



YOU CAN LIVE HISTORY VIDEOGRAPHER GUIDELINES



- Haversack to carry camera apparatus: index cards/lens cleaner/chips/battery.
- Dedicated DP should communicate using headphones for 2-Way radios, for Director/DP to communicate scenes to every Videographer. Director should communicate with the DP to videographer orders.
- MOST IMPORTANT: Background, make sure there are no cars or people without uniforms, no civilians, cars, modern looking buildings, utility poles, power lines, modern construction, and plane contrails. When background is not good from eye level angles, you can aim upward or downwards towards subject. When looking up make sure subject is more than 50% of the frame. Sometimes just moving a few feet, a camera operator can get out of other camera operators shots by using props such as a wagon, tent, tree to block out undesirable objects in the background.
- Panning speed should not be too slow or too fast, just right, including distance.
- LIGHTING: When ever possible camera operators should have their backs to the sun
- ALWAYS be aware of other camera operators to not get in their viewing angle/shots.
- For each scene we require at least three different camera perspectives/variety of shots including close ups, middle, and wide shots.
- When shooting get physically close on a close up, leave the camera on wide settings for ALL shots NOT zoom, DO NOT USE ZOOM, some exceptions maybe made at the time by the DP (Director of Photography).
- Try to get something different for each shoot whether it is a different angle, perspective, or the other army.
- When reporting to does camera work PLEASE wear appropriate clothing: CIVIL WAR: Hat, light blue jeans and black or brown shoes. REV WAR: Hat, white sweats or football pants, white shirt, black or brown shoes. We can provide hats, shirts, and pants to disguise camera operators if needed.
- On wide shots, especially with small attendance, go in close enough to cut students on the edges to give impression of a larger army.
- NEVER film the armies when they are close to each other and not fighting.

- We mostly need face shots of the kids, so when filming the armies marching by center the camera to get as many faces in as possible.
- PANNING: When panning across the troops pan at a consistent medium smooth speed, being too slow is boring and too fast is ineffective and may cause dizzy and nausea with viewers.
- BE AWARE not to be jerky, giggly, no up and down motions, keep stable, breath slow or on the exhale to stay smooth, use arms and rest against chest/ground. Using elbows on rib cage, tripod, monopods, or steady surface, ground depending shot request from director. Close frame shots no empty edges, always cut in close around subject(s).
- Staying on the main action, don't try to get the whole thing. Let the dramas play out, if you see two kids in a sword fight and looks good stay on subject until fight has been completed.
- Camera operators are often directing close up second unit scenes. Before filming these scenes make sure they are wearing their gear properly for examples buttoned shirts, straps not twisted, lapels not straight, hats worn lower level to the brow, generally neat, not sloppy, epaulette should be straight on shoulders, and so on.
- Cameras should be physically close to the speaker in speaking script scenes to pickup the voices clearly.
- Sometimes in a movie a famous person gets killed, fight dual try to have other duals and/or backgrounds of hand to hand, loading guns, fencing.
- Ask the director/editor if they need more flag shots, flapping close ups or correct flags.
- If there are any unusually good features we want to film a lot, including horses, ditches, stone walls, old fashioned buildings, streams, bridges, and shrubs,
- When filming the troops marching by do not film them directly from the side, instead film them marching towards you, avoid splitting the march if possible. Stay on march bys until all the kids are in and tail end of the column.
- Get loading and firing the canons shots, triangle march bys should be performed at each battle to make armies look bigger and get face shots.
- Coordinate pyrotechnic shots with Kevin to capture explosions and canon fire. Make sure the locations of the pyrotechnics is known before video shot are taken
- Try not to have more than one camera operator from one single prospect/angle
- In a battle scene there are times when all the camera people will be in the middle of the battle scene.

- When filming close ups ask students with sunglasses, modern looking eye glasses to remove before taking shot footage.
- At least 10/20 seconds of flag shots/boiler plate video footage
- Roll video when a scene is inevitable, not perched or mounted for 30 minutes.
- "B" roll footage for boiler plate footage trees, forest, mountains, creeks
- Get a marching column towards to screen taking up a half or third of the frame to display credits. Only when DP requests this footage.
- Close up scenes with speaking points should have good audio? Communication with DP/AS/Director to avoid mega-phone.
- DP will assign camera operators for each scene including different sides to capture the larger scene. Close mid-range, and far field shots and scenes.
- Disable, do NOT use digital zoom on the camera, physically get close up avoid using any zoom feature. Instead coordinate with DP about close-up/medium/wide field shot.
- Good effect using POV: Point of View shots, walking with your subject.
- Do not direct kids during pyrotechnics scenes that will be done by Kevin Labbe'.
- Momentum, capture climatic scenes early in day. Scenes can be out of order.

PARENT GUIDELINES

We ALWAYS welcome parents to volunteer, day one of training, school rules may apply, YCLH welcomes all parents to all trainings, and day two of training is outfitting the kids.

On battle day parents who volunteer can help us setup props in the morning before the battle is filmed. We welcome parents to help us during the battle, including props, crowd control and camera operator. Parents who volunteer need to stay in with the group and not spread into scene areas

Most important time for parent volunteers is after the battle to help make sure kids get moving in the requested pulse, and then get in line to drop of uniforms, and gear in an organized systematic order.