

Super SLO-MO and Split Screen

Shooting to Edit → 3 Different ACTIONS

Your job this morning is for you and two partners to shoot **THREE prime examples** of human body motion (from multiple interesting angles!) which can then be turned into **SUPER-SLO-MOTION** and **SPLIT SCREEN** footage.

Your initial footage should be shot using a tripod (rock solid, no movement) from **multiple angles and/or perspectives** (low, high, close-up, extreme close-up, etc.)

Obviously, you'll want to have **multiple takes** to perfect your motions. This means good direction behind the scenes.

Set your cameras to shoot **1920 x 1080 at 60fps**.

You have **23 minutes to gather these shots** AND then **30 minutes to edit** your footage to music + nat sound. So work efficiently.

THINK BEFORE YOU SHOOT! Think about what actions would not only look good, but **what might look good in SPLIT SCREEN!**

You should have well-composed footage for **each** of the following **categories**:

1. **GET THE ACTION IN CLOSE-UP**: **IN-FOCUS (CRYSTAL CLEAR) Close-up + Extreme Close-up footage of the ACTION!**
2. **FACE-TIME FOOTAGE**. This should involve shots of the persons expressions and or reaction shots → **head turns, surprise, ...**footage of...a wink, blowing a kiss, hair toss, or other **exaggerated facial gestures**.
3. **Hop, Skip, or Jump**. This shot should involve **lead in footage** into a **HOP, SKIP, or a JUMP**. Think about camera angles and shot distance to best capture this movement.
4. **Gymnastic and/or semi-gymnastic Move**. This shot should involve lead in footage into some sort of "gymnastic" move. It could be a cartwheel, front/back roll, pirouette, splits, walking handstand.

IMPORTANT NOTES: **Absolutely NO ONE should get hurt, injured, impaled, or maimed in the process of shooting any of these shots**. This includes actors, camera operator, or innocent by-stander(s).

Choose wisely and appropriately based upon a **genuine skill level**. This means that if you haven't tossed a back-handspring into a piked double-back in a few years (if ever), now is **not** the best time to try one.

Be extra careful with hair tosses. No one should lose an eye.

YOUR FINAL edit should ideally be set to an appropriate **music track** and **wisely use TIME REMAPPING** to make the "tosses" look their best.

Good luck and good shooting. **See you back in the lab in 23 minutes.**