

Video Journalism Reference: Five Shot Sequence

Version 0.2 (July 2011)

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Based on work by Michael
Rosenblum of New York
Video School, and the
BBC Training and
Development

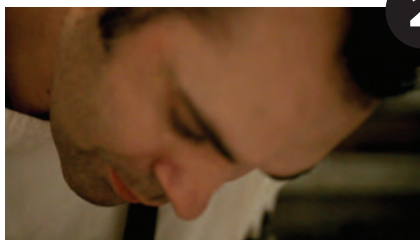
0 PRE-TRAVEL CHECKLIST

- Is **battery** charged and space for **storage** (internal memory, SD card)?
- Record 10 seconds of video w/sound. **Play it back**, making sure things work/audible
- Important to shoot the sequence in order!
- Record 10 seconds for each shot, **don't move** while you shoot.



1 Closeup of the hands

What is being done? Some mystery is fine by going in very close up: engages the viewer



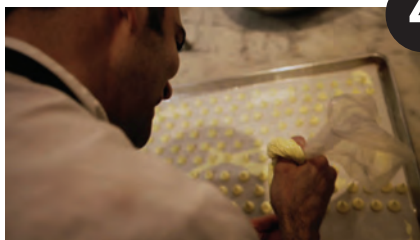
2 Closeup of the face

Who's doing it? Frame it well, give "talk space" in front of eyes/nose. OK to cut off top of head, but not chin. **SHOW TWO EYES!**



3 Wide shot

Where is it being done? Get context, environment, mood and location information of the subject and surroundings



4 Over the shoulder

How is it done? Combine previous three ideas into one shot. Get right over shoulder for point-of-view (POV).



5 Unusual/alternative

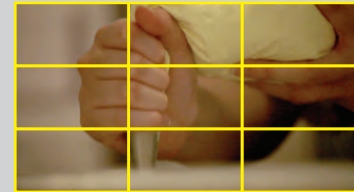
What else should viewer know? Be imaginative: stand on a chair, crawl on your belly, vary what's in the foreground or background. This will be particular to your location or story.



6 Interview

Additional shot: interview the subject to get good usable audio for voiceover and to intercut with b-roll. (See interview hints in sidebar)

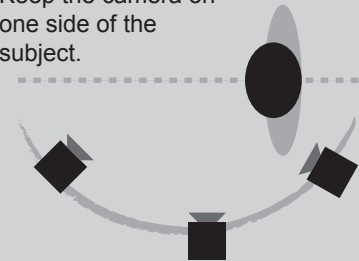
Framing: rule of thirds



Main focal point of each shot should lie on grid crossings based on thirds

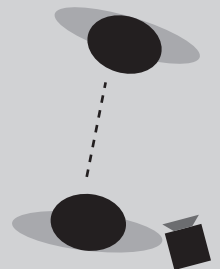
Don't cross the line of action

Keep the camera on one side of the subject.



Interviewing

- Have camera next to your **shoulder**. Subject looks/talks to you, not the lens.
- Have subject state **full name & spell it**
- Ask questions that lead to long answers: **GOOD:** Why is this important? Describe how you felt. **BAD:** Do you like it?
- **Nod and smile** to encourage interviewee, don't record your "ahs" and "hms"
- Note interesting points in the interview you can shoot later for your **b-roll scavenger hunt**



Caveats

- **Audio noises** mess up editing. Avoid hammering, airplanes flying overhead, shopping mall music at all costs. Monitor your audio if you have the capability.
- **Bright backgrounds** like windows and white walls can be overexposed. Move the subject.
- **Automatic focus** can be easily fooled. Use manual mode or spot focus to prevent "hunting" problem.