

Overview

Types of Multicamera
Productions



The foundation

- » What we touched on Tuesday was that creating visual content is about:
 - Technical skills of using the gear
 - Understanding Visual storytelling
 - And ... 'Art'
 - You are creating things on the 'medium' of the screen just as an artist does in putting oil on canvas



TEXTURE

FORM

SHAPE

SPACE

VALUE

COLOR

When you look at each shot

- » Form
- » Shape
- » Space
- » Value
- » Color
- » Texture



Stages of Production

- » ** Pre-production **
- » (Rehearsal)
 - Table Read, Start & Stop, Dry Run, Dress
- » Production
- » Post-production (what?)
- » Live? (delay system) Live to tape?
 - multi-camera
 - Vs. single camera / film style
- » [Talk show](#) / [Sit-com](#) / game show / newscast / live event / soap opera / reality show



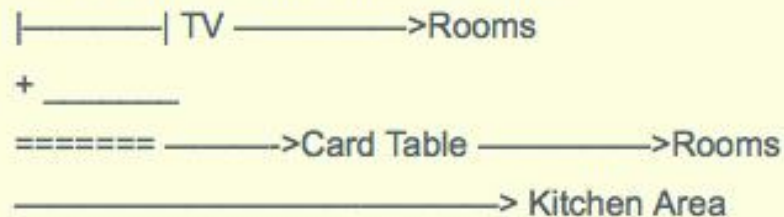
Sit-Com Example



Why do all sitcoms have the same layout in their apartments?

Asked by [Mtl_zack](#) (6689 ★) January 20th, 2009

Friends, Seinfeld, Frasier, Will & Grace, Dharma & Greg, That 70s Show: They all have the exact same layout for their apartments. There's a long couch with a coffee table in front of it, and a tv in front of that and there's an armchair at a 60 degree angle to the couch. Like this:



-
-
-
-

|-----| is a tv

+ is a chair

===== is a sofa

----- is a coffee table

The kitchen area is off to the side, and there are some bedrooms behind the tv or couch. There's also a card table adjacent to the kitchen area.

Why is this standard?

Follow Question

Great Question

1 ★

FRIENDS

Chandler - Joey & Monica - Rachel Apartments
90 Bedford St. - Apts. 19th & 20th
New York
NY 10014
U.S.A.

a: 1/75



Iñaki Aliste Lizarralde

F·R·I·E·N·D·S

THE BIG BANG THEORY



SHELDON - LEONARD & PENNY'S APARTMENTS

Actual layout

- » Side by side stages
- » Runner area for cameras, mics, crew
- » Side stages
- » Fixed sets and swing sets
- » All indoors
- » A/B/C/X cameras
- » Proscenium arch



Compared to...

- » Dramas / single cam sitcoms (The Office, Curb Your Enthusiasm, Malcolm in the Middle) Film style camera, lighting, mics – often no laugh track
- » OR, modified options like soaps
- » Open sets intertwined, 'live switching'



Crew Positions

- » Remember to read closer in Chapter 2 about these
- » Executive Producer, Producer, Supervising Producer, Associate Producer, Line Producer --Hyphenate
- » Director , Assoc. /Asst. / AD
- » Camera, Graphics, Prompter, TD, VTR, Audio, Floor Director/Stage Manager, LD, PA s -- etc.



Production Operations

- » Distribution and making money
 - Online, local station, network
 - Series, syndication
- » Equipment required
 - Cameras, switcher, cables, processing and distribution, lighting, audio, graphics, etc.
- » Target audience
- » 'Art' / high culture vs. popular culture

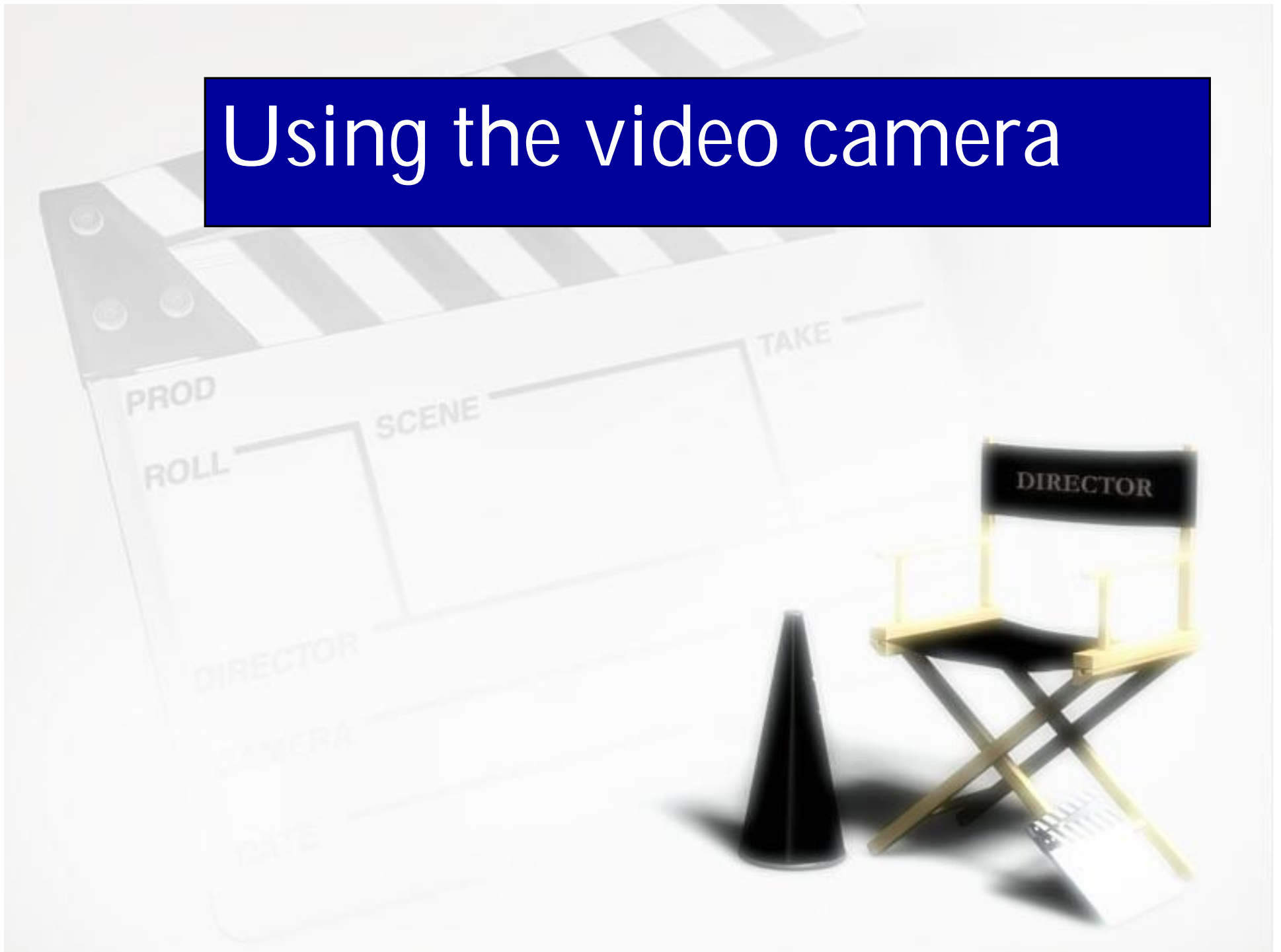


Production Operations

The background of the slide is a light gray with a faint, semi-transparent image of a film set. On the left, a clapperboard is visible with the words 'PROD', 'SCENE', and 'TAKE' partially legible. On the right, a director's chair with a black backrest and gold frame is shown, with the word 'DIRECTOR' printed on the backrest. In the foreground, a black traffic cone is positioned to the left of the chair. The overall aesthetic is clean and professional, typical of a presentation slide.

- » Script / outline / planning
 - Field planning? Scout, materials, etc.
 - Studio planning? Reservation, set building, etc.
 - Pre-production
- » Crew positions and director and talent
- » Camera shots, miking, lighting, set design
- » Sets and video space
- » Budget and production hours

Using the video camera



Video Technical Issues

- » SD / HD / 3D / Ultra HD – '4K'
- » Capturing light (film vs. video)
- » Color temperature / White balance
- » Focus
- » Multi-cam setup: CCU for cameras
- » Field shooting: shader
- » Aspect ratio
 - equipment transition 4x3 to 16x9 (like CG)
- » Cables, processing equipment, monitors



Principles of video color

- » Light hits CCD (1 or 3 CCDs)
 - Or CMOS
 - Interlaced or progressive scan
- » Beam splitter splits into the 3 primary colors (electrical signals)
- » Other end--LCD, plasma, LED, DLP, etc.
- » 3 attributes of color
 - Hue, saturation, luminance
- » Chrominance : hue & saturation
- » Measure video levels



Color (cont.)

- » HUE...
- » Primary colors: RGB
- » Complementary colors
 - Cyan, magenta, yellow
- » White: all colors; Black: absence



Color

continued...

» Saturation

- Intensity or vividness of color

» Hue & Saturation=chrominance

» Luminance = brightness

» Luma / chroma



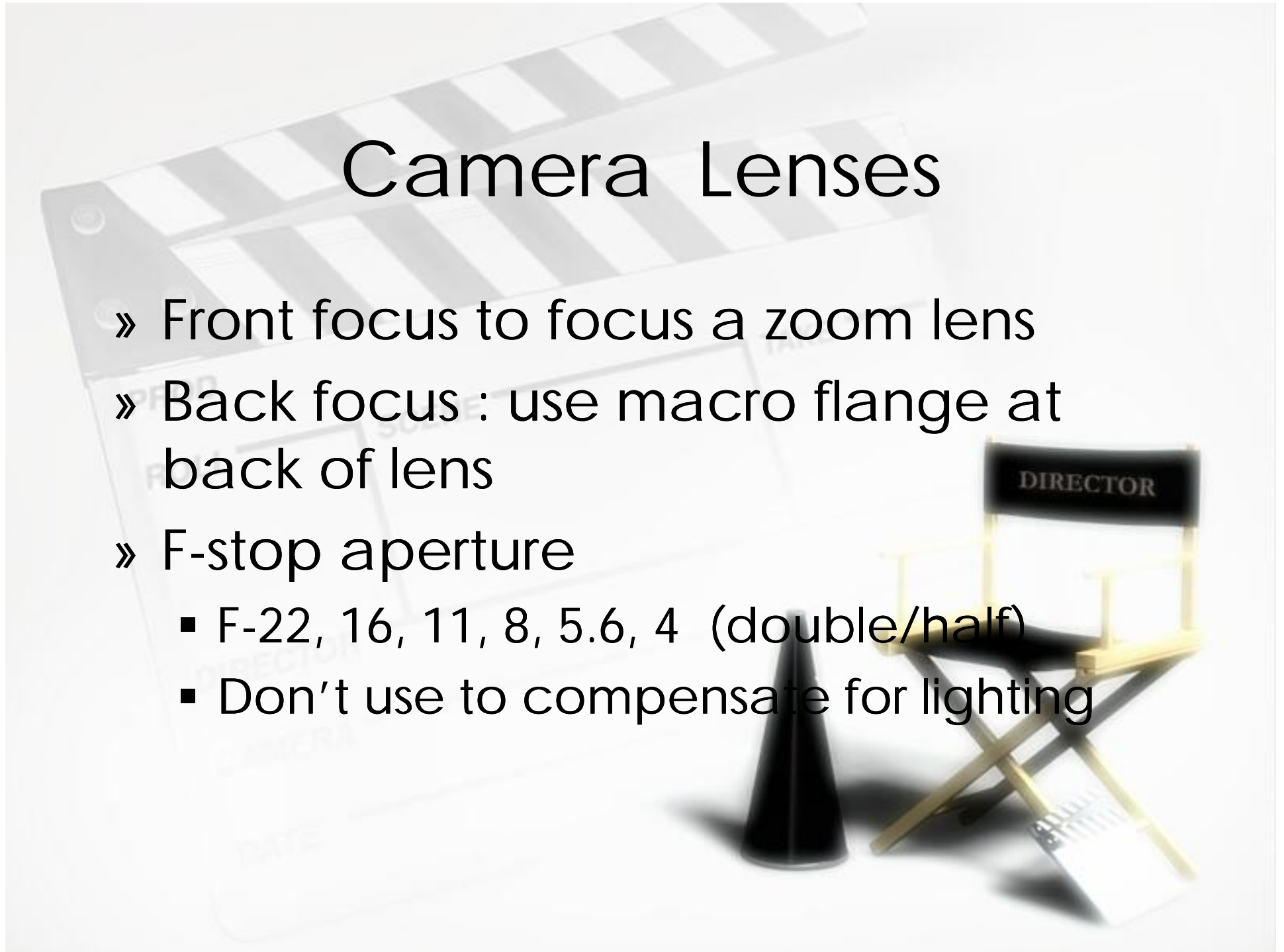
Camera Lenses

- » Focal length...how wide or narrow
- » Fixed focal length (prime lens)
- » Zoom Lens
 - Distance from front to back glass
- » Focus: soft, sharp, selective
- » Depth of field / rack focus



Camera Lenses

- » Front focus to focus a zoom lens
- » Back focus : use macro flange at back of lens
- » F-stop aperture
 - F-22, 16, 11, 8, 5.6, 4 (double/half)
 - Don't use to compensate for lighting



CCU and Cameras

- » CCU for settings
- » Tally lights
- » Lighting & filters (later)
- » White balance
- » AGC / gain / decibels
- » More on equipment in reading & later



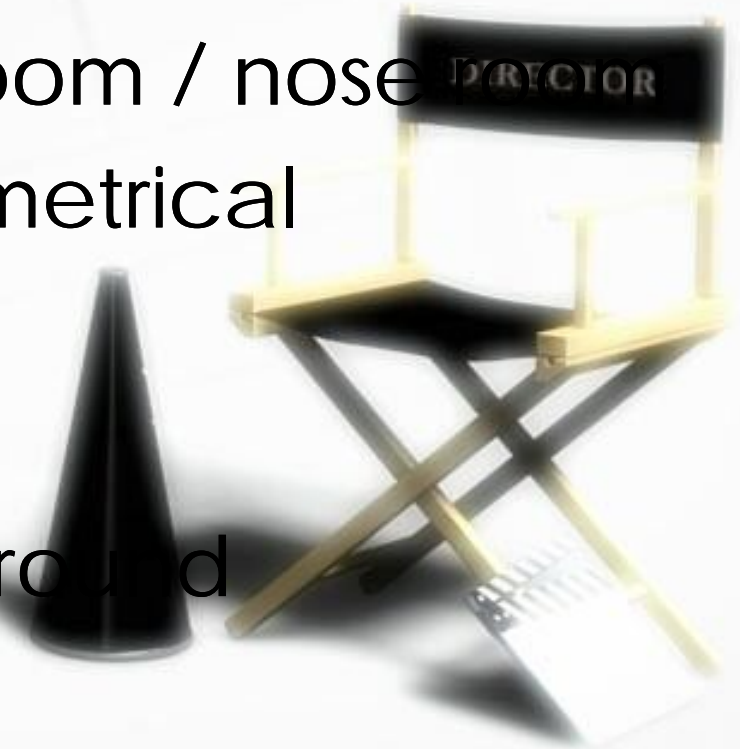
Camera Mounts & movements

- » Pedestal or tripod
- » Mounting head (friction, fluid)
- » Camera movements
 - Pan
 - tilt
 - truck
 - dolly
 - arc, zoom, boom,
 - crane, steady-cam, tracking, DVE, robotic control



Shot composition

- » Rule of thirds
- » Head room / eye line / cut off lines
- » Look space / lead room / nose
- » Symmetrical / asymmetrical
- » Depth of field
- » Mass locations
- » Foreground / background



Shot Composition

- » WS / MS / CU ... ECU, MCU, etc.
- » 1-shot, 2-shot, etc.
- » OTS, O/S
- » Eye level, high angle, low angle, low level, high level
- » POV: objective, subjective, presentational



Video Switcher

- » Mechanical or software
- » Technical Director / Director
- » Inputs: Cameras, VTRs/server, CGs, remote, weather graphics, etc.
- » Preview & Program
- » Monitors for each input + preview & program
- » Multi-camera editing software ('live to tape')



What kinds of transitions?

- » Zoom, pan, tilt? (shot change)
- » Cut (take), Dissolve (lap), Fade
- » Wipe (variety)
- » DVE
 - Continuous image compression
 - Image expansion
 - Image stretching
 - Push off, page turn, video split
 - #



Multi-cam show example

- » MULTI-CAM 1: Traditional sit-coms
- » MULTI-CAM 2: Games shows
- » MULTI-CAM 3: Soap operas
- » MULTI-CAM 4: Reality shows like Survivor
- » MULTI-CAM 5: Live events



Sit-coms

- » A / B / C / X cameras
- » Proscenium arch
- » Stages (fixed sets / swing sets)
- » Live audience but laugh track
- » All four cameras record
- » Table read Monday, shoot Friday
- » 22 episodes / 11 or 13 episodes

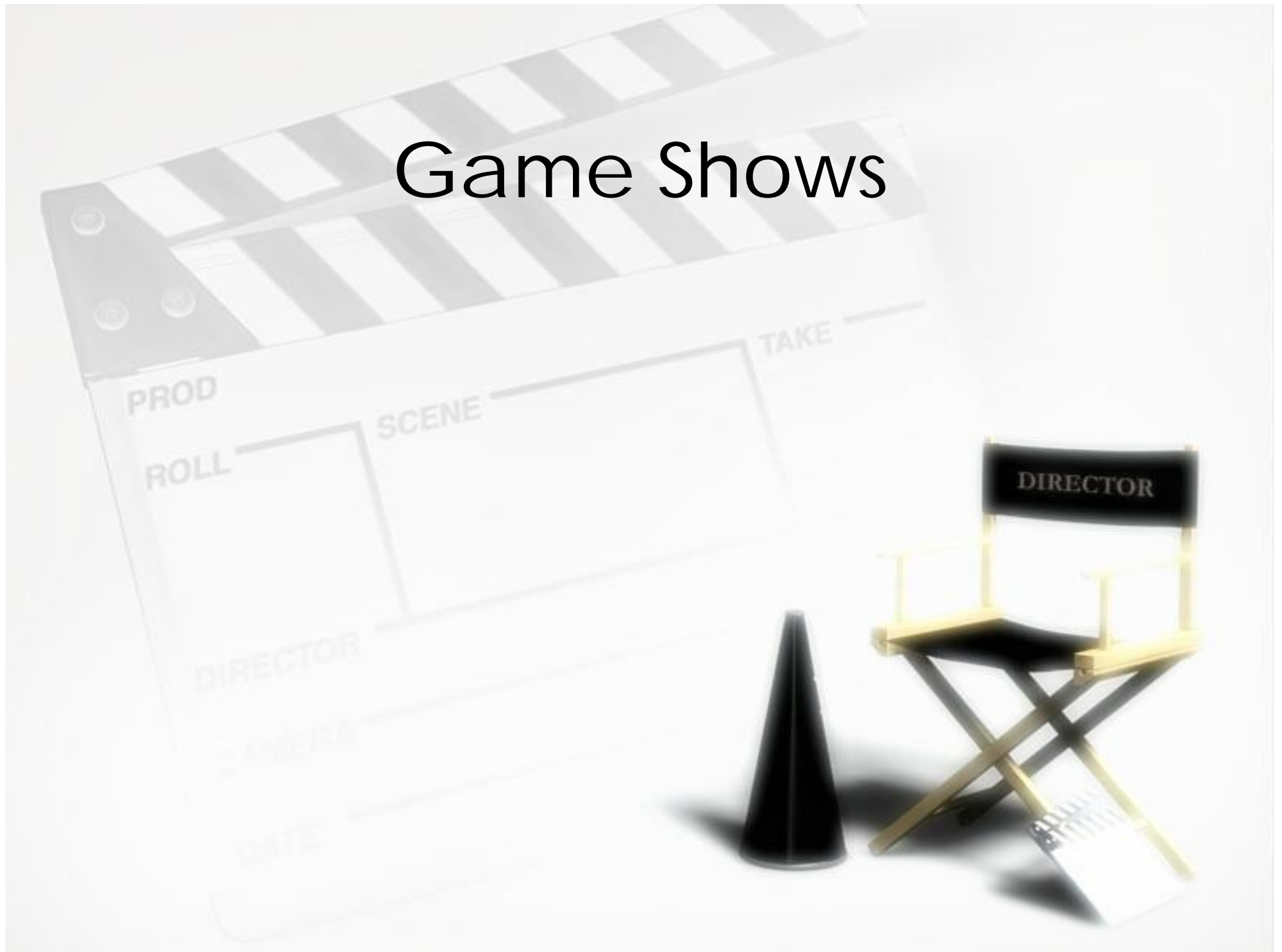


Examples

The background of the slide is a light gray with a faint, semi-transparent image of a clapperboard, a director's chair, and a megaphone. The clapperboard is at the top, the director's chair is on the right, and the megaphone is at the bottom center.

- » [Graduation](#)
- » [Newtek VT5 virtual set](#)
- » [\\$1500 / hour multicam studio show pitch](#)
- » Later, we'll talk more about specific kinds of multi-cam shows, like those on the following slides.

Game Shows



Soap Operas



Social Experiment Reality



Live Events

- » Sports, Pageants, Awards, Graduation, Parade etc.
- » Rights issues
- » Set up
- » Rehearsal (MNF example)
- » Production company vs. network
- » Video, audio, graphics, pre-produced segments

