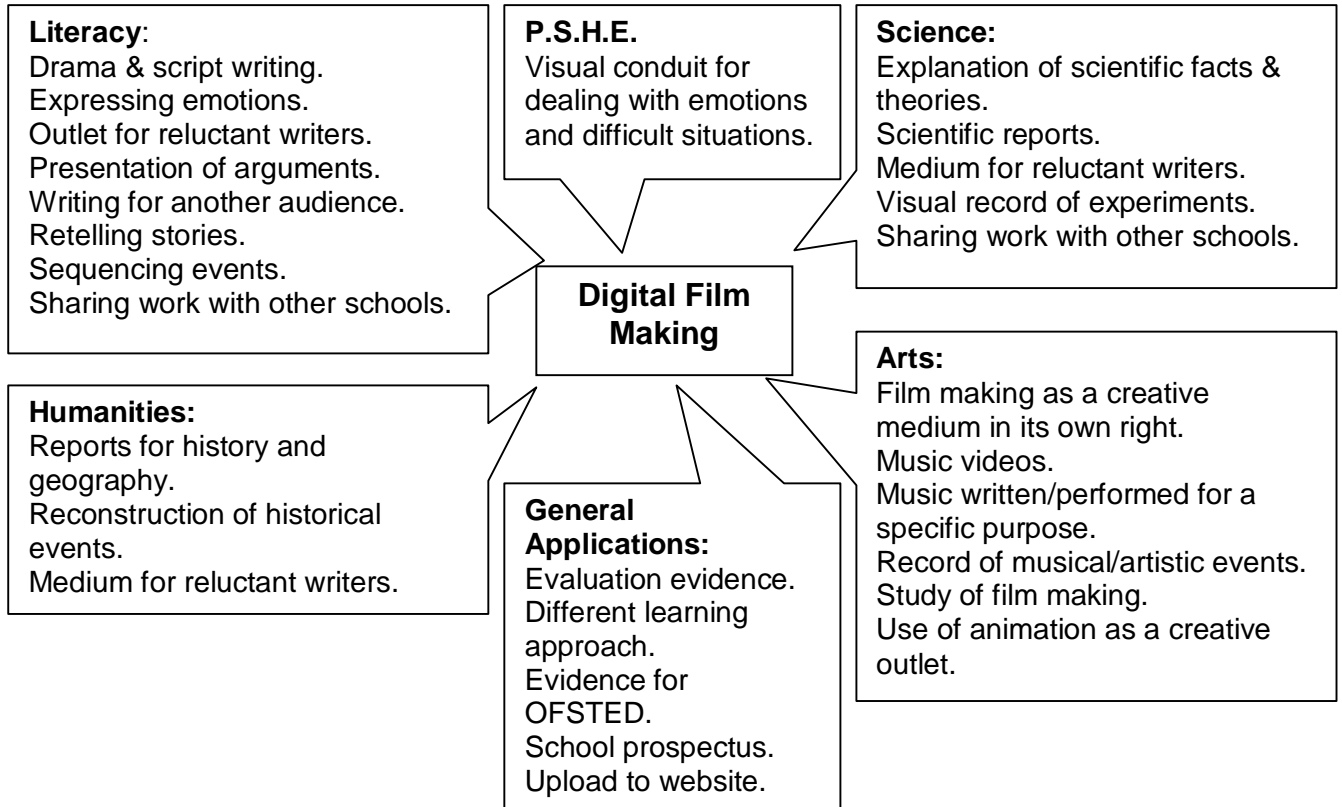
Below are some ideas for using digital film making and animation across the curriculum. It is of course not an exhaustive list.

Literacy	Film and or animations ideas
Script writing	Produce script for short (2 minute max) film. Include possible camera angles and special effects at editing stage. Script can be written in scenes to match the scenes that will be shot and linked to the story board, if produced.
Story writing	Create story that will eventually be used as an idea for a film or animation. Use a film or animation as a stimulus for story writing. Create a story start as a stimulus for a film or animation.
Poetry	Record poem and put together with a series of moving images that reflect the mood and subject of the poem.
Instructional writing	Instructional film showing how to carry out a simple tasks e.g. making a paper aeroplane.
Factual writing	Write a documentary script as a basis for producing a film or animation e.g. A hobby, an issue.
Critical analysis	Children write reviews about films they have seen and films they, and others, have made.
Drama	Using drama in the film making process. Filming drama sessions for later self analysis and practical criticism.

Humanities – Geography, History, RE	Film and or animations ideas
Documentary	Factual films to illustrate and enhance subjects being covered e.g. climate change, local environment issues, historical figures and events, Bible stories.
Fictional	Produce dramatic film based upon historical events, world events or Biblical events.
Instructional	Film or animation to demonstrate a geological event e.g. erosion.

Science	Film and or animations ideas
Documentary	Film about a scientific phenomenon e.g. gravity, wing lift, air resistance.
Fictional	Dramatic representation about notable scientists e.g. Isaac Newton or scientific discoveries e.g. penicillin.
Instructional	How to carry out a scientific experiment e.g. testing the friction of a range of different surfaces.

<i>Film Genre</i>	<i>Literacy</i>	<i>Science</i>	<i>Humanities</i>	<i>PSHE</i>	<i>RE</i>
Instructional					
Fictional					
Documentary					
Animation					



Terminology

Framing

What's included and excluded in an individual shot.

Very long shot/wide shot

A shot in which figures appear small in the landscape. Often used at the beginning of a film or sequence as an 'establishing shot' to show where the action is taking place; also used to make a figure appear small or isolated.

Long shot

A shot in which a figure can be seen from head to toe.

Mid shot

Shows the figure from approximately the waist to the head. In a mid shot, you can easily recognise an individual but you can also see what they are doing with their hands.

Medium close up

From chest to head

Close-up

Head and shoulders, enabling you to easily see facial expressions, so you can see what characters are thinking and feeling

Big close up

Head only, used when expressions are important

Extreme close-up

From just above the eyebrows to just below the mouth, or even closer: used to emphasise facial expression or to make the subject appear threatening.

Two shot

Any shot with two people in it

Point of view shot

A shot from a character's point of view

Reaction shot

A shot showing a character's expression as they react to something

Noddy

A type of reaction shot used in interviews, where we see the interviewer apparently reacting to the interviewee

Over-the-shoulder shot

A shot in which we see a character over another's shoulder, often used in interviews or dialogues

Lens

The type of lens, and how it's used, can make a big difference to the meaning of a shot.

Wide-angle shot (taken with a wide-angle lens)

This has the effect of seeming to exaggerate perspective. It's often used to make the viewer feel that they are close to the action. If it's used for closeups, it makes the nose look bigger and the ears smaller - an effect usually used for comedy.

Telephoto shot

Like using a telescope, a telephoto lens appears to bring the subject closer and flatten out perspective. It also usually reduces *depth of field*.

Zoom lenses

These can vary the angle of view, from wideangle to telephoto, so that the subject appears to move closer (or further away) without the camera itself moving.

Depth of field

This means how much of the shot seems to be in focus, in front of and behind the subject.

Deep focus

Everything in the shot appears to be in focus, which means that we can be looking at action taking place in the foreground, middle ground and background.

Shallow focus

Isolates the subject from the background.

The Storyboard

The storyboard is the most important part of the whole film making process. Get it right and your filming will be easy. Storyboarding....

- ***Makes you think about what you want to film and avoids lots of useless footage***
- ***Makes you think about how the shots will look long before you even pick the camera up***
- ***Makes you think about exactly what shots you need to take***
- ***Gives you time to think about scene changes and sequences that are more exciting and challenging than just working it out 'on the hoof' when you are filming***
- ***Enables you to get the timing right***
- ***Is a resource that links together the footage, music, SFX and special effects***
- ***Time spent on the story board will save shooting time and will make editing much simpler***
- ***Simplifies out of sequence shooting***

What to use

- Use the proforma provided for short films
- Make your own storyboard.
- Use large post-it notes as these can be swapped around and others added in without having to re-draw pictures

Example of storyboard:

This is the storyboard for a simple 1 minute film. You will notice that there are nine different shots plus the titles and credits. This variety of shot makes the film interesting to the viewer and helps to focus on things that the film maker wants the watcher to see.

**Making A
Chocolate
Spread
Sandwich**



**Starring
Jake
Ralley**