

## THE SPORTS GAMES RECORDING PLAYBOOK

Watch previous footage to understand the shot types.

<https://www.youtube.com/watch?v=SjlYRO8rp44>

- Get cutaways of audience before game starts if possible
- Follow the action – do not always follow the ball
- Anticipate the action – use whip pans – fast motion to get to the “goal”
- Change the position of your camera to get the possible shot!
- **Other:**
- Get there early to set up
- Be professional!
- Be on time with the edit
- Present an accurate score
- Shooting duration – non stop
- Final score be accurate
- Video (Approximate Editing Duration): **Intro 7 Sec – Main Part 49 sec – End 5 sec**

**Artemis Phone number: 99 47 61 42**

Sports event draft notes shots		
Who do I show?	START	How much do I show (% us / them)
-	Head Graphics	-
Show both teams	Points	80/20
Show both teams	Shots on Goal	90/10
	MIDDLE	
Show Unic only	Defence	-
Show both teams	Fouls / Drama / Sportsmanship	50/50
Show Unic only	Winners	-
	END	
	Graphics & tail	

## **SHOTS**

The wider a camera shot, the easier it is to follow the action. However, the wider the shot, the less exciting the image is. Many times directors will ask camera operators to start tight and then widen the shot as the action proceeds. It is important to remember not to get too tight making it impossible to follow the play.

### **Acceptable shots are:**

1. The wide shot
2. The medium wide shot
3. The medium shot – (waist up or waist down)
4. The group shot – 2-3 players
5. \*Rarely the close-up

### **Bonus shots:**

- Teamwork shots
- Good sportsmanship shots
- Break shots with coach

### **Unacceptable shots are:**

1. The extremely wide shot
2. The close-up
3. The extreme close-up
4. Completely static shot
5. The constant zoom in or zoom out

### **Composition for Action Shots**

- Make sure that there is enough headroom.
- Always keep the subject in the frame (with fast moving action, this can sometimes be incredibly difficult).
- Keep the competitors centered in the frame. However, when the player or team is in motion, always shoot with lead room.
- Watch the background. Ensure that it adds context to the shot.
- Make sure that the horizon is straight for all cameras. This can especially be a problem for handheld cameras.

### **2 ways to focus – try all!**

**Follow Focus.** Follow focus, also known as critical focus or tracking focus, means that the camera operator is continually adjusting the focus in order to keep the subject in focus. This is particularly critical when using a telephoto lens.

**Zone Focus.** The zone method of focusing means that the camera operator pre-focuses on the field of play, knowing that anything that comes into a specific area will be in focus. There are a number of variables that determine the effectiveness of zone focusing. First of all, if a wide angle lens is being used on a bright day, the zone of focus, or depth of field, may be from 1.2 m to infinity. The longer the lens, the less depth of field it can cover. Many times there are not enough cameras to allow cameras to focus only on one zone.

## POST PRODUCTION

1. **Use the template / music provided.**
2. Ensure you include:
  - the UNIC bug in its correct placement
  - Closing duration – ends at -6-7secs.
3. **Graphics are treated:**
  - Lower third – entrance and exit should appear “after intro graphic and exit before outro graphic”
4. **Deadlines for submission are as follows:**

DAY	SUBMISSION
<b>Monday to Thursday day / evening games</b>	Best version edit: End of the following business day – by 6pm (AIM FOR NO CHANGES!)  *If changes are requested they need to be accomplished and delivered the very next day – again before 6pm.
<b>Friday – day / evening games</b>	MONDAY SUBMISSION: Best version edit: End of the following business day – by 6pm (AIM FOR NO CHANGES!)  *If changes are requested they need to be accomplished and delivered the very next day – again before 6pm.