

UNDERWATER VIDEOGRAPHY WORKSHOP - Tentative Schedule

By
Nick Martorano, Ph.D.

OCEAN WONDERS PRODUCTIONS & SAM'S TOURS - Palau, April 2010

DAY	PRINCIPLES - THEORY	REVIEW / ASSIGNMENT
1	<p>Basic principles of video: resolution, contrast limitations, static vs. moving objects, etc.</p> <p>Camera basics: iris, shutter speed, white balance, manual vs. auto focus, depth of field, etc.</p> <p>Camera pre-dive preparation: o-rings lubrication, batteries, tape, pre dive checks, etc.</p> <p>Camera start-of-dive preparation and end of dive camera care</p> <p>Learning to see: what to look for on the reef, what to shoot and what not, thinking ahead, etc.</p> <p>Dive Techniques for uw video:</p> <ul style="list-style-type: none"> - Breathing and buoyancy control - basic postures while shooting - shooting while moving (panning, tilting, etc.) <p>UW Video Challenges and Solutions: color and sharpness loss due to water and how to work with it; backscatter; glare; depth of field for CU shots; shy subjects; safety issues, etc.</p> <p>Color correction filters and lights; white balancing (with or w/out filters/lights); ambient light vs. lights; combining artificial and ambient light.</p>	<p>DAYTIME: 2 dives , "free shooting", to establish a baseline of each person's basic skills.</p> <p>EVENING:</p> <p>Students show 5 min. of their "best shots" taken in the morning</p> <p>Students start thinking of a story / project / and subjects needed</p> <p>Students plan what to shoot on day 2 based on story</p> <p>Camera preparation for next day</p>
2	<p>Composition Basics: rule of thirds, negative space, using different angles/points of view, etc.</p> <p>UW Video Basics: storytelling; WA, MS and CU shots; main shots; cut-aways; stock shots, etc</p> <p>Wide angle videography:</p> <ul style="list-style-type: none"> - Choice of lens and subjects - basic postures while shooting (hovering, fin pivot, kneeling; pan; tilt; pan+tilt; dolly; tracking; circle tracking; dolly fly-over, upward spiral, downward spiral, etc) - shooting techniques shooting with or without lights / filters (and white balance issues) - <p>Pre-editing:</p> <ul style="list-style-type: none"> - Planning your shots; diving and choosing your shots - In-Camera editing vs NLE editing 	<p>DAYTIME: 2 dives</p> <p>EVENING:</p> <p>Selection, review and constructive criticism of morning's shots</p> <p>Students plan WA shots for next day based on story / project / subjects chosen yesterday</p>
3	<p>Medium Shots:</p> <ul style="list-style-type: none"> - Choice of lens and subjects - basic postures while shooting (hovering, kneeling, fin pivot) - shooting techniques - shooting with or without lights / filters (and white balance issues) <p>Editing part 1:</p> <ul style="list-style-type: none"> - Intro to NLE and computers: camcorder / computer connection - logging and capturing - Clips selection and storyboarding - choosing music for soundtrack – relationship btw soundtrack and story 	<p>DAYTIME: 2 dives</p> <p>EVENING:</p> <p>Selection, review and constructive criticism of morning's WA shots</p> <p>Students plan MS shots for next day based on story / project</p> <p>Students may start storyboarding project by planning shots, selecting best WA clips, thinking of a soundtrack, etc.</p>
4	<p>BREAK – NO FORMAL INSTRUCTION</p> <p>- <u>however students will continue practicing their shooting skills during two dives</u></p> <p>- instructor will be available all day to answer questions, assist with camera preparation, editing, etc.</p>	<p>DAYTIME: 2 dives</p> <p>EVENING:</p> <p>Students quickly review MS shots for next day based on story / project</p>

<p>5</p>	<p>Close Ups:</p> <ul style="list-style-type: none"> - Choice of lens and subjects - basic postures while shooting - shooting techniques (using hand, arm, finger to stabilize your shots, etc) - shooting with or without lights / filters (and white balance issues) <p>Editing part 2:</p> <ul style="list-style-type: none"> - <i>Basic edit (rough cut):</i> <ul style="list-style-type: none"> - Clip preparation, sequencing and trimming; - Synching clips to music 	<p>DAYTIME: 2 dives</p> <p>EVENING: Selection, review and constructive criticism of morning's MS shots</p> <p>Students plan CU shots and other remaining shots (WA, MS) for next day based on story / project</p> <p>Students start basic editing of their project by selecting best WA & MS clips, music, synching clips to music, etc.</p>
<p>6</p>	<p>Editing part 3</p> <ul style="list-style-type: none"> - <i>Finishing Touches</i> <ul style="list-style-type: none"> - Color correction; adjustment of contrast, brightness, etc - Adding transitions - Adding titles, credits, etc. - Final output: rendering, output to tape or compression for DVD, etc. 	<p>DAYTIME: 2 dives</p> <p>EVENING: Selection, review and constructive criticism of morning's CU shots</p> <p>Students continue editing their project and add Finishing Touches; Output overnight so it's ready for DVD authoring</p>
<p>7</p>	<p>DVD authoring</p> <ul style="list-style-type: none"> - Creating simple menus - Creating chapters - Building and burning the DVD - 	<p>EVENING: Students work on outputting their completed project/movie to DVD</p>