

# SDG12 MM7 Media Communication 1

## Introduction to Pre- and Post-Video Production



### Media Communication 1

### Introduction to Pre- and

### Post-Video Production

### Implementation

### Lesson 5: Camera Shot List

### Scavenger Hunt

**Subjects: Climate Action and Sustainable Development, Design, English, Enterprise, Science**

### Lesson Title and Summary: Camera Shot List Scavenger Hunt

In this lesson, learners will undertake a camera shot list scavenger hunt to begin to understand different shots so they can develop their storyboards. They will then upload their shots to the module drive.

This lesson will enable learners to develop the production schedule / call sheet in the next lesson for their shoot and plan their shoot effectively

### Vocabulary: Camera Angles, Camera Shots, Shot List, Storyboarding

### In this lesson, the learner will:

- will develop their story board
- develop an understanding of how different camera shots and angles can help with storytelling
- begin to create a shot list for their film / video project

### Materials

- Internet access
- Worksheet: Camera Shot list
- Support Sheet: Camera Shot list
- Learners' own Storyboards
- Paper, Pens, pencils or markers

**4** QUALITY EDUCATION



**13** CLIMATE ACTION



**16** PEACE, JUSTICE AND STRONG INSTITUTIONS



**17** PARTNERSHIPS FOR THE GOALS





### ACTIVITY INSTRUCTIONS

#### Activity 1: Camera Shot List Scavenger Hunt (30 mins)

1. Draw learners attention to the Camera Shots and Angles Support sheet and explain how they will use this to support them on the shot list scavenger hunt.
2. Agree the limits of their hunt, e.g. inside school, the edge of the school grounds, and the time they must return.
3. Working in pairs, learners will use the camera shot list support sheet to explain the different shots and capture examples of the shots on the scavenger hunt list.
4. They should take turns to gather the shots.
5. All learners, whether they have their 6 shots or not, should return by an agreed time.

#### Activity 2: Uploading their images and Developing their Storyboard (20 mins)

1. On return, learners should upload their images to the module drive and with their scavenger hunt shot list and details of the shot.
2. If learners are working analogue, they can upload their images / details before the next class - set a deadline for this.
3. The winners will be the team that is voted the best shots by the other team(s).
4. Learners can return to their project teams and begin to add the final details to their storyboard.
5. In the next lesson, learners will begin to develop their shot list and call sheet so their storyboards should include:
  - location, characters,
  - time the action takes place
  - lighting
  - camera angles / shots.
5. Learners should also ensure they have their characters developed and script completed for the next lesson so they can complete their shot list and call sheet.
6. Request submission of this two days before the next class so they can be checked before the next stage.

### REFLECTIVE EXERCISE: 3-2-1

- Three things they feel they have learnt from the exercise
- Two things they found most interesting and would like to explore more
- One – their opinion they have about the site / exercises

# Media Communication 1: Video

## Lesson 5: Camera Shot list Scavenger Hun



### EXTENSION / REDUCTION ACTIVITIES:

Reduction: For a shorter class, complete activity 1 only and ask the pairs to upload their images / scavenger hunt lists to the module drive.

Extension: For a longer class, watch the video Film Techniques and Camera Angles - media box before completing their storyboards.

Option B: Learners can continue to work on their storyboards to ensure they have everything ready for lesson 6 to ensure that when they begin shooting, they have planned and prepared as much as possible.

Option C: Learners can read over Lesson 6 Pre Production Planning support sheet and cross reference with their storyboard to ensure they have all the information to create their call sheets and shot list.

### MEDIA BOX: (materials, online videos, extra resources, case studies etc)

- Film Techniques Camera shots and angles [4:40 min] <https://www.youtube.com/watch?v=RjK509LkCFM>
- Ultimate Guide to Camera Angles: Every Camera Shot Explained [Shot List, Ep. 3] [13:31mins] <https://www.youtube.com/watch?v=wLfZL9PZI9k>
- 4 Framing & Composition Techniques for Beginners | Photography & Video Training [5:31 min] <https://www.youtube.com/watch?v=nKM3jkEOpuE>

#### Production Preparation

- How Cinematographers Prepare For A Shoot [13:31min] <https://www.youtube.com/watch?v=WYrn-Ccamqc>

### Local Trip / Expertise / Additional Work and Assessments

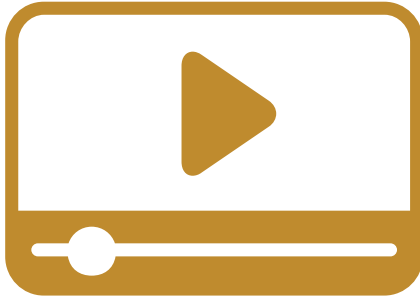
Linked Learning: Use Media Modules as assignment options for Civic, Social & Political Education – Sustainability, Visual Art, Media & Communication or consolidating GAISCE community project

- Media Communication 2: Poster Creation
- Media Communication 3: Creating a Pecha Kucha presentation
- Media Communication 4: Podcasts

# MM7 MC1 L5WS CAMERA SHOTS

Different shots, perspective, and points of view add visual interest, dynamics, and can be used to tell your story in unique ways.

12 RESPONSIBLE  
CONSUMPTION  
AND PRODUCTION

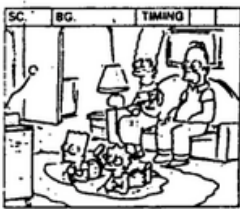


Student Name / Team: \_\_\_\_\_

Date: \_\_\_\_\_

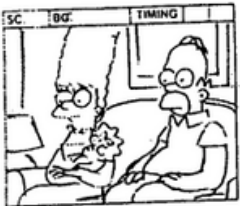


## TYPES OF SHOTS



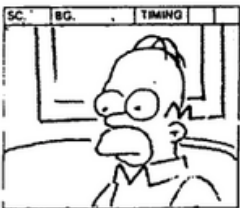
### WIDE SHOT (also LONG or ESTABLISHING)

Composition showing WHERE we are, WHO is there, and where they are IN RELATION TO ONE ANOTHER. Simply staged to allow the viewer easy comprehension and acclimation. This shot is the most important shot of any sequence...all shots afterwards are based around it. It doesn't have to be the first shot of a scene, but it MUST happen at some point, otherwise the viewer will be disoriented.



### MEDIUM SHOT

Used when the characters become more important than the surroundings. Shows facial expressions AND gestures while continuing the relationships between one or two other characters.



### CLOSE UP

This shot involves the viewer more, focusing on a particular character or object. Subtle facial acting is used, or there is text to be read, small details to be noticed. Close-ups involve minimal animation while being powerful images...just don't overuse them.

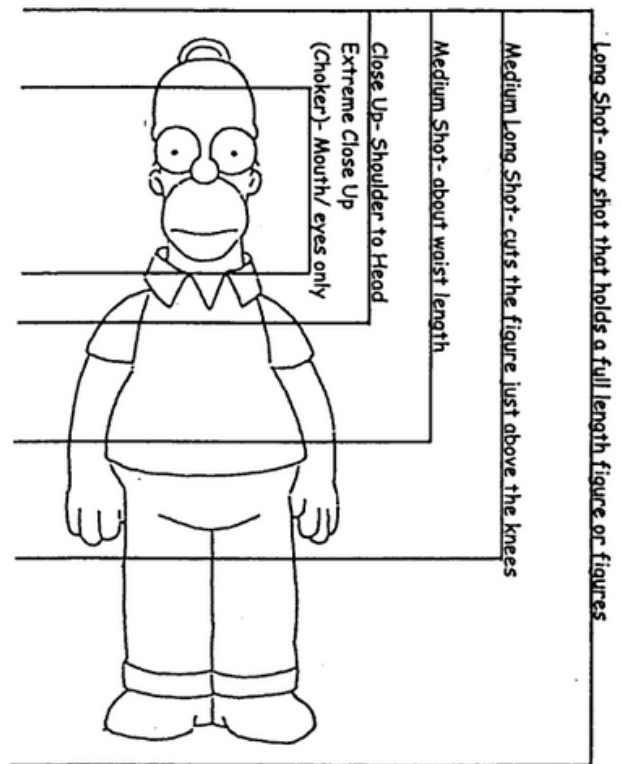


Image: [http://www.animationmeat.com/pdf/televisionanimation/strybrd\\_the\\_simpsonsway.pdf](http://www.animationmeat.com/pdf/televisionanimation/strybrd_the_simpsonsway.pdf)

- Wide shot - establishes your film setting and location.
- Medium shot - is shot from medium distance, often facial and some body details.
- Close up shot – bringing the camera very close to an actor or detail.



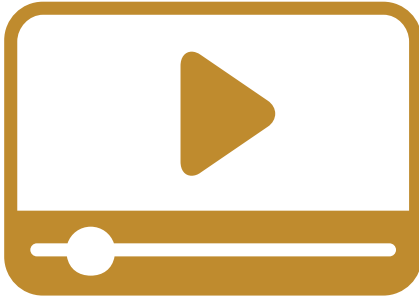
### Point of View

From the 'eyes' of the actor or action towards a different point within view.



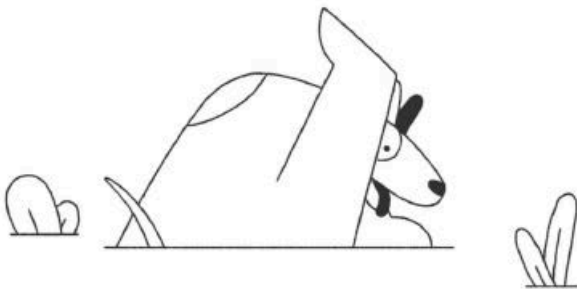
# MM7 MC1 L5WS CAMERA SHOTS

Different shots, perspective, and points of view add visual interest, dynamics, and can be used to tell your story in unique ways.



Student Name / Team: \_\_\_\_\_

Date: \_\_\_\_\_



## Full Shot -

Frames your actors from head to toe and introduces your characters.



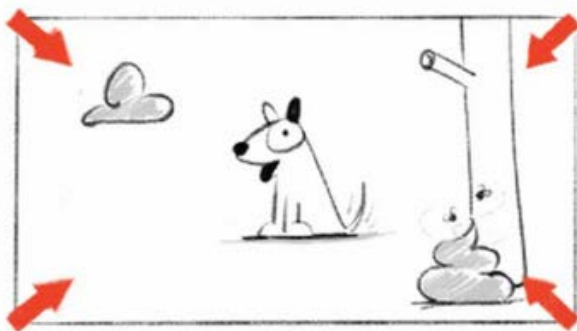
## Tracking shots -

You can add how the camera moves by adding arrows to the images, e.g. left, right, up, or down.



## Tilt shot -

Goes from actor to other element (action or other actor), again can give directions using arrows.



## Zoom shot -

Zoom in and out to go towards or away from actors and / or action.

For more shot images visit -  
<https://boards.com/blog/16-types-of-camera-shots-and-angles-with-gifs>

# MM7: LESSON 5WS SCAVENGER HUNT SHOT LIST



Working in pairs, you will capture a minimum of 6 shots / angles to match the shots detailed in the worksheet in preparation for your film production.

Tick your selected shots and fill in the details (what / where). Once you have your 6 shots, you can return to the classroom and upload them to your class drive with your names, scavenger hunt list and images. This exercise will help you make the final decisions for your storyboard.

## CAPTURE 6 OF THE FOLLOWING SHOTS / ANGLES

### 1. Zoom in / Out Details

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Zoom In - The lens of the camera moves in such a way as to bring the image closer to the camera.

Zoom out - The lens of the camera moves in such a way as to move the image away from the camera.

### 2. Pan Right / Pan Left Details

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Pan Right - The camera swivels to the right, causing the image to move from right to left across the screen.

Pan Left - The camera swivels to the left, causing the image to move from left to right across the screen.

### 3. Tilt Shot Details

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Tilt shot – up and down, goes from actor to another element (sky, floor, action or another actor), again can give directions using arrows.

### 4. Full Shot Details

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Frames your actor / character head to toe. Introduces your character.

### 5. Point of View Details

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From the 'eyes' of the actor or action towards a different point within view.

## 6. Head Shot - Close up

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An image that shows character / actors shoulder to head.

## 7. Head Shot - Extreme Close up

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An image that shows details between the neck and forehead only.

## 8. Medium Shot Details

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An image that shows details from the waist up.

## 9. Wide / Establishing / Long Shot Details

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Showing where (landscape, location), who (characters / actors) and their relationships (sitting beside each other, talking to someone, alone).

## 10. Ground Level Angle Details

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Camera is placed on the ground to catch details, follow a characters movement across a scene; can also be used with a tilt shot.

## 11. Overhead Angle Details

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Birds Eye View - Ninety degrees above the subject shooting straight down.

## 12. Dutch Angle Details

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Camera is at a skewed angle; can create a sense of unease, bewilderment, mania.