

Camera

Brightness controls:

Iris / Aperture - The hole which light passes through to the image capturing device. You control the size of this hole. The size of the hole affects the brightness and the depth of field.

Shutter - Opens and closes very quickly for each individual image to be captured. You control how long each image is exposed for. (Shutter speed) This affects the brightness and motion blur.

N.D. filter - Neutral Density filter. Semi-transparent plastic layer which can be slotted into place covering the iris. This reduces the amount of light able to pass to the image capture device and hence reduces the brightness.

Lens controls:

Zoom - Affects the frame size, perspective and depth of field.

Focus - Controls the focal length of the lens. Used to attract the audience's attention to whatever is in the field of focus. In a way - blurs everything out with the field of focus.

Electronic controls:

Gain - Digital gain increases the brightness of the image by increasing the sensitivity of the image capture device. This makes it "fuzzy" as noise is also amplified.

White Balance - Tells the camera what to see as "white" and adjusts the other colours accordingly. Used for colour temperature correction when shooting outside/ under fluorescents/ under hot lights.

Motion controls:

Tracking - Moving towards/away-from the subject.
eg. "Track in" Means move towards.

Crabbing - Moving orthogonally to the left or right.

Panning - Rotating horizontally to the left or right.

Tilting - Rotating vertically up or down.

Rolling - Rotating clockwise or anti-clockwise

Composition

- Head-room -** The space between the subject's head and the top of the frame.
- A lot of head-room can make a subject look small, weak, insignificant.
- A small amount or none can make the subject look big, strong, powerful.
- The standard amount of head-room, what is used in broadcast television, is where the eyes of the subject are exactly one third down from the top of the frame. This gives a feeling of equality.
- Looking-room -** The space between the subject's eyes and the side of the frame to which they are looking.
- A lot of looking-room can make the subject look lonely, or at least alone. It can also make it feel like they want to move closer to whatever they're looking at.
- A small amount of looking-room can make the subject look powerful and hostile. They are protecting or are the master of all that is behind them.
- The standard amount of looking-room is one third away from the side of the frame they are not looking towards. This gives a feeling of openness. The space is shared between them and whatever they're looking at.
- Height -** Same effect as head-room. The higher you are the smaller the subject will look and vice-versa.
- Perspective -** Perspective is controlled by the lens.
- The more zoomed in the lens is, the flatter the image becomes. This makes the subject look like part of the background in a way.
- When the lens is zoomed out, the image gains huge depth, even if the subject is the same size on screen, they will look closer. It separates the subject from the background and makes the shot more intimate.
- Dutched angle -** When the camera is rolled to one side. This is disorienting and can give a crazy effect. If camera is rolled whilst recording it can make the audience become consciously aware of the camera. (This is BAD - takes them away from the programme)