

## Community Discussion January 13, 2021

# Video Considerations: Color Guard Groups

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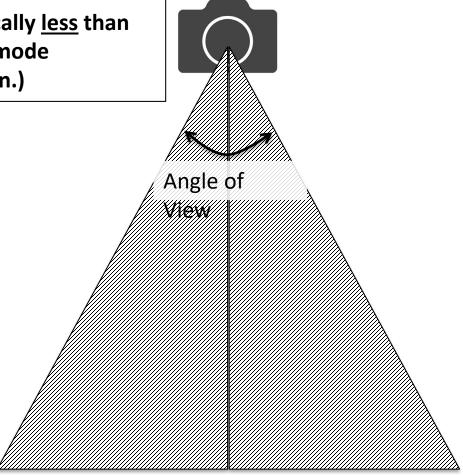


### **VIDEO GUIDELINES:**

- > 1 fixed camera- no zooming/panning
- > Location of camera is your choice
- > Single shot Unedited performance
- > All performers remain in camera's field of view

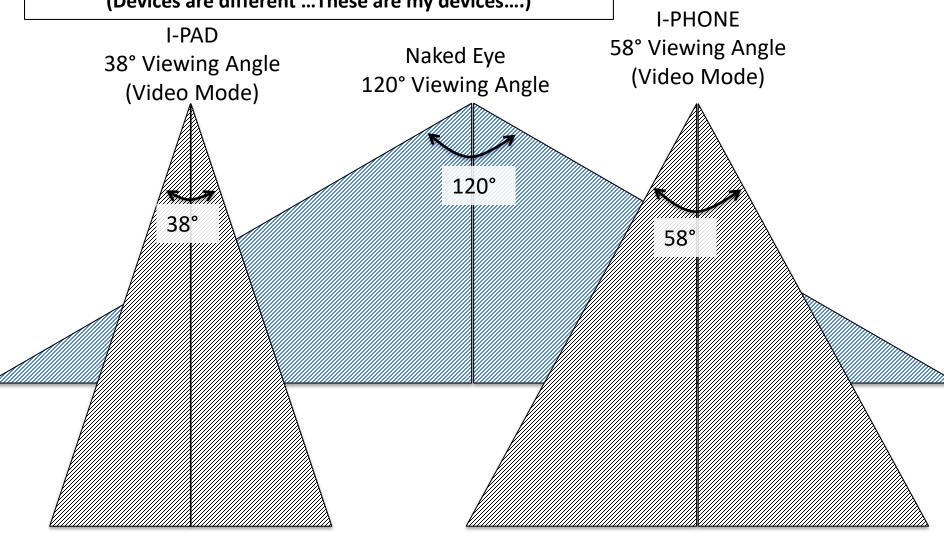
# Explanation of "Angle of View" ...Each Camera's view is determined by how much of its surroundings it can captureThis is called "Angle of View"

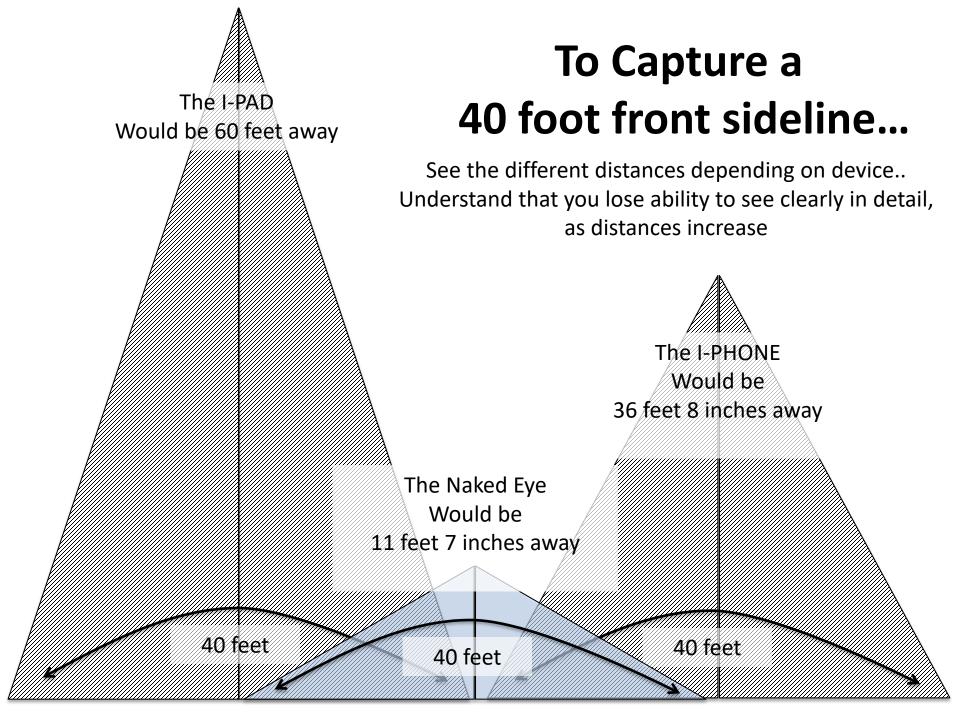
(The Angle of view in Video mode is typically <u>less</u> than the angle of view in still camera mode In order to support stabilization.)

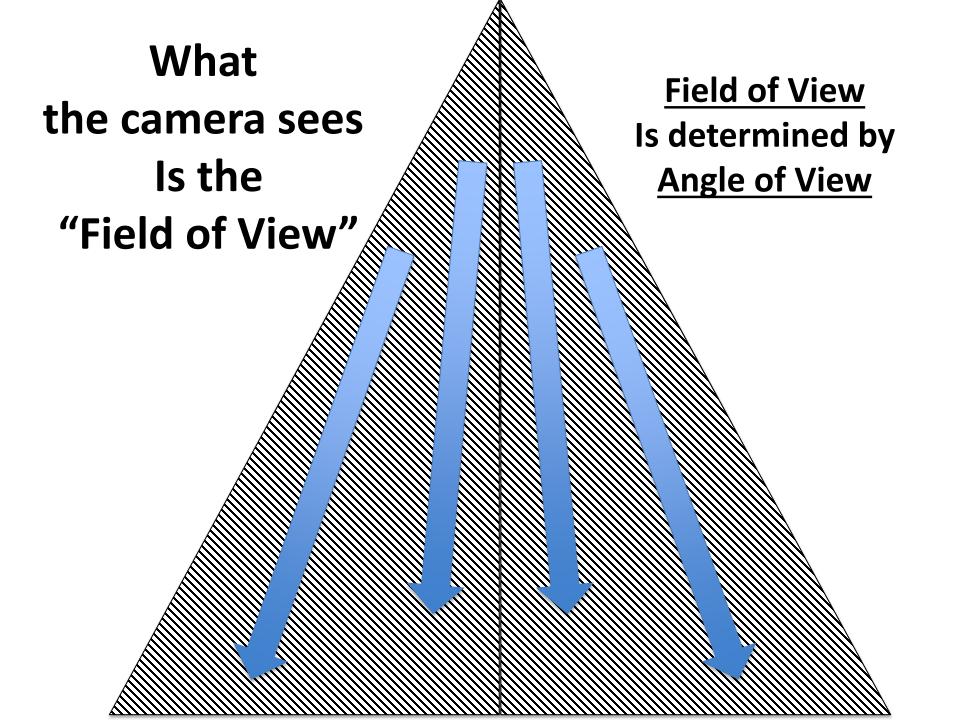


#### "Angle of View" ...so we can consider how we 'see' in a virtual setting

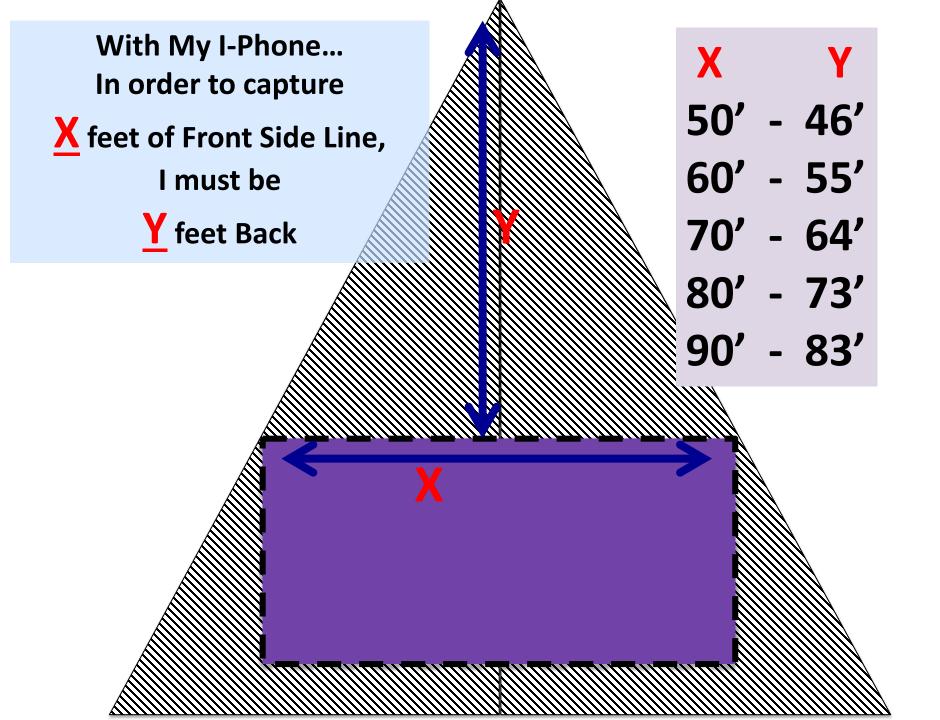
(Devices are different ... These are my devices....)

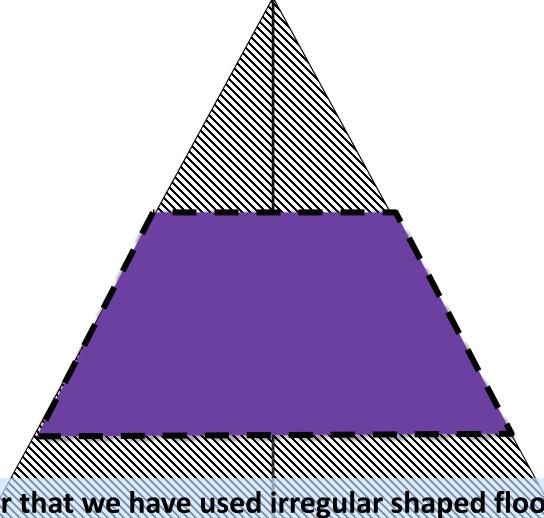






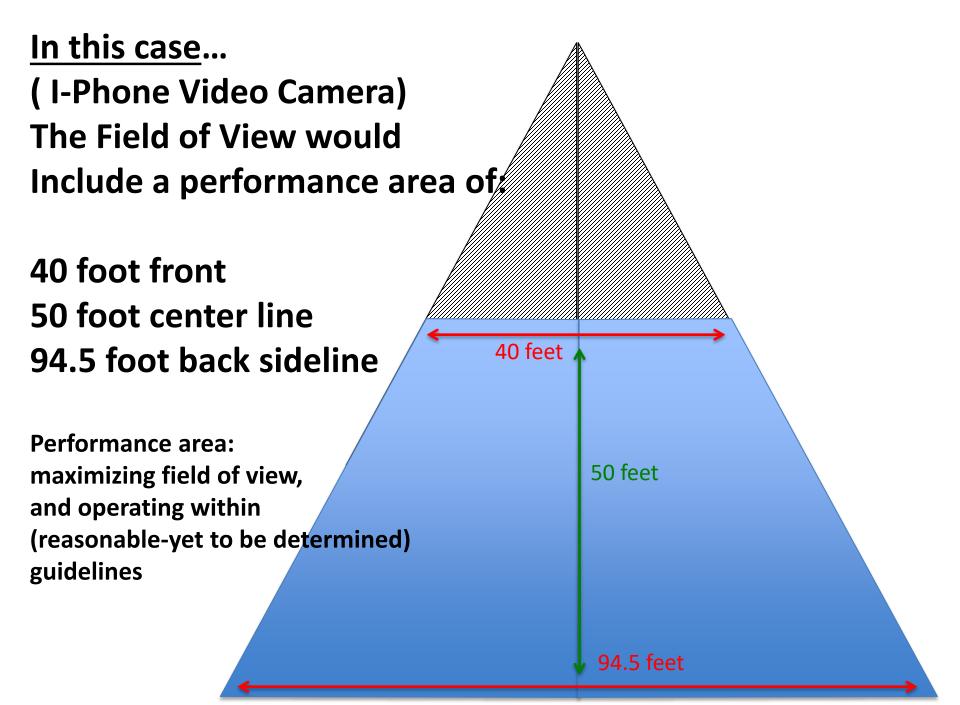
I imagine ... that when we were considering how people would video their show, we imagined a rectangular floor that would fit completely in the Field of View.

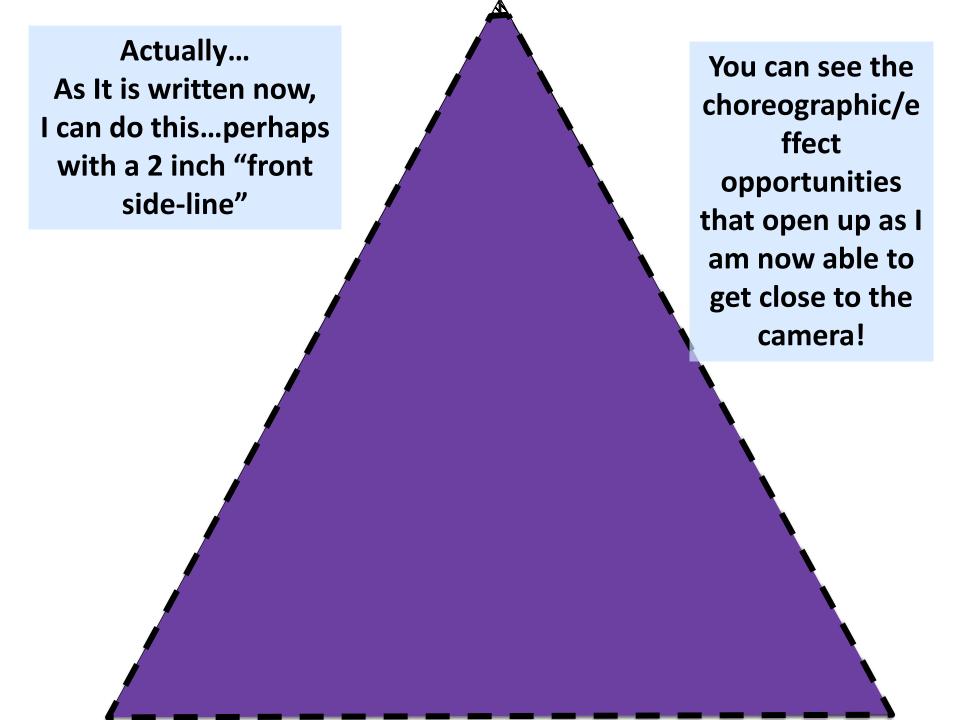




Remember that we have used irregular shaped floors...

As the Rule is written now...I am able to do this... As a designer this is more visually efficient and it gets me closer so we can see the choreography....





### Light and Sound

will impact your video's effectiveness

Workshop these elements as part of your design!

## Understand the challenge first, Then do the work to turn this into an opportunity

Practice video options BEFORE you start!

Get use to looking at your program "through this lens"

Let this new awareness inform your choices!

