DFVA 223 Intermediate Audio ---Holmes---- Dav2 group assignment:
Capture using the Shure ENG mixer and a PD170 camera, using the good skills you learned in dav1. This time we will capture a scene from a drama (a holmes original), and cut the scene together in Adobe Première, and transfer our decisions pro tools using AAF files.

- You Will Need
  - ✓ PD170 Camera (battery)
  - ✓ Shure ENG mixer (used two 9 volt batteries)
  - ✓ Sticks (tripod)
  - ✓ 5 xlr Mic cables (3 medium and 2 long)
  - ✓ Mics: shotgun
  - ✓ Boom pole and pistol grip
  - ✓ Two headphones
  - ✓ DVC Tape
  - ✓ Slate

- Assign roles for the group members: Director, camera, audio are minimum.

- Connect The Shure mixer to DVC Pro Camera
  - ✓ Use 2 XLR Cables (short)
  - ✓ Out from mixer (mic level)
  - ✓ In to camera (mic level)

- Calibrate mixer and camera levels
  - ✓ Use the tone generator on the mixer
  - ✓ Adjust the main volume knob.
    - ➢ Monitor VU meters
    - ➢ Set needle to 0dB
    - ➢ Set headphone levels
  - ✓ Set camera levels (camera is set to capture audio as two separate channels)
    - ➢ Adjust input volume
    - ➢ Monitor VU meters
    - ➢ Set to the right input to - 6 dB for minimum headroom
    - ➢ Set to the right input to -12 to -15 dB for max headroom
    - ➢ Make sure the tone sounds good on the headphones

- Plug in the shot gun microphone and adjust levels
  - ✓ Set pan for the mixer inputs (center)
  - ✓ Adjust microphone with the primary actor of the sceen
  - ✓ Have actor say "mic test, testing mic 1."
  - ✓ Monitor VU meters and use your ears
  - ✓ Make note of your settings
  - ✓ Check how it sounds in the camera (Signal path for chans).

- Capture scene according to camera perspectives:
    1. Follow the shot sheets
    2. Audio: focus on primary actor but adjust microphone to capture secondary actor in every scene.
        o Capture using good techniques (Slate each shot)
            ✓ Audio slate and a visual slate for each take.
            ✓ First group of takes using the primary camera angle:
                Make sure your capturing good sound the boom operator should have the mixer over shoulder and headphones.
            ✓ Second group of takes using the secondary camera angle:
                Make sure your capturing good sound the boom operator should have the mixer over shoulder and headphones.

- Capture the footage using your favorite editor
    ✓ Capture individual takes to separate .mov clips
    ✓ Go to your capture scratch folder to find your individual takes
    ✓ Label them appropriately with groupname-takenumber
    ✓ Each member must have a copy of the movie files to continue the project.

- Each member of the group will take the QuickTime files and import into Adobe Première for editing. Make a Root-folder "yourlastname-dav2"
    ✓ Due Week 3 --- Final cut of the scene, with movie export.
    ✓ Make the root folder with "your-last-name-dav2"
    ✓ Make another folder in the root called "dav2-video-edl"
    ✓ Duplicate the "capture scratch" folder from your group and place it in your "dav2-video-edl"
    ✓ Import into Première.
        1. Start up première and create a new edl in your "dav2-video-edl"
        2. Make sure you have the session setting correct.
        3. Import movies into your video bin.
        4. Place video files onto your time line and cut accordingly.
        5. Save your session.
        6. Export a .mov of your edit. Ave it in your root folder. Name it "yourlastname-dav2-lock.mov"
    ✓ Turn in dav2 before class starts week 3
    In-class we will transfer the files to pro tools for audio decisions.

Example Scene (

Interior room: Sammy (clumsily opens class room door) enters room with homework papers that shake as they walk, heads to have a conversation with a classmate "Tory" who is editing on a computer. Tory and Sammy are facing each other for this conversation. Sammy is ultimately sitting on a chair whispering across the table.

See director's note for camera angles

Sammy: Tory, did you ever have Lysa's class called media team? (inquisitive)

Tory: Media what?   (puzzled)

Sammy: Team, …the one where you shoot for a non-profit. (firm but quiet)

Tory: "Non-profit?" (distracted by her computer edit)

Sammy: yea, like for a TV spot.   (nice but firm)

Tory: Lysa………., you mean…… Ausmus? (still looking at screen)

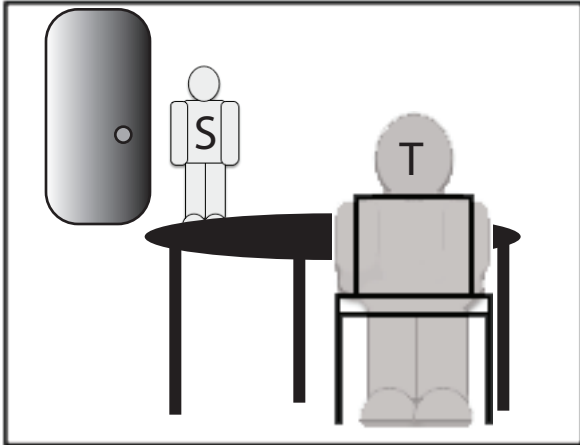Sammy: Yea, G. Lysa herself. (firm and tired of this)

Tory: …Oh, you mean, that class when student groups produce a TV spot and also
                 learn good communication and interpersonal skills? (still looking a computer,
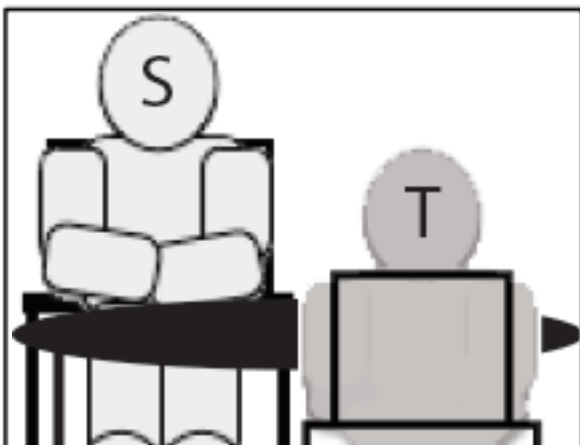   but understanding the question like she has already taken the class)

Sammy: yes, yes, yes thats the one, groups of audio and video students, did you take it?
                 (kinda getting frustrated)
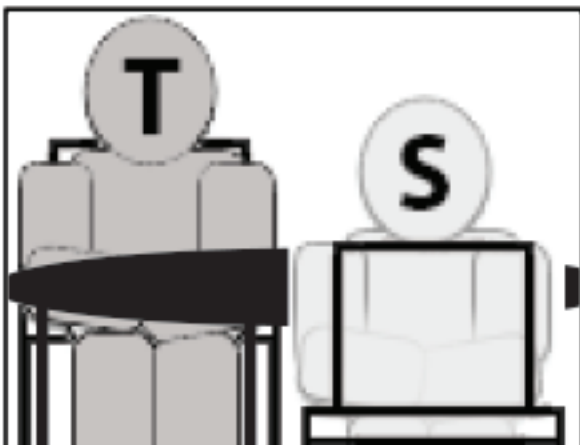
Tory: No …(looking at Sammy, surging shoulders)

Scene: **Panel:** 1   **BG/Location:** class room

Screen:	**Action:**
B12	Sammy enters Room
Camera:	**Dialogue:**
Angle 1	
Notes:	None
Keep it simple	

FX: **SFX:** Door, Footsteps, Typing
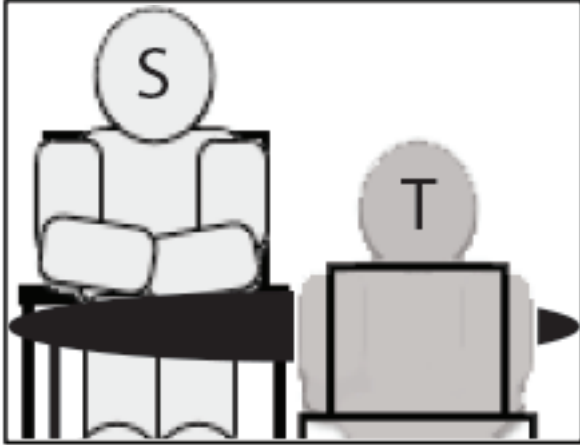
Scene: **Panel:** 2   **BG/Location:**

Screen:	**Action:**
B12	Sammy sits and asks
Camera:	**Dialogue:**
Angle 1	Tory, did you ever
Notes:	have Lysa's class.....

FX: **SFX:**

Scene: **Panel:** 3   **BG/Location:**

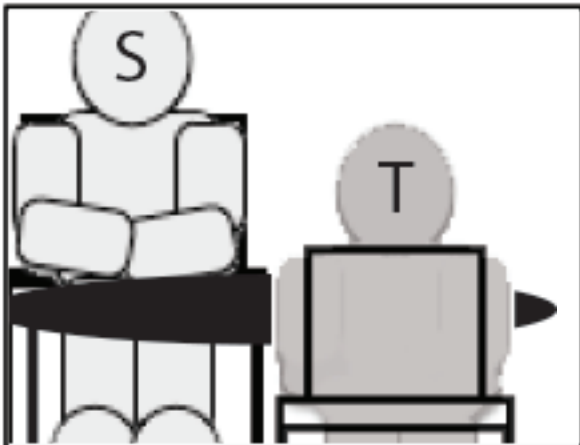|	
Screen:	**Action:**
B12	Tory looks up
Camera:	**Dialogue:**
Angle 2	Media what?
Notes:	Sammy says "team" before next camera angle

FX: **SFX:** stopping typing

Scene: Panel: 4 BG/Location: class room

Screen: Action:

B12 Sammy cont....

Camera:

Dialogue:
the one where you
Angle 1 shoot for a non-profit
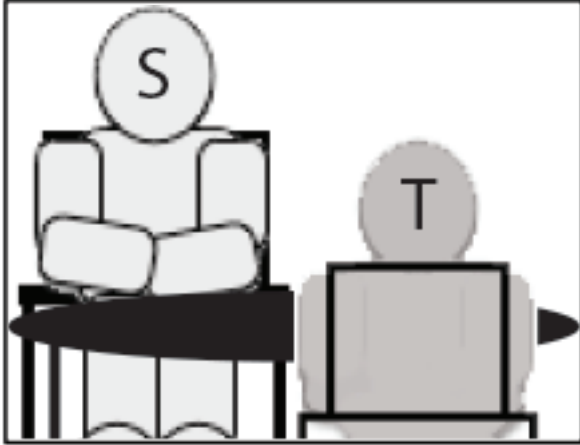
Notes:

Keep it simple

FX: SFX: Restart Typing

Scene: Panel: 5 BG/Location:

Screen: Action:

B12 Tory looks puzzled

Camera:

Dialogue:
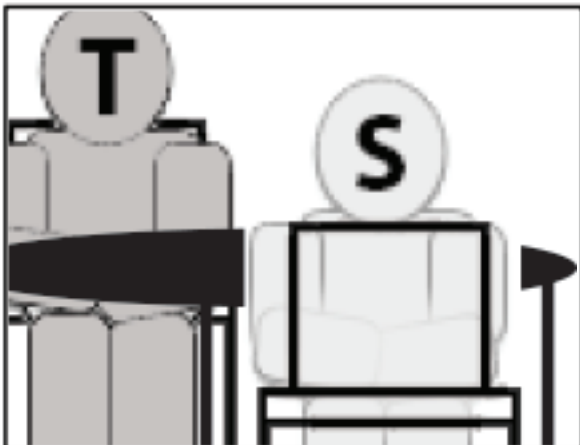
Angle 1 "Non-profit?"

Notes:

FX: SFX:

Scene: Panel: 6 BG/Location:

Screen: Action:

B12 Sammy getting tight

Camera:

Dialogue:
Sammy:
Angle 2 yea, like for a TV spot.
Tory:
Notes: Lysa, you mean
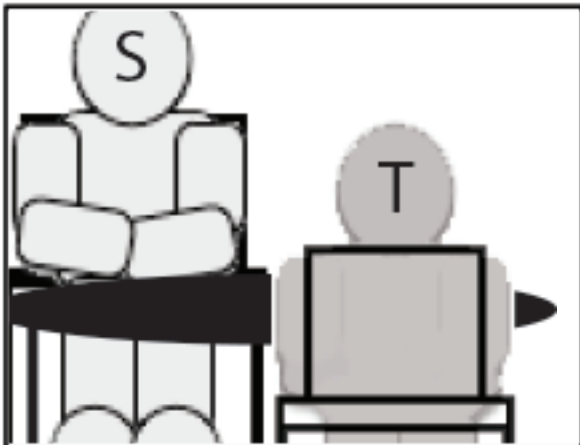Ausmus?

FX: SFX: stopping typing

Scene: **Panel:** 7   **BG/Location:** class room

Screen: B12

Camera: Angle 1

Notes: Keep it simple

FX:

Action: Sammy ready of answer

Dialogue: Yea, G. Lysa herself.

SFX: re-Restart Typing
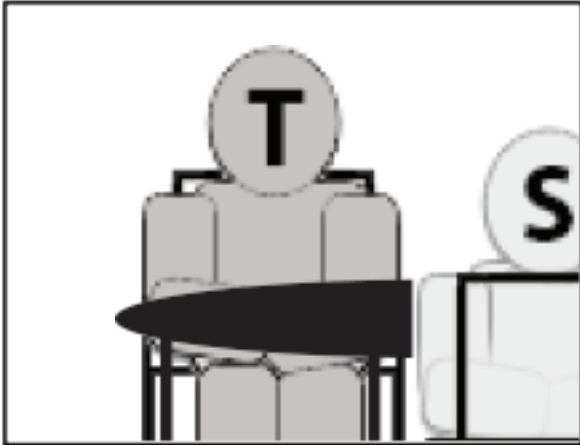
Scene: **Panel:** 8   **BG/Location:**

Screen: B12

Camera: Angle 2

Notes:

FX:

Action: Tory looking at computer

Dialogue: …Oh, you mean,…. interpersonal skills?

SFX:

Scene: **Panel:** 9   **BG/Location:**

Screen: B12

Camera: Angle 1

Notes:

FX:

Action: Sammy frustrated

Dialogue: yes, yes, yes thats the one…….. did you take it?

SFX: stopping typing

Scene: Panel: 10   BG/Location: class room

Screen: Action:

B12   Tory looking and
                                                           sruggs
Camera:
                                                           Dialogue:

Angle 2   No ...

Notes:

hold shot dip
to color
                  FX: SFX:

Scene: Panel: BG/Location:

Screen: Action:

Camera:
                                                           Dialogue:

Notes:

                  FX: SFX:

Scene: Panel: BG/Location:

Screen: Action:

Camera:
                                                           Dialogue:

Notes:

                  FX: SFX: