Camera Operator

JOB DESCRIPTION

This person works under the direction of the director to set cameras 1, 2 or 3 in desired spots. Must know how to operate the camera controller, how to move and zoom smoothly and how to quickly follow directions. Should be familiar with camera terminology and placement.

<u>GUILTY SPARK</u> – The camera controller

	all		
	Guilty Spark	era Controller AW-RP50	
	POWER ALARM	PRESET 6 PAGE:1 (1-10) -12	ET CAMERA OSD
	MENU PAGE GAIN/PED	2 3 4 5 (R/B GAIN) (R/B PED) [AWB/ABB] [SHUTTER 7 8 9 10	
	STORE DELETE DETAIL	SCENE/MODE CAMERA SETUP SYSTEM	USER 1 USER 2
		2 3 4 5	PT ACTIVE
Ĩ	TELE		
	ZOOM	FOCUS/PUSH OAF	PAN/I

- 1.) Use 1, 2 and 3 to select which camera you want to control. This is **very important** as most camera mistakes come from not changing to the correct camera before moving it
- 2.) These are the presets for the cameras. The list of what each shows is next to Guilty Spark. (it changes often, so it is not listed here)
- 3.) This moves the camera, left/right (pan) and up/down(tilt)
- 4.) This is the focus. Sometimes, even though the auto focus is on, its blurry. Push the knob to reset auto focus, or turn "auto" off and focus the camera manually using the knob
- 5.) This is the zoom function. Zoom in by pressing the rocker up ("tele") zoom out by pressing the rocker down ("wide")
- 6.) This changes the speed of the movement. Until your hand is steady and used to it, I recommend setting the dial very low so you don't overshoot your shot

<u>CAMERAS</u>

Cam1 – center camera

Cam3 - camera on YOUR right

Cam2 –camera on YOUR left

Placement Rules

Your boundaries are from the bottom of the main to the top of the stage



At <u>no time</u> should congregation be shown on camera



- Unless instructed to do a slow pan or zoom, DO NOT move the camera while it's live $\underline{\mathsf{TERMS}}$

Shot – what you're capturing	Program – what shot currently live	Reset – set the camera in its
Pan – moving the camera to the	Preview – what shot is coming up	previous spot, or at the beginning
left or right.	next	Tilt – movement up and down
Live – the camera that is currently	Subject – the person or object you	Tight – close in on your subject
being sent online or to the wings	are filming	Setup – getting the NEXT shot set
(DO NOT MOVE unless instructed)	Scene – the sections of the service	
	(ie- the next scene is a baptism)	

<u>SHOTS</u> – how you are filming

Offset - Your subject doesn't always have to be dead center. It makes for more interesting shots if you offset them – a little to the right or left of center. It gives your director more to work with. Think in thirds! A director can blend a shot very well if your first camera is off to the left and the second is off to the right! Use variety!



 MAS – This is your Master shot. Doesn't move. Typically done by camera 1. Typically is zoomed out as far as placement rules allow, or could be set as an establishing shot on a specific subject.



• MCU – medium close-up



o CU-close up



ECU – extreme close up

