

CAMERA RESOURCES



AUDIO VISUAL

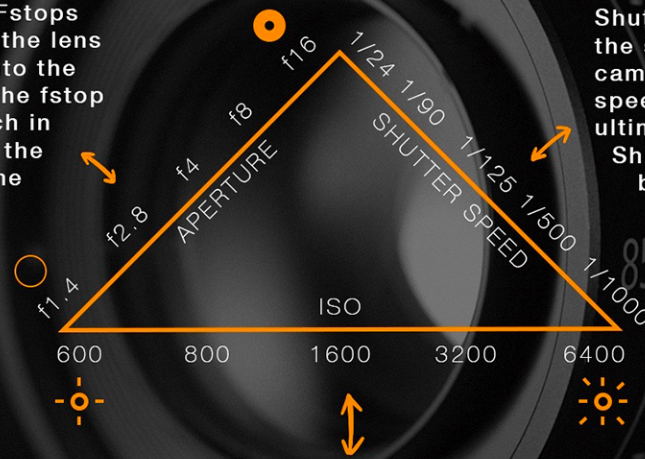
EXPOSURE TRIANGLE

APERTURE

Aperture when measured in Fstops is the size of the opening in the lens through which light passes into the camera sensor. The higher the fstop the smaller the opening which in turn means less light hitting the lens. Aperture also affects the Depth of Field.

SHUTTER SPEED

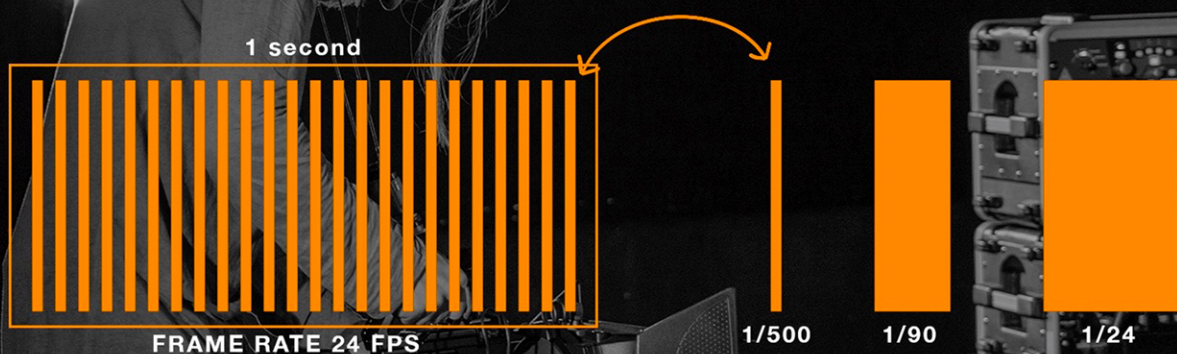
Shutter speed is the length of time that the shutter is open, letting light hit your camera sensor. The faster the shutter speed the less light hits the sensor, and ultimately the darker the final image. Shutter speed also affects the motion blur. The slower the shutter speed the more motion blur you will have in your image.



ISO/GAIN

ISO (International Organization of Standardization) controls your camera's sensitivity to light. The higher the ISO, the brighter the image will be. The tradeoff is that when using a higher ISO you will have more image loss and added noise.

SHUTTER SPEED VS FPS (FRAMES PER SECOND)

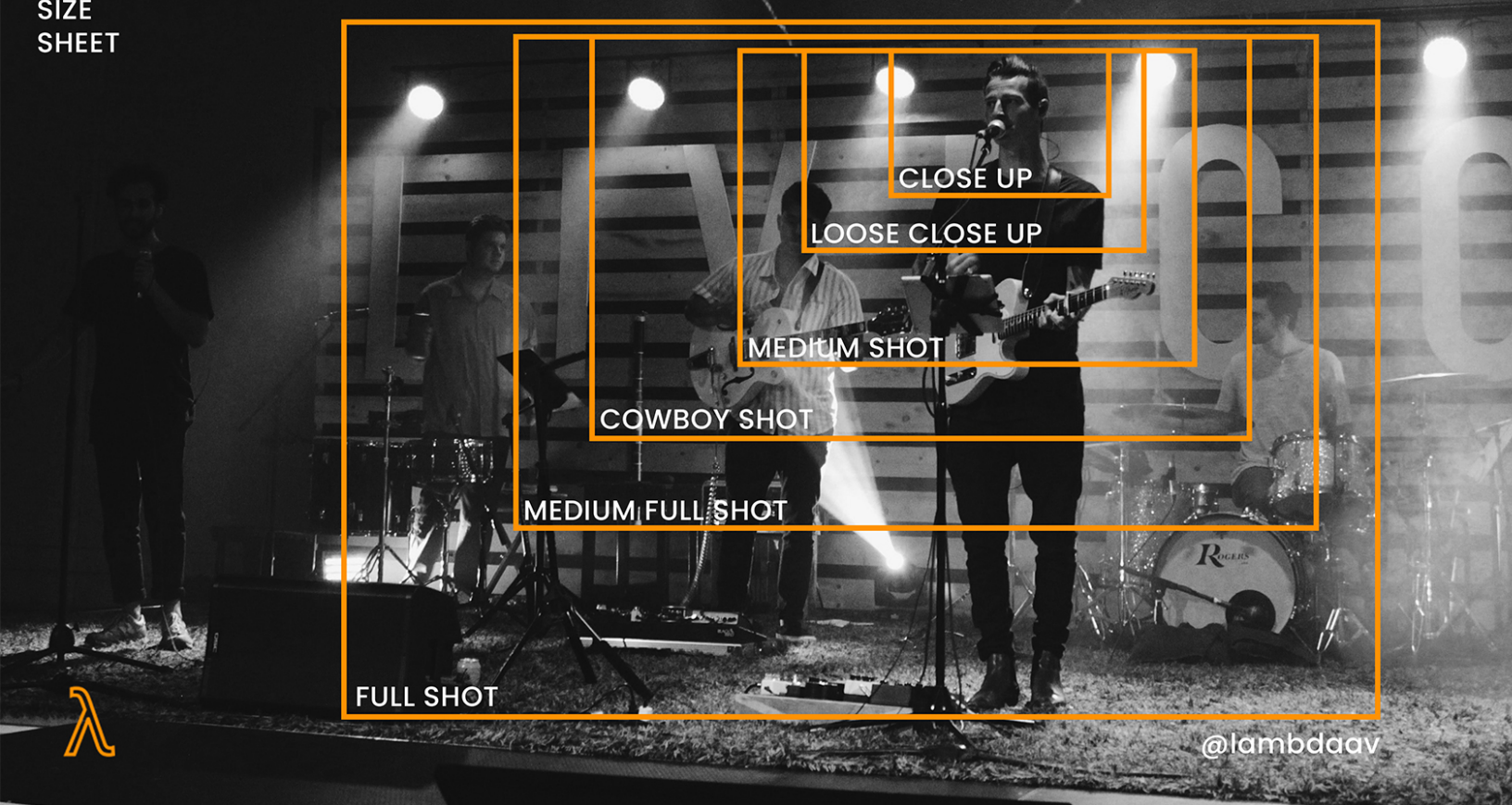


Frame rate is how many times the shutter opens in a second.

Shutter speed is how long shutter opens for each of those frames.

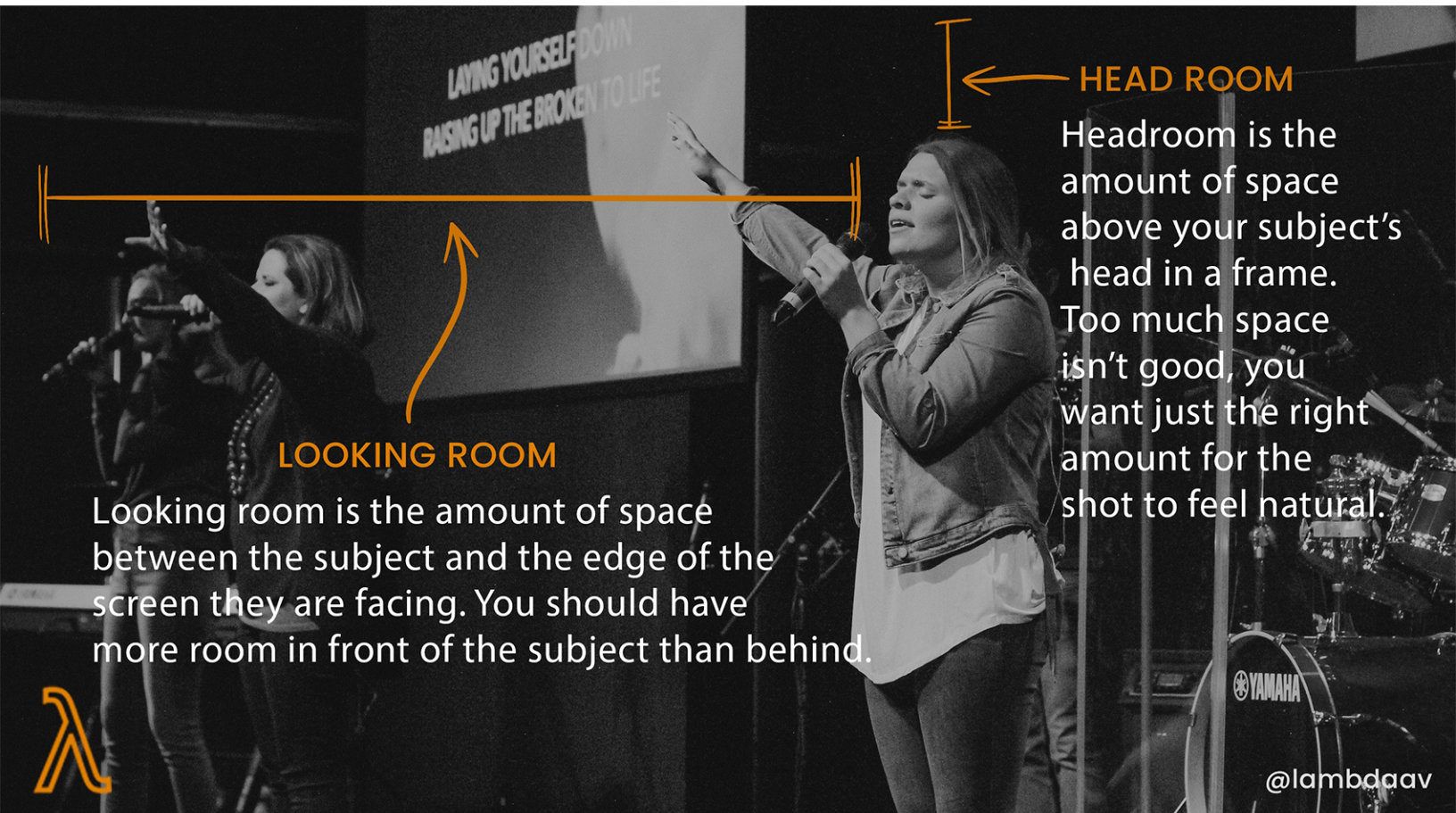


SHOT
SIZE
SHEET



The rule of thirds is a type of composition in which an image is divided evenly into thirds, both horizontally and vertically, and the subject of the image is placed at the intersection of those dividing lines, or along one of the lines itself.



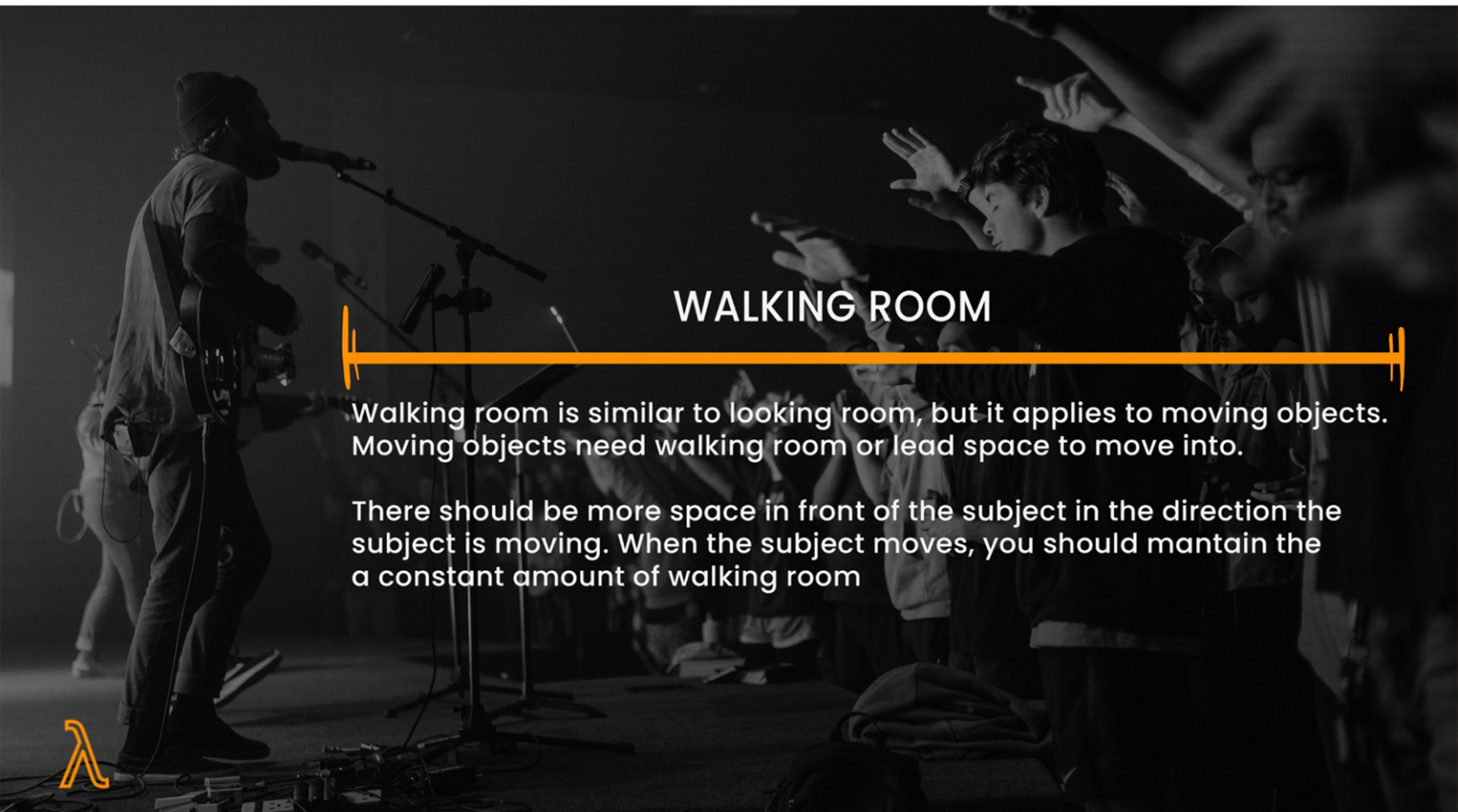


LOOKING ROOM

Looking room is the amount of space between the subject and the edge of the screen they are facing. You should have more room in front of the subject than behind.

HEAD ROOM

Headroom is the amount of space above your subject's head in a frame. Too much space isn't good, you want just the right amount for the shot to feel natural.



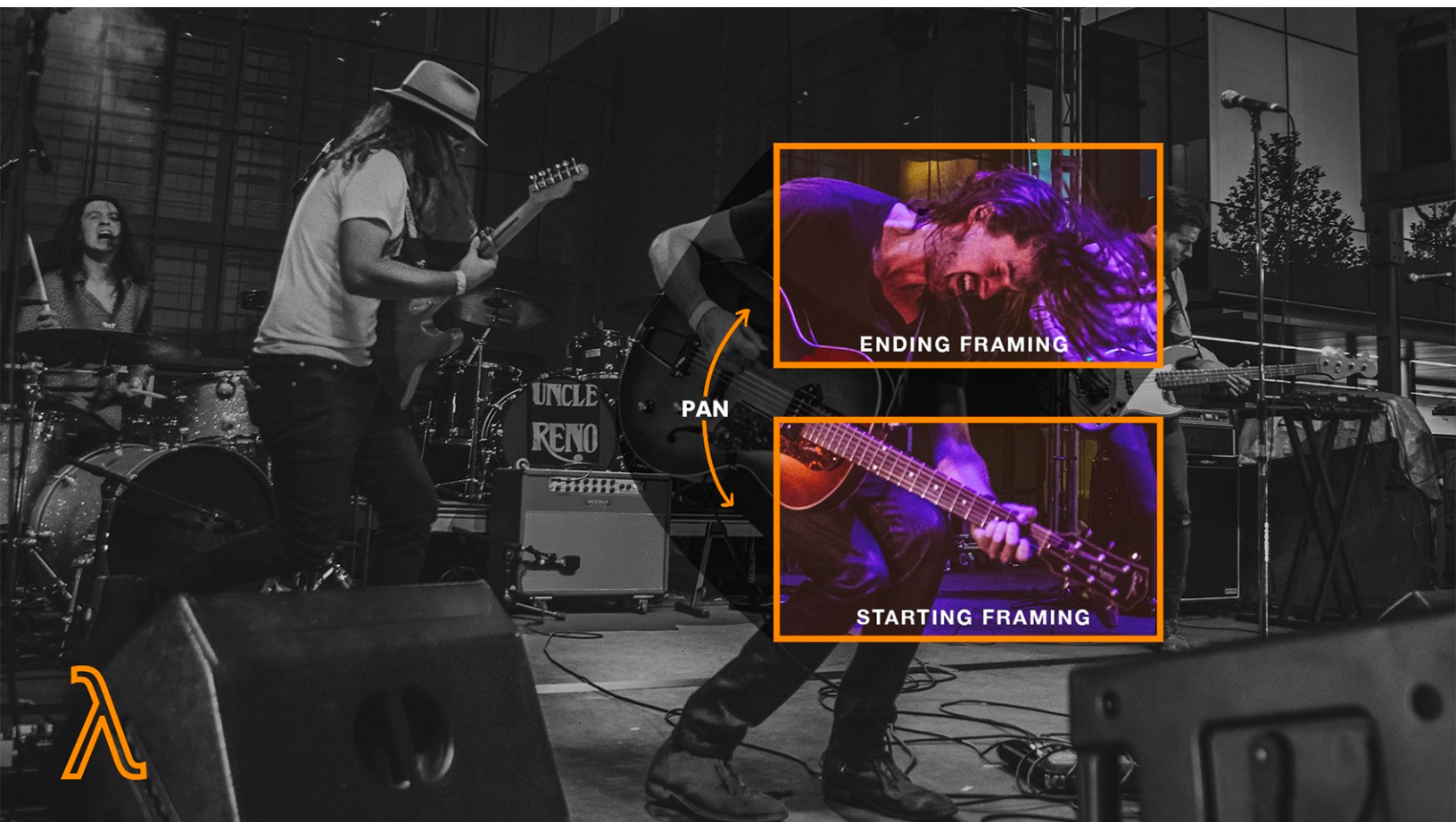
WALKING ROOM

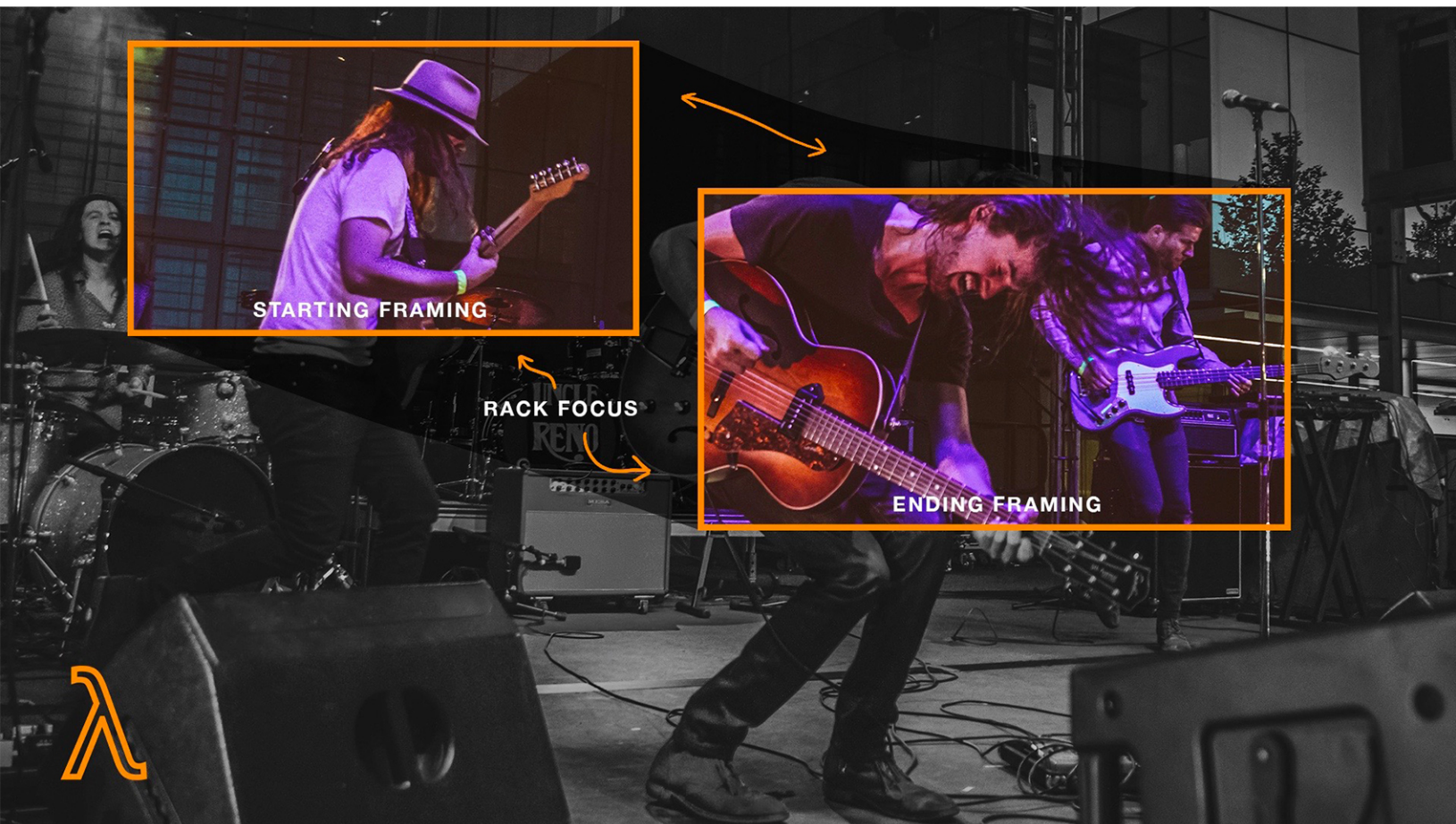
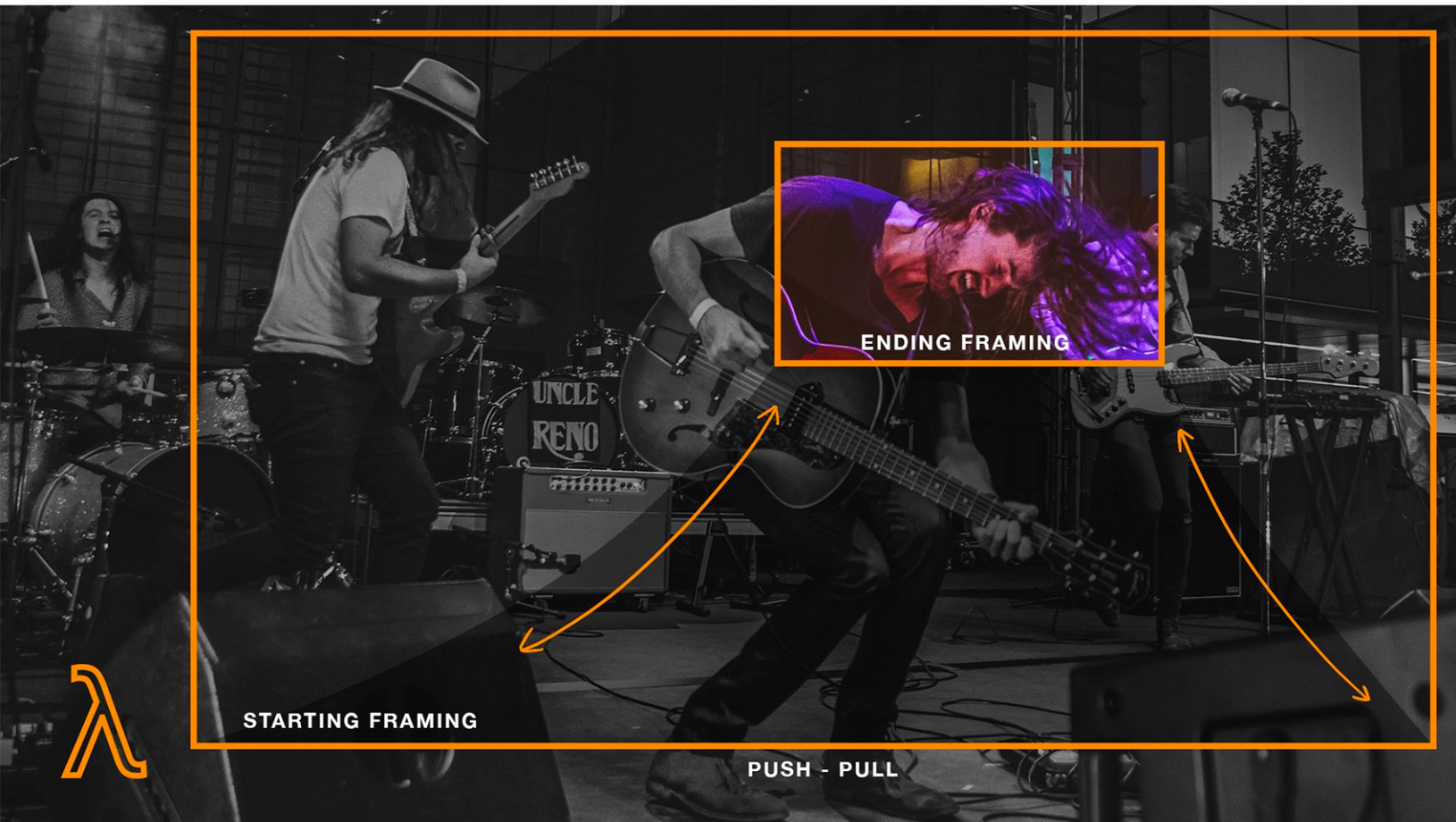
Walking room is similar to looking room, but it applies to moving objects. Moving objects need walking room or lead space to move into.

There should be more space in front of the subject in the direction the subject is moving. When the subject moves, you should maintain a constant amount of walking room

SHOT EXAMPLES

Showcased below are a few examples of different shots that all could be captured from the same camera angle. These examples are just a few of the numerous shots and transitions between shots that a camera operator would be able to frame up. The shots will hopefully provide some inspiration when camera operating and directing/switching.





Questions?

We would love to help.

Email - **info@lambdaav.io**

Instagram - **@lambdaav**