

WELCOME TO CHANNEL 17/ TOWN MEETING TV AT THE CENTER FOR MEDIA\* AND DEMOCRACY/CCTV.

CCTV STARTED IN 1984 AS A WAY FOR PEOPLE TO USE TELEVISION TO TELL STORIES ABOUT THEMSELVES AND SHARE OPINIONS ABOUT THE WORLD.

TURN ON THE TV TO SEE YOUR NEIGHBORS AND YOURSELF.

EVERYONE HAS A STORY TO TELL.



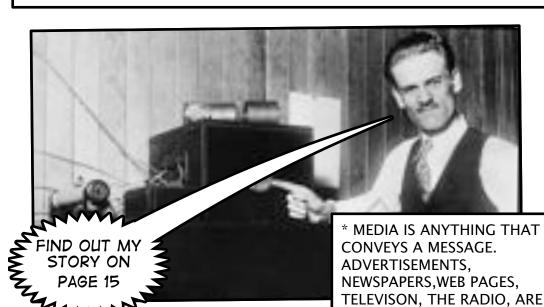






# NECOME TO CCTY AND CHANGEL 17

WELCOME TO THE CHANNEL 17 VIDEO ASSIGNMENT BOOK.
THIS BOOK CONTAINS A SERIES OF ACTIVITIES DESIGNED TO
TEACH YOU ABOUT USING THE CAMERA, TELLING A STORY,
ASKING QUESTIONS AND GETTING GOOD SHOTS.
YOU CAN DO THE ASSIGNMENTS IN ANY ORDER.
SOME WORK BETTER IN GROUPS OR WITH A PARTNER, SO YOU
MAY NEED TO FIND A FRIEND TO WORK WITH ON THIS.



CONTENTS: PERSPECTIVE FRAMING BLUESCREEN HOW TO SPECIAL EFFECTS IN CAMERA PUBLIC SERVICE ANNOUNCEWHAT? NAME THAT SHOT STORYTELLING FOLLOW THE STORYBOARD MAKE YOUR OWN STORYBOARD ASKING QUESTIONS GET TO THE MEETING MAZE THE STORY OF PHILO FARNSWORTH YOUR OWN COMMUNICATIONS SYSTEM CROSSWORD MAKE YOUR OWN TV

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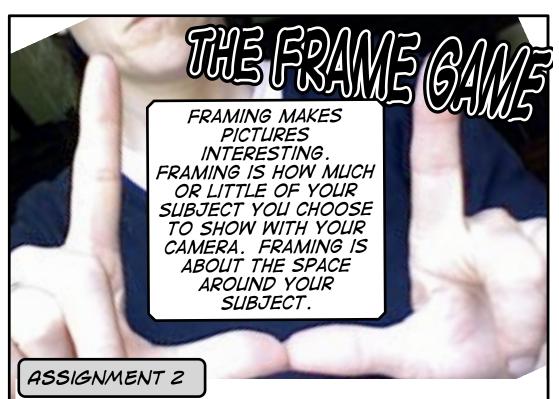
ALL EXAMPLES OF MEDIA.



CHOOSE ANY OBJECT IN THE ROOM AND WRITE WHAT IT IS ON THE LINE: (FOR EXAMPLE "TRASH CAN")

\_\_\_\_\_

IMAGINE YOUR OBJECT HAS "EYES" VIDEOTAPE 10-20 SECONDS FROM THE PERSPECTIVE OR "POINT OF VIEW" OF THE OBJECT.



SET YOUR CAMERA IN A SECURE LOCATION OR HAVE A FRIEND HOLD IT. STAND IN FRONT OF THE CAMERA AND TURN THE LCD SCREEN TO FACE YOU.

PUSH RECORD.

- 1. HOW MUCH OF YOUR FACE CAN FIT INTO THE SCREEN?
- 2. BACK UP SO YOU FIT YOUR HEAD TO TOES.
- 3. PRETEND TO PUSH ON THE SIDE WALL OF THE "FRAME" AND HAVE SOMEONE MOVE THE CAMERA SLIGHTLY TO MAKE IT LOOK LIKE YOU ARE ACTUALLY "PUSHING" THE FRAME.
- 4. HAVE SOMEONE GENTLY SHAKE THE CAMERA. AN EARTHQUAKE! ACT AS IF YOU ARE IN AN EARTHQUAKE...

MAKE SURE YOUR CAMERA IS RECORDING ALL OF THIS!!!!

# ASSIGNMENT ALSO KNOWN AS CHROMA KEY OR ALSO KNOWN AS CHROMA KEY OR GREENSCREEN. ALLOWS YOU TO SUPERIMPOSE PROPS AND SUPERIMPOSE PROPS AND ACTORS ONTO A PRERECORDED ACTORS ONTO A PRERECORDED OR IMAGINARY SCENE USING OR IMAGINARY SCENE USING OR IMAGINARY SCENE USING OR HAGINARY SCENE USING SPECIAL COLOR AND FREQUENCY SPECIAL COLOR AND FREQUENCY REPLACEMENT TECHNOLOGY. WHEREEVER THE CAMERA 'SEES" WHEREEVER THE CAMERA 'SEES" BLUE IT REPLACES IT WITH ANOTHER IMAGE, PICTURE, VIDEO OR COLOR.

GO TO THE STUDIO AND RECORD A FEW MINUTES OF YOU AND YOUR GROUP USING THE BLUESCREEN. USE YOUR CAMERA TO:

- RECORD SOME SHOTS USING THE BLUESCREEN,
   RECORD SOME SHOTS OF THE CONTROL ROOM AND OPERATOR EXPLAINING THE PROCESS
- 3. GIVE THE OPERATOR YOUR TAPE TO RECORD YOUR GROUP USING BLUESCREEN TECHNOLOGY.

  NOT AT THE STUDIO? SKIP THIS ACTIVITY.

#### ASSIGNMENT 4

Videotape someone from your group demonstrating, an action such as tying your shoe, doing a somersault, making a telephone call or another action of your choice.

#### USE:

\*three diferent angles

\*three shot types such as
medium, close-up or wide shots

\*keep it short



### NOW YOU SEE IT, NOW YOU DONT, ASSIGNMENT 5

MOVIES USE SPECIAL EFFECTS TO MAKE THINGS LOOK, EXTREME, DRAMATIC, OLD, MAGICAL, ETC. MOST OF THESE EFFECTS ARE APPLIED AFTER FILMING, DIGITALLY, DURING EDITING. THERE ARE SOME FUN EFFECTS YOU CAN USE TO CREATE ILLUSIONS USING MATERIALS AT HAND.

#### THE DISAPPEARING ACT

1. WHEN RECORDING, PAUSE CHANGE THE ACTION AND THEN RESUME RECORDING. IT WILL LOOK AS THOUGH MAGICALLY THE ACTION CHANGED. FOR EX: SOMEONE SITTING IN A CHAIR, FREEZE ACTION, STOP RECORDING, REMOVE THE CHAIR START RECORDING RESUME ACTION (FALLING) YOU HAVE CREATED A SPECIAL DISSAPPERAING ACT.



#### DOLLY SHOTS

3. MOVE THE CAMERA SLOWLY AND SMOOTHLY (AS IF ON WHEELS OR "DOLLY")

TOWARDS THE SUBJECT WHILE ZOOMING OUT. OR MOVE AWAY FROM THE SUBJECT WHILE ZOOMING IN.

WITH PRACTICE CAN BE USED TO CREATE AN EERIE OR DRAMATIC EFFECT.

#### HOMEMADE FILTERS



2. USE SARAN WRAP, A THIN SCARF, A PLASTIC BAG OR SOMETHING ELSE THAT IS SEE THROUGH BUT CAN CREATE AN ILLUSION WHEN YOU RECORD THROUGH IT.

#### FORCED PERSPECTIVE

4.SET UP THE CAMERA TO RECORD DIFFERENT ELEMENTS IN EXTREME PERSPECTIVE TO ONE ANOTHER. ILLUSION FOOLS THE EYE INTO MAKING OBJECTS APPEAR FARTHER, CLOSER, LÄRGER OR SMÄLLER THAN THEY ACTUALLY ARE.



photo credit: http://www.flickr.com/photos/stuandgravy/

ASSIGNMENT 6

# Public-Service Announ

BELOW IS A LIST OF IMAGES THAT REPRESENT REAL PUBLIC SERVICE ANNOUNCEMENTS (PSA). A PSA IS LIKE AN AD, BUT INSTEAD OF SELLING YOU A THING IT IS TRYING TO CONVINCE YOU TO TAKE AN ACTION.

ACTION:

IMAGE(S):

STATEMENT (OR FACT):

MESSAGE:

List an action one of the above would try to get you to take. List an image and a statement the filmmaker might use. What is their message?

SEATBELT USE BIKE HELMETS **EXCERSIZE** TREE PLANTING BOOK READING

WHAT PSA WILL YOU MAKE?

ACTION:

IMAGE(S):

STATEMENT/FACTS:

MESSAGE:





EXTREME CLOSE UP (ECU)

CLOSE UP (CU)





MEDIUM SHOT (MS)





WIDE SHOT





MEDIUM WIDE SHOT (MWS)







BIRDS EYE

CAT'S EYE







2.Close Up







planting watering

3. Wide Shot sun

4. Med Wide Shot first growth

5. Wide Shot full grown

#### **Script:**

"The process of growing plants begins with a tiny seed, with care, the right conditions and time it will grow and reward your patience with beauty and companionship." instrumental music soft background overlay

	STORYBOARD WITH SHOT DIRECTIONS.								
DESCRIBE THE SP	HOTS. USE THE TERM	MS YOU LEARNED:							
SCRIPT:									

## USE THE STORYBOARD BELOW TO RECORD A SHORT PUBLIC SERVICE ANNOUNCEMENT ABOUT CHANNEL 17 AND THE CENTER FOR MEDIA AND DEMOCRACY.

#### ASSIGNMENT 8

#### AUDIO/STORYLINE

"Welcome to 294 North Winooski Avenue. You may not know it, but this place is totally cool!"

"It's the home of CCTV, the Center for Media and Democracy and Channel 17"

O.S (off screen): "This is community access, the door is open to you.."

Ask question: "What is the Center for Media and Democracy?









#### SHOT TYPE DETAILS

Static M.W (medium wide) frame of talent standing next to the 294 sign.

Pan. Talent about to walk in the building's front door.

Hand-held C.U (close up) opening door.

Find Channel 17 person sitting at their computer. M.W shot with computer in frame.

#### STORYBOARD TEMPLATE

CU=CLOSE UP DETAIL OF A PERSON, OBJECT OR SCENE MS=MEDIUM SHOT HEAD AND SHOULDERS, OUT FROM SUBJECT WS=WIDE SHOT SHOWS THE WHOLE SCENE, WHOLE PERSON ES=ESTABLISHING SHOT SHOWS WHERE SCENE IS TAKING PLACE

TELL A SHORT STORY OR PIECE OF A STORY HERE,

#### AUDIO/STORYLINE

music



C.U frame of the channel 17 poster in hallway.

#### MUSIC



W.S (wide shot) of talent walking down hallway towards the studio.

"Hi. this is channel 17 summer camp."



Wide shot of talent at studio desk. Include cameras.

"I have somthing to tell you."



Medium Wide shot of talent behind studio desk.

NAME:

DATE:

# STORYBOARD TEMPLATE CU=CLOSE UP DETAIL OF A PERSON, OBJECT OR SCENE MS=MEDIUM SHOT HEAD AND SHOULDERS, OUT FROM SUBJECT WS=WIDE SHOT SHOWS THE WHOLE SCENE, WHOLE PERSON

ES=ESTABLISHING SHOT SHOWS WHERE SCENE IS TAKING PLACE

ASSIGNMENT 9	TELL A SHORT STORY OR PIEC OF A STORY HERE, USING WORD PICTURES AND DESCRIBING THE SHOT						
AUDIO/STORYLINE		SHOT TYPE DETAILS					
AUDIO/STORYLINE		SHOT TYPE DETAILS					
AUDIO/STORYLINE		SHOT TYPE DETAILS					
AUDIO/STORYLINE		SHOT TYPE DETAILS					
NAME: DATE:							



LOOK INSIDE THE WORD QUESTION AND YOU FIND A QUEST. A JOURNEY INTO THE LIVES, INTERESTS AND THOUGHTS OF ANOTHER PERSON, GROUP OR IDEA.

#### ASSIGNMENT 10

1. DESIGN AN OPEN ENDED QUESTION, USING ONE OF T RIGHT, THAT YOU MIGHT ASK SOMEONE.

WHO WHAT WHY WHERE WHEN HOW AND TELL ME...

#### FIND SOMEONE TO ASK AND RECORD THEIR ANSWER USING A CLOSE UP SHOT.

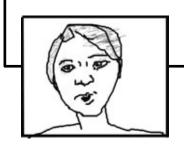
2. DESIGN A QUESTION THAT STARTS WITH ONE OF THE WORDS ON THE RIGHT THAT YOU WOULD ASK SOMEONE YOU JUST MET.

#### FIND SOMEONE TO ASK AND RECORD THEIR ANSWER USING A MEDIUM SHOT.

3. WHAT MIGHT BE THE NEXT QUESTION YOU ASK THEM? (THE FOLLOW UP QUESTION.)

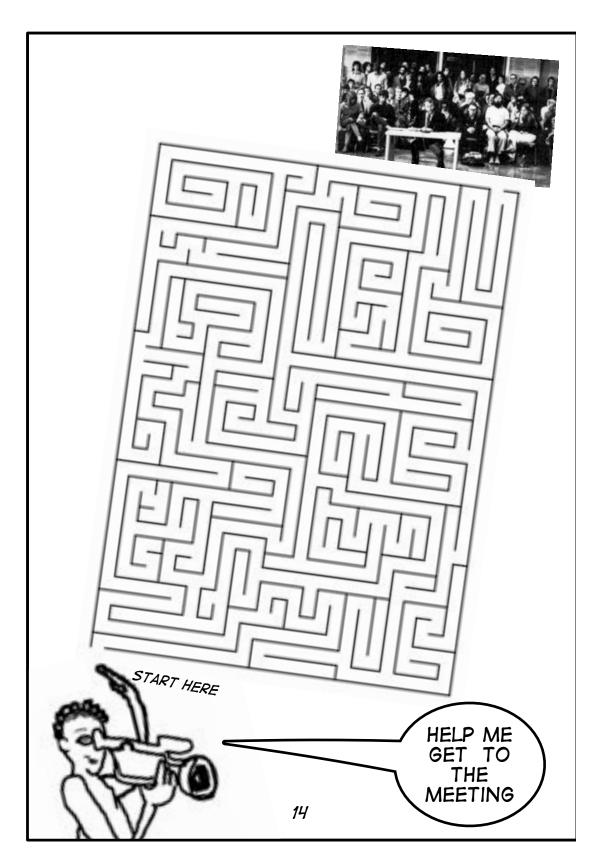
RECORD THE ANSWER USING A CLOSE UP SHOT.

4. DESIGN A QUESTION THAT BEGINS WITH HOW. RECORD THE ANSWER USING A WIDE SHOT.











# The Story of A Young Inventor

At the age of 11 in 1918, Philo Farnsworth moved to his new home in Idaho. This new home had something that his family had never lived with before, Electricity! Philo loved to read, but he had a particular knack for working with electricity. he fixed the farm equipment, he built machines to do farm chores that had usually been done by hand, and he imagined and tinkered. his faimly couldn't afford books, but the previos home's occupants had left behind a stash of science and invention magazines that he used to cultivte and nourish his imagination and discoveries. one realm particularly entranced him, the idea of sending "pictures through the air." some early names for these invention were: "radioscope," "teleramophone," "radiovisor," "telephonoscope," and finally "television." Philo studied, and met a teacher who aided and awed at his abilities. His burning ambition was to understand how pictures could be transmited using electricity "The summer of 1921 found Philo T. Farnsworth, age fourteen, strapped to a horse-drawn disc-harrow, cultivating a potato field row by row, turning the soil and dreaming about television to relieve the monotony. As the open summer sun blazed down on him, he stopped for a moment and turned around to survey the afternoon's work. In one vivid moment, everything he had been thinking about and studying synthesized in a novel way, and a daring idea crystallized in this boy's brain. As he surveyed the field he had plowed one row at a time, he suddenly imagined trapping light in an empty jar and transmitting it one line at a time on a magnetically deflected beam of electrons." After this he worked on the plans and developed a drawing which he shared with his teacher, Mr Tolman. He left in Tolman's possesion a diagram of his thoughts. At the age of 15 he had drawn the plans upon which the modern television of today was built. Around the same time another inventor also formulated ideas similar to Philo's and applied for a patent. Philo was able to use the drawing held by Tolman to prove that he too had "invented" television and his name was also attached to the patent.

I WONDER WHAT PHILO WOULD THINK OF THE TELEVISION OF TODAY. THE INTERNET!?!?

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source: http://www.farnovision.com/tbwit/chapter1.html

#### WHAT KIND OF COMMUNICATION SYSTEM WOULD YOU INVENT? DRAW IT HERE:



HOW DO YOU IMAGINE IT BEING USED?

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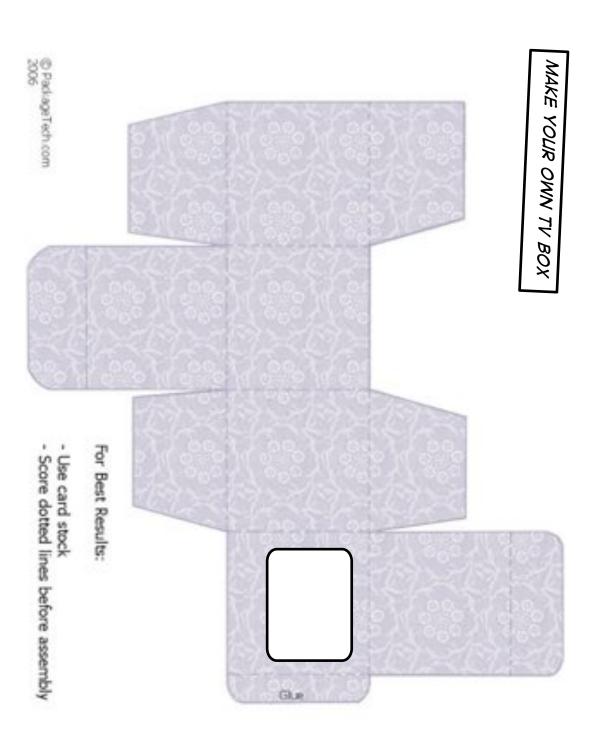
#### ACROSS

- messages delivered through books, tv, 2. they sell you something ads, radio and more
- box of flickering moving images.
- takes the video
- ability to read and understand
- person on the set asking questions
- 12. what you receive from viewers on a live show
- 13. what is being told, what a program is about
- a room set up for recording. television programs
- and mouths to understand each other
- 18, to move from side to side with the camera

#### DOWN

- to get closer to your subject using camera controls
- things that really exist.
- 5. what is created by the rectangular box of the television
- 6. form of government that takes into consideration each of its citizens needs
- 7. subjects in front of the camera
- what happens in front of the camera
- what the camera gets in its frame
- 14. 5, 4, 3, 2, 1, action
- 17. what humans do with their eyes ears 15. to see clearly, to bring into vision





YOU CAN GLUE THIS PAGE TO CARD STOCK, CUT, FOLD AND MAKE YOUR OWN LITTLE TV. LITTLE PUPPETS ON STICKS WORK WELL AS THE RIGHT SIZE TALENT

THANK YOU FOR BEING PART OF CCTV - CENTER FOR MEDIA AND DEMOCRACY AND CHANNEL 17/ TOWN MEETING TV BY MAKING YOUR OWN MEDIA!