

COMPREHENSIVE VIDEO PRODUCTION OUTLINE

PRE-PRODUCTION

- Script/Idea
- Storyboard/Top-down
- Location
- Talent (or not)
- Scheduling

PRODUCTION

CAMERA BASICS:

- **Exposure Triangle**
 - Aperture
 - Depth of Field (DOP)
 - Shallow DOP
 - Bokeh
 - Deep DOP
 - Rack focus
 - Shutter Speed
 - Motion blur
 - ISO
 - Noise
- **White/color balance**
 - Color temperature
- **Frame rate (FPS)**
 - 24 & 30 FPS
 - High frame rate (60FPS+)
- **Dynamic Range**
 - “Stops” of exposure
- **Image Resolution**
 - Full HD
 - 2K
 - 4K
 - 8K
- **Aspect ratio**
 - 16:9
 - 4:3
 - 21:9
- **Media**
 - Storage
 - Hard disc drive (HDD)

- Solid state drive (SSD)
 - Recording formats, compressions & codecs
 - RAW
 - ProRes
 - LOG
 - AVCHD/XAVC
 - H.264
 - Color Bit Depth
 - 8 Bit
 - 10 Bit
 - 12 Bit
 - Chroma Subsampling
 - 4:4:4
 - 4:2:2
 - 4:2:0

CINEMATOGRAPHY:

- **Color Wheel**
 - Complementing colors
- **Lighting**
 - Highlights & Shadows
 - Sources
 - Key
 - Fill
 - Back
 - Rim
 - Bounce/Indirect
 - Natural
 - Practical
- **Set-up Types**
 - Broad & Short
 - Flat
 - Butterfly
 - Loop
 - Rembrant
 - Split
 - *Etc.*
- **Shot Types**
 - Extreme wide/Establishing
 - Wide
 - Full
 - Cowboy
 - Medium-Full

- Medium
- Tight-Medium
- Medium/Loose-Close up
- Close up
- Extreme Close up
- **Camera Angles**
 - Eye Level Shot
 - Low Angle Shot
 - High Angle Shot
 - Hip Level Shot
 - Knee Level Shot
 - Ground Level Shot
 - Shoulder-Level Shot
 - Dutch Angle Shot
 - Birds-Eye-View Shot / Overhead Shot
 - Aerial Shot / Helicopter Shot
- **Camera Movement**
 - Static / Fixed
 - Dolly Shot
 - Zoom
 - Dolly Zoom
 - Pan Shot
 - Tilt
 - Whip Pan
 - Whip Tilt
 - Tracking Shot
 - Crab Shot
 - Arc Shot
- **Composition**
 - Rule-of-Thirds
 - Balanced/Symmetry
 - Leading lines
 - Eye-level framing
 - Foreground interest/depth
 - Frame-within-a-Frame
 - Patterns & textures
 - Negative Space
 - *Etc.*
- **Gear/Tools**
 - Sticks / Tripod
 - Slider Shot
 - Handheld Shot
 - Steadicam Shot

- Gimbal Shot
- Crane Shot
- Jib Shot
- Drone Shot
- Cable/Wire Shot

SOUND

- **Gain & Volume**
- **Levels**
 - Record -18 to -12 decibels
 - Master at -6 to -3 decibels
- **Room Tone**
- **Gear/Tools**
 - Boom microphone
 - Pickup Patterns
 - Omnidirectional
 - Cardioid
 - Hypercardioid
 - Supercardioid
 - Lobar
 - Bidirectional
 - Lavalier microphone
- **Sound Editing**
 - ADR
 - Foley
 - SFX creation
- **Audio Mixing**
 - Music (choice)
 - Sound Design
 - Ambience
 - SFX

POST-PRODUCTION

Editing

- Cuts
 - Straight cut (hard cut)
 - Cutting on action
 - Smash cut
 - Jump cut
 - Match cut
 - Hidden cut
 - L-cut

- J-cut
- Cross cutting (parallel editing)
- Transitions
 - Wipe
 - Cross dissolve/fade
 - Fade in/out
 - Sound effects
 - Whips (pans & tilts)
 - Zooms
 - Spins
 - Flash
 - Deflection
 - Glitch
 - *etc.*

Coloring

- Color Correction
- Color Grading
 - Look up Tables (LUTs)

Exporting

COMPREHENSIVE VIDEO PRODUCTION OUTLINE (from Tutorial)

