

Basic Camera Operation

Pan and Tilt

Panning - adjusting the camera shot by moving horizontally - left or right

Tilting - adjusting the camera shot by moving vertically - up or down

Zoom

Zooming increases or decreases the size of your subject by expanding or shrinking the frame.

Zooming in means that your subject gets larger and appears closer. **Zooming out** means that your subject gets smaller and appears farther away.

Zooming is performed by twisting the thumb grip on the right camera handle clockwise or counterclockwise.

Focus

Depth of field

- **Depth of field** is the distance between the closest and farthest objects in a photo that appears acceptably sharp.
- Depth of field is more apparent the more zoomed-in a camera shot is.

Peaking

- **Focus peaking** is a focusing aid in live preview or electronic viewfinders on digital cameras that places a white or coloured highlight on in-focus edges (contours) within an image using an edge detect filter.
- The visibility of the Peaking highlight can be adjusted by turning the Peaking knob on the viewfinder clockwise or counterclockwise.

Focus Number

- To help keep a safe estimate of where your focus ought to be, camera ops can make note of the Focus Number displayed in the top right of the viewfinder.

Racking

- A **rack focus** is the practice of changing the focus of the lens during a shot. If the focus is shallow, then the technique becomes more noticeable.

Shot Distance

Wide - the camera is zoomed all the way out. You usually will see the entire stage in a wide shot.



Medium - ideally halfway between tight and wide and generally looks like a head-to-toe or head-to-knee shot. It usually will fit more than one person.



Tight - generally equal to a head-to-waist shot.



Close-up - tighter than head-to-waist. When the camera is zoomed all the way in and the subject (i.e. a person's head or an instrument) fills or almost fills the entire frame.

- Close-ups are great for slow pushes/pulls, following, or racking focus

A Good Rule of Thumb:

Slower movements are better! They make your shot last longer so that the audience has time to see the effect on screen. This also gives the director more padding in case prep is needed for the next shot.