

cinematography

What is cinematography?

Cinematography is the art and craft of making motion pictures by capturing a story visually. Taken from the Greek for "writing with movement," cinematography is the creation of images you see on screen. A series of such images form a cohesive narrative. Cinematography composes each image based on the storytelling needs of each scene. In narrative filmmaking it is not just art for art's sake.

Cinematography is made up of the following elements, though these are not exhaustive.

- 1. Composition
- 2. Shot size
- 3. Camera placement
- 4. Camera movement
- 5. Colour
- 6. Lighting

1. Composition

What is film composition?

It is the way a scene is arranged within the camera frame to convey a certain message. Through the elements of composition, deeper meaning can be conveyed without needing to tell the audience exactly what's going on. Film composition is a vital element in the creation of a movie as it can draw the eye of the audience to a certain person or object while creating beautiful imagery. The five basic rules of composition are:

- 1.Rule of thirds
- 2. Balance and symetry
- 3. Leading lines
- 4. Headroom
- 5. 180% rule

Under each explanation is an example from a film shown in the SDSW Film and New Media Festival.

1. Rule of thirds

Divide your frame with three horizontal and three vertical lines. Place the part of subject you want your audience to focus on at one of the four intersecting points sometimes known as 'crash points'.

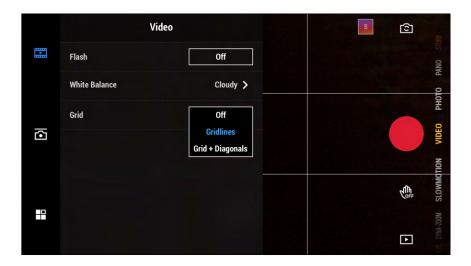
Gridlines are built into your DJI Mimo app. They can help you compose your shots as they are a constant reminder of the rule of thirds. They can be turned on by following the instructions on the coming page.

Navigate to your DJI app home screen.

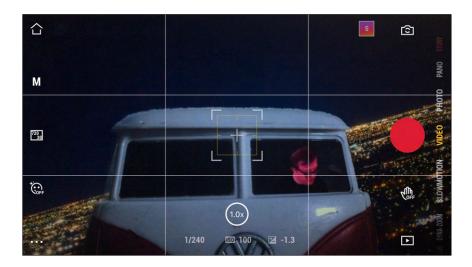
Click on the three dots in the bottom left hand corner.



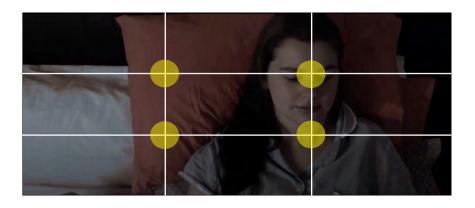
Click on the icon at the top that looks like a piece of film. Click on the 'Grid' tab and 'Gridlines' in the drop down menu.



Gridlines will now appear on your home screen every time you shoot video.



'unHeard Of'

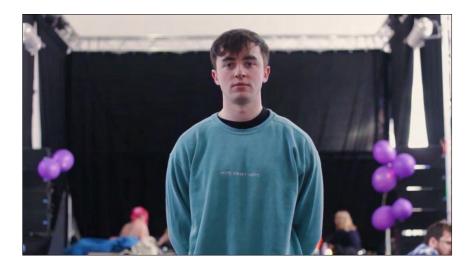


https://www.youtube.com/watch?v=xtdaQpE5k-CY&list=PL3PLBv5OrblpxFFDcwMRMKFcbAFA1bX-Vx&index=4&t=12s

2. Balance and symmetry

Balancing the left and right sides of the frame normally gives a feeling of harmony and an unbalanced frame one of tension. While counter to the rule of thirds, sometimes completely symmetrical framing with the object of interest in the centre can be extremely effective.

'Whichiswhich'



Balance doesn't have to be symmetrical, though. Objects on one side of the screen can be balanced with objects on the other side of the screen that aren't their mirror image.



https://www.youtube.com/watch?v=I1uHvlkLzTg&list=PL3PLBv5OrbIpK3G0gxsR7nqjHjDuKUy17&index-=4&t=1s

3. Leading lines

Leading lines are actual lines or imaginary ones in a shot, that lead the eye to key elements in the scene or connect a character to other essential subjects. Whatever your eye is being drawn to in a scene, leading lines (indicated in yellow below) probably have something to do with it.

'Parents Inc'



https://www.youtube.com/ watch?v=QMGWDiqWRDA&list=PL3PLBv5OrbIpuYhim35X-KkIzwhbiBGey_&index=5

4. Head room

When framing a mid shot, head room is the amount of room above the subject's head. It balances out the frame, makes the viewer feel at ease and keeps the focus on the eyes of a subject.

'Console Me'



https://www.youtube.com/watch?v=AK17n-N2wjc&list=PL3PLBv5OrblpxFFDcwMRMKFcbAFA1bXVx&index=1

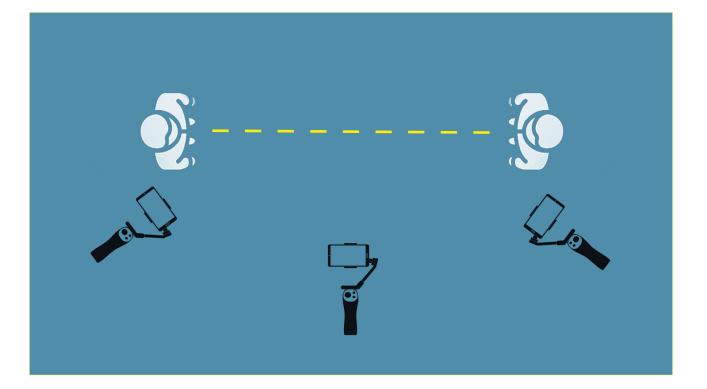
5. 180% rule

This is a guideline that says that if you have two characters in a scene together, the one that is on the left should stay on the left of their fellow character, while the other character should stay on the right.

If you draw an imaginary line between the two subjects your camera shots should always be on one side of line.

If the camera were to cross the line, the audience could be confused as the characters in a conversation would appear on the "wrong" side of the frame.

You will find a diagram on the next page that illustrates this concept.



2. Shot size

What is shot size?

Shot size describes how much of the scene is included in the picture, and whether it mainly shows the setting, people in the setting, or details of faces and things. It is important to vary shot sizes to create visual interest and impact. Below you will find nine different shot sizes from the film 'Autism Ability'. You can view the film at the following link:

https://www.youtube.com/watch?v=cY-Q6WsEkSE



Extreme long shot

Very long shot



Long shot



Medium long shot



Mid shot



Medium close up



Close up



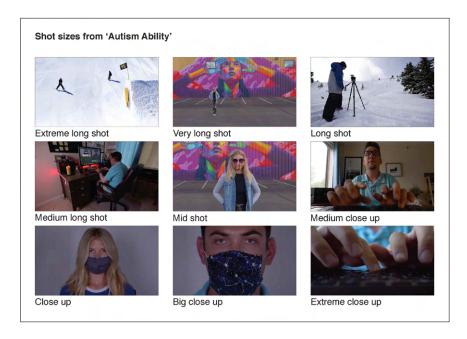
Big close up



Extreme close up



You can also download these shots as an A4 mini-poster. It may help to stick it on a wall and refer to it as you plan your storyboard or shots on location.



https://static1.squarespace.com/static/5f-36585c99bf563f56a3f220/t/616130d4b-168ce22e6cb0055/1633759448049/Camera+shots.pdf

3. Camera angle

Once you've decided on a shot size, you can add a bit more to your scene by choosing a particular camera angle.

What is a camera angle?

The camera angle describes the way you position a camera in space to shoot a particular scene. It can be higher or lower than or level with the subject.

Camera angles can be used to create positive and negative emotions. They can provide clarity or bring confusion to the viewer. We will look at five of the most widely used camera angles:

- 1. Eye level
- 2. Low angle level
- 3. High angle level
- 4. Dutch tilt
- 5. Bird's eye view

Under each explanation is an example from a film shown in the SDSW Film and New Media Festival.

1. Eye level

The most neutral camera angle is the eye level shot. The camera points straight ahead at about the same level as the subject's face. The goal is to let the viewer follow the action without manipulating their emotions. While it's called an eye level shot, it doesn't have to be a shot of the character's face. An object can be shot using this neutral camera angle. It is the most commonly used shot because it shows subjects as we would expect to see them in real life. Using this camera angle puts the viewer on an equal footing with the subject.

'Aspectrum What is Autism to Me?'



https://www.youtube.com/watch?v=zUZCtns-88JY&list=PL3PLBv5OrbIo2RL1Bxe_HWzAWe0x-45_V&index=5

2. Low angle

This is the camera angle that looks up to the subject from a low position, and, therefore, can make them look bigger than they actually are.

They can also appear threatening, dominant, or in a position of power over other characters.

'I Am a Very Special Being'



https://www.youtube.com/watch?v=Li0MOKY-8Jgw&list=PL3PLBv5OrbIo2RL1Bxe_HWzAWe0x-45_V

3. High angle

The reverse of the low angle shot is the high angle shot. This shot shows the subject from above, i.e. the camera is angled down towards the subject. It has the effect of diminishing the subject, often making them appear less powerful, less significant or even submissive.

'Yossernoons'



https://www.youtube.com/watch?v=cJE5ELnl-57c&list=PL3PLBv5OrbIpK3G0gxsR7nqjHjDuKUy17&index=7

4. Dutch tilt

In this camera angle the camera is tilted and is not parallel to the horizon. It usually conveys a feeling of instability as it's not a natural way to look at things.

'Phone Home'

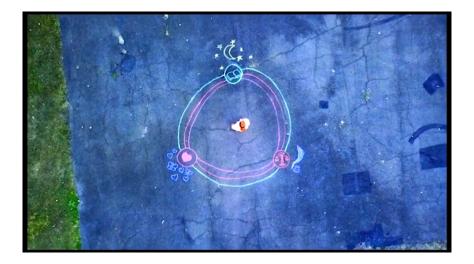


https://www.youtube.com/watch?v=CXghh-LIIt4&list=PL3PLBv5OrbIpuYhim35XKkIzwhbiBGey_&index=2&t=308s

5. Birds Eye view

This type of camera angle is shot from an extremely high position or directly above the subject. It often frames an entire location and is used as an establishing shot to situate the audience.

It can be used to show the position and motion of different characters and objects also enabling the viewer to see things the characters can't. 'Radiance + Requiem'



https://www.youtube.com/watch?v=jn2d3hlg_ ME&list=PL3PLBv5OrbIpK3G0gxsR7nqjHjDuKUy17&index=8

4. Camera movement

What is camera movement?

Camera movement is a shift in view, frame, or perspective caused by the movement of a camera. It enables the cinematographer and director to shift the audience view without cutting from one perspective to another using separate shots. Camera movements can make a film more emotionally and visually engaging.

What is the purpose of the camera movement?

- 1. The most common reason is to follow on-screen action.
- 2. To reveal or hide pieces of visual information in the scene.
- 3. To highlight the emotional state of a character.

The basic camera movements

The following camera movements can be accomplished using your smart phone and gimbal.

The first four are fixed shots involving subtle movements where the camera person doesn't move while the last three involve the camera person moving with the camera.

- 1. Static
- 2. Zoom
- 3. Pan
- 4. Tilt
- 5. Tracking shot
- 6. Dolly shot
- 7. Follow shot

Under each explanation is an example from a film shown in the SDSW Film and New Media Festival.

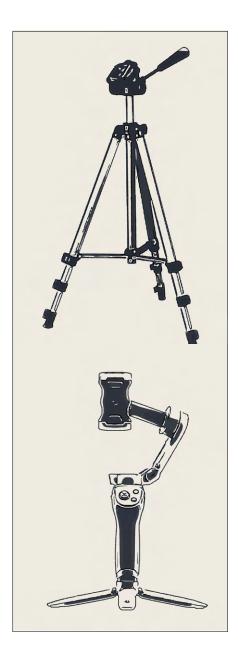
The time code after each title indicates where in the film the described shot takes place.

1. Static

A static shot involves no camera movement. The camera is placed on a stable platform (often a tripod) and captures the action that occurs within the frame. This is the most used shot in film making and is the basis for the following three shots.

What is a tripod?

A tripod is a portable three-legged frame or stand designed to prevent camera shake by providing stability. Some smart phone gimbal packages include a mini-tripod that can be placed on a table or other flat surface to create stable shots.



'Critical Marx' (0:12 - 0:18)



https://www.youtube.com/watch?v=tsm_xhpx-UN4&list=PL3PLBv5OrbIpuYhim35XKkIzwhbiBGey_&index=5

2. Zoom

The zoom shot is also a commonly used camera movement. It allows you to move closer to the subject without physically moving. It is important when using zoom to keep the movement as smooth as possible. We will show you how to zoom smoothly using the DJI smart phone gimbal.

'The Hobbyist' (0:33 - 0:36)



https://www.youtube.com/watch?v=p1TYND-S0o20&list=PL3PLBv5OrbIrNGFKkmcNyvmUsKp3vwYX-&index=5&t=33s

3. Pan

A pan shot is a horizontal camera movement where the camera pivots left or right while its base remains in a fixed location. This shot is often used to reveal a larger scene or something off screen. We will show you how to pan very smoothly using the DJI smart phone gimbal later in this section.

'The Loop' (15:57 - 16:08)



https://www.youtube.com/watch?v=WSMgq-W4eu9Q&list=PL3PLBv5Orblo2RL1Bxe_HWzA-We0x-45_V&index=4

4. Tilt

A tilt shot is one in which the camera stays fixed but rotates up and down on a vertical plane. It is similar to the motion of an individual raising or lowering their heads. It can be used to reveal a subject from top to bottom or the reverse. We will show you how to tilt very smoothly using the DJI smart phone gimbal later in this section.

'In the Deep' (0:14 - 0:18)



https://www.youtube.com/watch?v=tjH-xNF-W0lg&list=PL3PLBv5OrbIrNGFKkmcNyvmUsKp3vwYX-&index=3

5. Tracking shot

A tracking shot is a shot that follows alongside a subject throughout a scene, keeping them in the frame. Tracking shots will generally follow the subject across the frame along the horizontal axis.

'I Am a Very Special Human Being' (3:21 - 3:25)



https://www.youtube.com/watch?v=Li0MOKY-8Jgw&list=PL3PLBv5Orblo2RL1Bxe_HWzAWe0x-45_V&index=1&t=27s

6. Dolly shot

A dolly shot is one in which the camera moves toward or away from the subject you're shooting. Instead of using the camera's zoom function to get closer, the camera is physically moved towards or away from the subject usually along a track laid before the scene is filmed. A gimbal can mimic such shots.

'Whichiswhich' (0:04 - 0:06)



https://www.youtube.com/watch?v=l1uHvlkLzTg&list=PL3PLBv5OrblpK3G0gxsR7nqjHjDuKUy17&index=5

7. Follow shot

A follow shot is a shot where the camera continuously follows the subject's action. The camera can be behind or in front of the subject as it moves. If you want to achieve a smooth, seamless follow shot, a gimbal is very useful tool.

'Hyper Active' (0:12 - 0:17)



https://www.youtube.com/watch?v=olCuB8ejf-W4&list=PL3PLBv5OrbIrNGFKkmcNyvmUsKp3vwYX-&index=2

5. Colour

The use of colour can be easily overlooked as an element of cinematography.

While some decisions may be made by the director and other crew members, the way that color is handled on camera is a vital part of the cinematographer's role. We will look at the technical and creative aspects of colour.

Colour temperature and white balance

First, you'll need to understand the color temperature of your shot. Fluorescent light, tungsten light and natural light all have different color temperatures, as do clouds, shade, and direct sunlight.

Most cameras have built-in settings to adjust to a variety of light conditions.

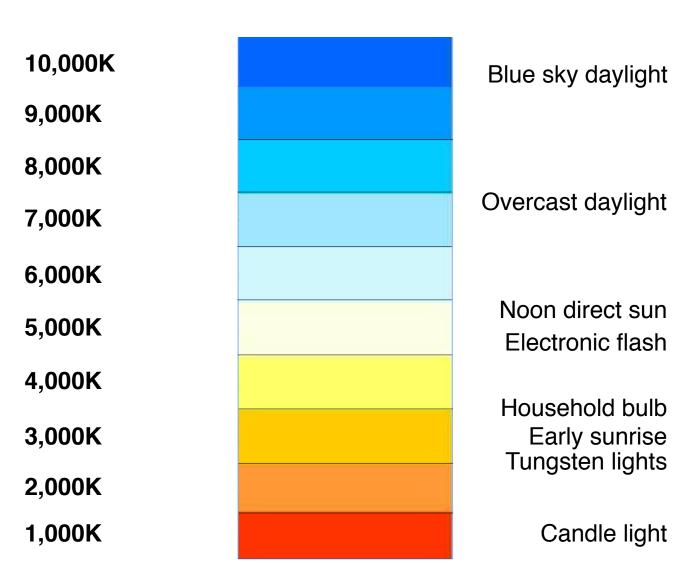
If you aren't using automatic settings and I recommend that you don't, then you'll need to understand a little bit about color temperature and how to properly white balance your shot.

What is kelvin?

The term 'kelvin' refers to the unit of measurement of color temperature. Every source of light emits light at a specific color temperature which can be measured in degrees kelvin or 'K'. The color temperature of a light source varies from red to blue.

The higher the color temperature, the image will have more of a blue tint. A lower color temperature, such as that from tungsten light, will produce an orange hue.

The hue of a light source is measured in degrees Kelvin, and typical light sources range from 1000K (the flame of a candle) to 5000K (fluorescent light) to 15,000K (clear sky).



Adjusting the white balance in camera settings changes the way the camera processes an image to compensate for the different color temperatures emitted by various light sources. This is more difficult in smart phone cameras.

So in order to avoid unusual color variations between shots, you'll need to give the your smart phone camera a common reference point every time you shoot something.

Find an object that is naturally white. You can use a sheet of white paper as white balance cards can be quite expensive. (Perhaps something to invest in a little later in your film making journey.)

Film the white paper at the start of every shot so that when you come to editing you have a common reference point, the same sheet of white paper, that will assist you in the editing process to match colour across all your shots.

The creative use of colour

The following part of this section is not the final word on colour in film. It is merely an introduction to get you thinking about colour and how you can use it to tell your story. Over the next few pages we will look at some films from the SDSW Film and New Media Festival and observe their makers use of colour and how it has enhanced their story telling.

1. Colour attracts the eye

'Gardening'



https://www.youtube.com/watch?v=r6nicva252c

In '**Gardening**' the overall colour palette is various shades of green ranging from blue green to grey green to bright green. This is called a limited palette as it is limited to a small range of colours or in this case one colour. This palette acts as a backdrop to the action and characters. So a different colour is going to stand out, particularly one like yellow. When the sunflowers appear in frame with their bright yellow petals the eye is immediately drawn to them. That's really important because one of the sunflowers is a key 'character' and a surprising one at that!

2. Colour enhances mood and emotion

What is mood in film?

Also known as tone, the mood of a film can be dramatic, scary, funny, romantic, etc. This is why it's so important to know how to achieve the right tone using colour, because it plays such a vital role in telling your audience how to feel. Mood is concerned with the overall feel of a film.

What is emotion in film?

Emotion is concerned with the inner feelings of the characters in a film. They can also have a powerful effect on the viewer.

'Autism Awareness - A Hate Crime'





https://www.youtube.com/watch?v=c2J7-J8Qf-Q

In 'Autism Awareness - A Hate Crime' the film opens with quite a joyful atmosphere. We see a colourful classroom and the students in the foreground of the shot wearing colourful clothes. The entire scene is dominated by bright red, blue and yellow.

That all changes when the teacher is called out of the room. We soon realise we are looking through the eyes of a student (with autism) at the back of the classroom. The other students turn round and begin to torment him.

All of a sudden the scene reflects a drawing he has recently done. The students take on demonic qualities and flames fill the frame. It is the colour red that conveys so much of the emotions, hate and fear, that dominate.

While many elements make up the dramatic change of mood and emotion the change in colour conveys much of it.

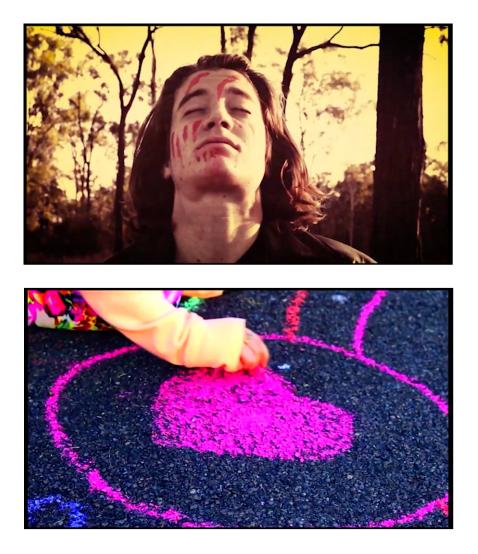
3. Colour describes time and place

Colour can describe a time or place.

When attempting to decribe a different time, particularly flashbacks, filmmakers will sometimes change the entire colour scheme of a scene to differentiate it from the present. When attempting to describe a place colour can have a tremendous impact. A beautiful place such as a country town may be filmed and edited in soft pastel colours to enhance that beauty.

A bleak desert landscape at midday may be filmed in washed out colour to describe the heat and stress any characters within that landscape might experience.

'Radiance + Requiem'



https://www.youtube.com/watch?v=jn2d3hlg_ME&t=431s

In the central part of '**Radiance +Requiem**' we see the aftermath of a nuclear war. The earth has been destroyed. To decribe this terrible future the film maker has chosen a sepia stained look.

In the last section of the film the filmmaker paints a more hopeful tone as he describes what qualities must be present in human beings to avert this disaster. It appears to be another time, perhaps even a different place to that seen in the central act. The colour palette contains the bright colours of a child's chalk drawing and reflect a more hopeful time and place for the young.

4. No colour (black and white)

Although we have looked at how the use of colour can impact the way the filmmaker tells their stories and connects with their audience it's important not to overlook the impact of no colour.

Of course black and white film was all that was available when the first motion picture (of a galloping horse) was created in 1878.

Black and white can be helpful in focussing the attention of an audience on the actors and their performance. An absence of the full range of colour can also be very pleasing to the eye as it forces the viewer to focus on the composition rather than the colours. It can also be used to create moods ranging from nostalgia to oppression. Black and white can be a very useful tool for your story telling.

'Opposable'



https://www.youtube.com/watch?v=ZeBfqKGfk8c&t=107s

'Opposable' is an experimental film that combines beautiful black and white imagery with a mysterious atmosphere. The filmmaker reflects on evolution, from the first primates to the human race. The lack of colour enhances that ancient process by allowing the focus to remain on the young actress and the superimposed images of monkeys.

5. Lighting

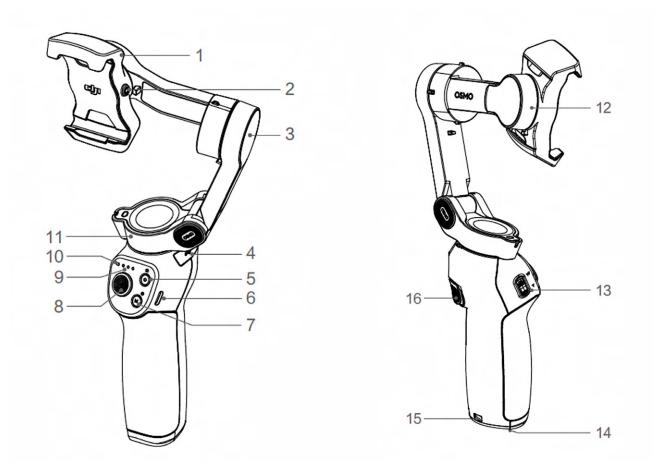
All the elements of cinematography so far concern the understanding and use of the camera. The last element of cinematography is something that happens outside the camera; lighting. The use of this element has a profound impact on the look of your film. We will look at this in greater depth in section six; 'Lighting'

What is a gimbal?

In photography and videography, a gimbal is an apparatus that allows a camera to remain stable while the user is holding it. If you've used your smart phone for video you know that even with built in stabilisers the footage is still quite shaky.

Most modern smartphone gimbals are motorised and will stabilise video. On the following pages you will learn how to use the DJI Osmo Mobile 3 gimbal and the DJI Mimo App that interfaces with your phone.

Understand your DJI Mobile 3



- 1. Mobile phone holder
- 2. M3x0.5 screw hole
- 3. Tilt motor
- 4. USB-A port
- 5. Shutter/record button
- 6. USB-C charging port
- 7. M Button
- 8. Joystick
- 9 Battery level indicator
- 10. LED status indicator
- 11. Pan motor
- 12. Roll motor
- 13. Zoom slider
- 14. 1/4"-20 UNC port
- 15. Lanyard hole
- 16. Trigger

How to set up your DJI Mimo App

STEP 1

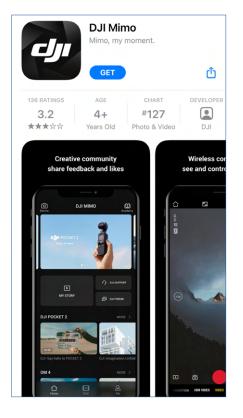
Download the DJI Mimo App for the iPhone at:

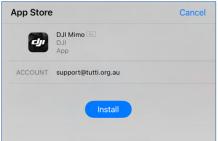
https://apps.apple.com/app/id1431720653

or for an Android phone at Google Play:

https://play.google.com/store/apps/details?id=dji.mimo&hl=en_AU&gl=US

(Unfortunately the DJI Mimo App for Android does not have as many features as the one available for iPhone.)





Ensure Wi-Fi and Bluetooth are activated on the device. For your gimbal to work with your smartphone, it needs to be connected via 'Bluetooth' and 'Wi-Fi'.

You can check these under under 'Settings'.

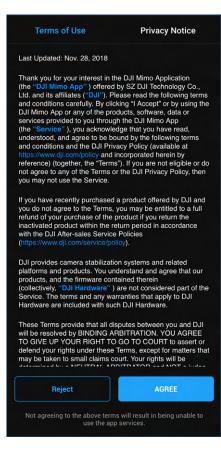
| Aeroplane Mode | |
|----------------|----------------|
| Wi-Fi | OPTUS_C49487 > |
| Bluetooth | On > |
| Mobile | > |

STEP 3

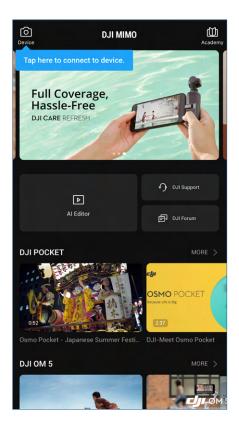
Open the DJI Mimo App on your phone.



STEP 4 Agree to the terms of use.



The 'DJI Mimo App' will open.



Insert the phone into the gimbal and balance the device. Make sure the camera lens of your phone is on the side of the red arrow.

Mount the smartphone on the gimbal before powering on the gimbal. It should be in the centre of the holder as indicated in the photo below.

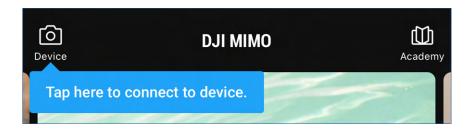


STEP 6

Turn on the gimbal by pressing the 'M' button.



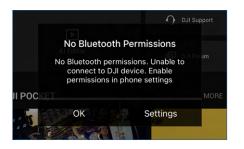
Once the DJI Mimo App is open, tap the camera icon in the top left corner of the screen.



STEP 8

Connect the phone to the gimbal. There are quite a few permission screens that you will have to click through. Work through them one by one.

Click settings



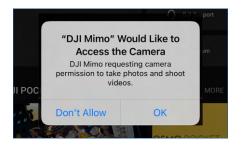
Make sure your device is indicated under 'My Devices' and that 'Bluetooth' is turned on.

| Settings | Bluetooth | |
|--------------------|-------------|-----------|
| | | |
| Bluetooth | | |
| Now discoverable a | s "iPhone". | |
| MY DEVICES | | |
| OM3-1097CH | | Connected |
| | | |

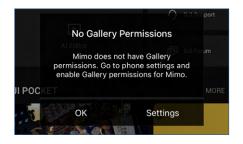
To allow the 'DJI Mimo' access to 'Bluetooth' click on settings/DJI Mimo and make sure 'Bluetooth' is on.



Return to the 'DJI Mimo App', tap the camera icon again and allow the 'DJI Mimo' access to your camera by pressing 'OK' on the pop up screen.



The following screen should pop up to indicate that your device is connected.



The last step is to allow access to your gallery so that you can store your video in 'Photos' on your phone. Tap 'Settings'. Tap on the 'All Photos' tab so that your phone can store video from the 'DJI Mimo App' in 'Photos'.

| C DJI Mimo | Photos | |
|----------------------|--|--------|
| ALLOW PHOTOS AC | CESS | |
| Selected Photos | | |
| All Photos | | ~ |
| None | | |
| that you select. Acc | ess your full photo library, ess to photos includes asso acation and depth informati | ciated |

How to use your phone and gimbal

Now you have set up the DJI Mimo App on your phone and are connected to your gimbal it's time to film!

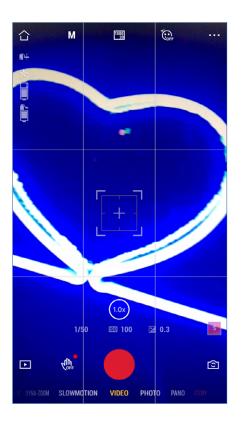
The following instructions will help you get started.

When you open the Mimo app, if it's already connected to the gimbal, then it should automatically switch to the camera interface of the app.

You can always switch back to the home page by tapping the small house shaped icon in the corner.

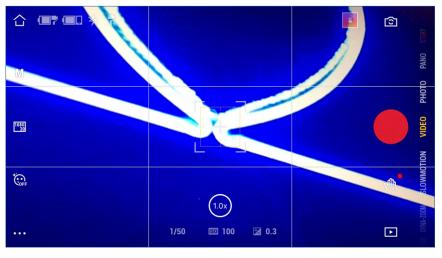
STEP 1

Set the app to Video. You can change the settings using the slider below the large red record button. In this image the camera is already set to video. It is highlighted in yellow. (When you first turn on the phone and gimbal the phone will be vertical).



To move the camera from the portrait to the landscape position double click the 'M' button on the handle of the gimbal. The phone will automatically rotate.





Now it is time to set up your camera. We will look at the first two icons under the home menu on the left hand side of the screen.



1. Set your exposure

What is exposure?

Exposure is the amount of light allowed to hit the image sensor of your camera while capturing video.

Tap on the first icon under the home symbol. it will either be an 'M' or 'AUTO'. You can have manual or automatic exposure settings.

The following menu will pop up.



Set 'ISO' to 100 and 'Shutter' to 1/50 when shooting inside. EV will automatically adjust to give you a correct exposure so that the video will not be too dark or light. (Android phones are always set to automatic.)



2. Set your resolution video frame rate (FPS)

What is resolution?

Resolution refers to the number of pixels on a display or in a camera sensor (specifically in a digital image). A higher resolution means more pixels and more pixels provide the ability to display more visual information (resulting in greater clarity and more detail).

For example in the image that follows the resolution is set at 3840 X 2160 pixels. (This is also known as 4K.)

What are frames per second?

Also known as frame rate and expressed as FPS (frames per second) the frequency (rate) at which consecutive images (frames) are captured or displayed.

For example in the image that follows the FPS is set at 24. Television and movies are usually shot at this frame rate.



Set Resolution to 3840 X 2160 and the "Video Frame Rate' to 24.

Now you are ready to shoot some footage!

STEP 4: Camera controls

1. Record

Before we do lets look at the control panel again. Press the button highlighted in red to start record.



2. Pan and tilt

What does pan mean?

A pan shot is a horizontal or vertical camera movement where the camera pivots left or right or up or down while its base remains in a fixed location. The term "pan" comes from the word "panorama," a view so vast you have to turn your head to see it all.

What does tilt mean?

A camera tilt is a vertical movement in which the camera base remains in a fixed location while the camera pivots vertically.

If you push the button up or down the camera will move up and down (tilt). If you push the button left or right the camera will move left or right (pan). You may want to position your camera in this way before you start recording particularly if you are using a tripod and therefore have a fixed shot.



3. Zoom

What does zoom mean?

To zoom means to make your subject larger in the frame, without actually moving yourself and the camera forward. Instead zoom in out out using the lens.

The zoom button is positioned on the side of the grip. It is highlighted in the image below.

If you push the button up towards 'T' (tight) you will zoom in i.e. make the subject in camera larger. If you pull the button down towards the 'W' (wide) you will zoom out i.e. make the subject in camera smaller.

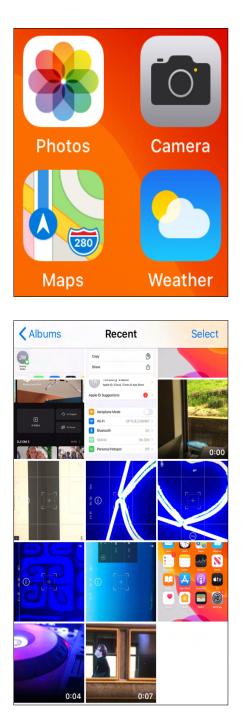


4. Stop

Push the record button again and the video will stop recording. Your video will automatically save in your 'Photos' folder.

STEP 5: Locate your video

Tap on the photos file icon. You will find your videos there.

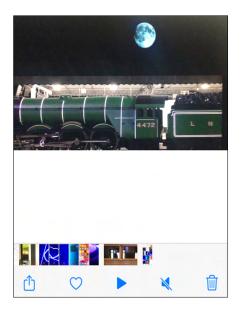


(To send multiple videos tap 'Select' and then click on the video files you want to transfer. A tick will appear on each file.)

STEP 6: Export your video

You are now going to export the video or videos to your Mac. Click on the thumbnail of your video if you are sending one video.

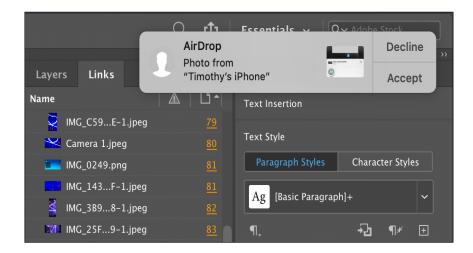
Then tap on the arrow on the bottom left hand corner of the screen.



Make sure 'Airdrop' is enabled on your Mac and tap the 'Other People' icon on your iPhone. Make sure it is your computer that is listed! There can be other Apple devices around.



A dialogue box will now pop up in the right hand corner of your Mac screen. Tap 'Accept'.



Choose where you want to save the video or videos. Tap 'Open in Photos' or "Save to Downloads'.

| Layers Links | AirDrop Photo from "Timothy's i | Essentials v Phone" | | Decline |
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You have now transferred your vidoes from your iPhone to your Mac.

File management

As mentioned previously it is so important to consistently back up your work. Many have lost work at some point in time because a computer has crashed or glitched. You should save all you work on a semi regular basis during production in at least two places. For 'Phone Home' everything was saved on a computer and a hard drive or large USB. If you have fast internet speeds it is worth saving footage on a cloud server such as Drop Box or iCloud. Your work is too valuable to lose.

Here is the file template that was introduced at the end of the story section.

Save your footage in the 'Video' folder. Create sub folders within this folder for each scene so that when you come to edit the footage you can find all your footage easily. It will save you a lot of time.

| - | Phone Home | |
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| Name | ^ Date Modified | Size Kind |
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| Music | 17 Aug 2021 at 10:24 am | Folder |
| Recordings | 17 Aug 2021 at 10:23 am | Folder |
| 🕨 🚞 SFX | 17 Aug 2021 at 10:24 am | Folder |
| VO | 17 Aug 2021 at 10:24 am | Folder |
| Documents | 17 Aug 2021 at 10:24 am | Folder |
| Drafts | 17 Aug 2021 at 10:23 am | Folder |
| 🕨 🚞 GFX | Today at 10:32 am | Folder |
| Projects | 17 Aug 2021 at 4:16 pm | Folder |
| VFX | 14 Sep 2021 at 3:59 pm | Folder |
| Video | 14 Sep 2021 at 4:09 pm | Folder |
| | | |

It is important to come up with a labelling system for each clip that makes it easy to find and use later on. You could label the first clip: Scene_1_Take_1 and so on and so on. Save your green screen footage in the 'VFX' folder. Once again label your video files in a way that will make them easy to find at a later time.

| | Phone Home | | |
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| 🕨 🚞 GFX | Today at 10:32 am | | Folder |
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| ▶ 🖿 VFX | 14 Sep 2021 at 3:59 pm | | Folder |
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