

Cube # _____ Side _____

Name(s) _____

With your partner, you must slate and film an example of each type of shot and camera movement. Some shots will be handheld, others will be on a tripod.

Each example of a stationary shot should be recorded for about 10 seconds, not counting the slate.

Each example of a movement should be recorded for about 20-30 seconds, not counting the slate.

Because zooming is controlled by the speed of the zoom, capture a zoom as long as you can.

You will edit your final clip durations to exactly 5 seconds for a shot and 10 seconds for a movement. Zooms may be favorited by rounding down to the last whole second. (ie: 2:24 would be rounded down to 2:00)

You do not need to shoot each example in the order listed, nor must you have a person in *every* shot.

Use this check-off sheet to make sure that you have each movement and shot completed:

- | | |
|--|---|
| <input type="checkbox"/> 01. Stationary Handheld Wide Shot (WS) | <input type="checkbox"/> 14. Shot Showing Walking-room |
| <input type="checkbox"/> 02. Stationary Handheld Medium Shot (MS) | <input type="checkbox"/> 15. Panning |
| <input type="checkbox"/> 03. Stationary Handheld Close-Up Shot (CU) | <input type="checkbox"/> 16. Panning on tripod |
| <input type="checkbox"/> 04. Stationary Handheld Extreme Close-Up Shot (ECU) | <input type="checkbox"/> 17. Tilting |
| <input type="checkbox"/> 05. Stationary WS on tripod | <input type="checkbox"/> 18. Tilting on tripod |
| <input type="checkbox"/> 06. Stationary MS on tripod | <input type="checkbox"/> 19. Trucking |
| <input type="checkbox"/> 07. Stationary CU Shot on tripod | <input type="checkbox"/> 20. Trucking on tripod |
| <input type="checkbox"/> 08. Stationary ECU Shot on tripod | <input type="checkbox"/> 21. Dollying |
| <input type="checkbox"/> 09. Shot at Eye Level on tripod | <input type="checkbox"/> 22. Dollying on rolling tripod |
| <input type="checkbox"/> 10. Shot at Low Level on tripod | <input type="checkbox"/> 23. Craning |
| <input type="checkbox"/> 11. Shot at High Level on tripod | <input type="checkbox"/> 24. Craning on tripod |
| <input type="checkbox"/> 12. Shot Showing Headroom | <input type="checkbox"/> 25. Zooming in |
| <input type="checkbox"/> 13. Shot Showing Talking-room | <input type="checkbox"/> 26. Zooming out |
| | <input type="checkbox"/> 27. Zooming in on tripod |
| | <input type="checkbox"/> 28. Zooming out on tripod |

Create a folder on the desktop or in the documents folder and name it:

“Your Cube #-Title of Your Project-Raw Footage”, like “Cube 1-Shots-Raw Footage”.

Inside that folder, you can organize your footage into additional folders with names like: “Batch_1-Raw”, “Batch_2-Raw”, “Day_1-Raw”, “Day_2-Raw”, etc. because oftentimes your individual shot files will have repeated file names from the camera.

Copy your files from the camera to the computer: Connect the camera to the computer (or insert the camera’s media into the card reader attached to the computer) and copy the files to one of the folders you made.

After you have copied your files to your folder, safely eject the camera (or camera's media) and disconnect it. Verify that your files are in your Raw Footage folder before erasing or re-formatting the camera or camera's media.

Convert your media files to the MP4 format using the application WonTube Converter.

Create another new folder on your desktop or in the documents folder and name it: "Your Cube #-Title of Your Project-Converted Footage", like "Cube 1-Shots-Converted Footage"..

Inside that folder, organize your footage into additional folders that match the organization of your raw folders.

Open the application Final Cut Pro X. Create a New Library (*File > New > Library*) and title it "Your Cube #-Shots&Movements", like "Cube 1-Shots&Movements". In Final Cut Pro X, Libraries act like folders to organize your media and projects. Everything related to the Shots & Movements project should be contained in one library.

Inside your new library, a single event (titled with today's date) will automatically be created. Events are also like folders, but contain specific groups of files. You can use events to organize your files by the day you shot them, what type of shot it is, etc. Change the title of your event to indicate what you'll be importing into it like "Monday's Shots" or "Batch 1 Shots".

While your event is highlighted, click on the "Import Files" button. Locate your Converted Footage folder, select the files, make sure that the "copy files to library" radio button is checked, and click "Import".

You will most likely continue shooting your shots and movements over the course of two or three days. When you're working at the computer, rename your shots and movements to match the labels on the check-off sheet. For single-digit numbers, be sure to place a 0 in front to keep the numbers in sequence.

Set the range for each clip with the best portion of your shot or movement. ***Do not include the slate in your range.*** Remember that the final duration of a shot should be **exactly** 5 seconds and the final duration of a movement should be **exactly** 10 seconds. "Favorite" the range when you set it correctly by pressing the "F" key for "Favorite". You will see a green bar above the area that you favorited.

So, for each example, you will have:

- slated a shot,
- filmed a shot,
- copied a file,
- converted a file,
- imported the file,
- named/numbered the clip,
- set the range of a clip, &
- favorited a portion of a clip.

Once all 28 are done – you are done with this assignment.