



DEMO: Best Practices for MOOC Video

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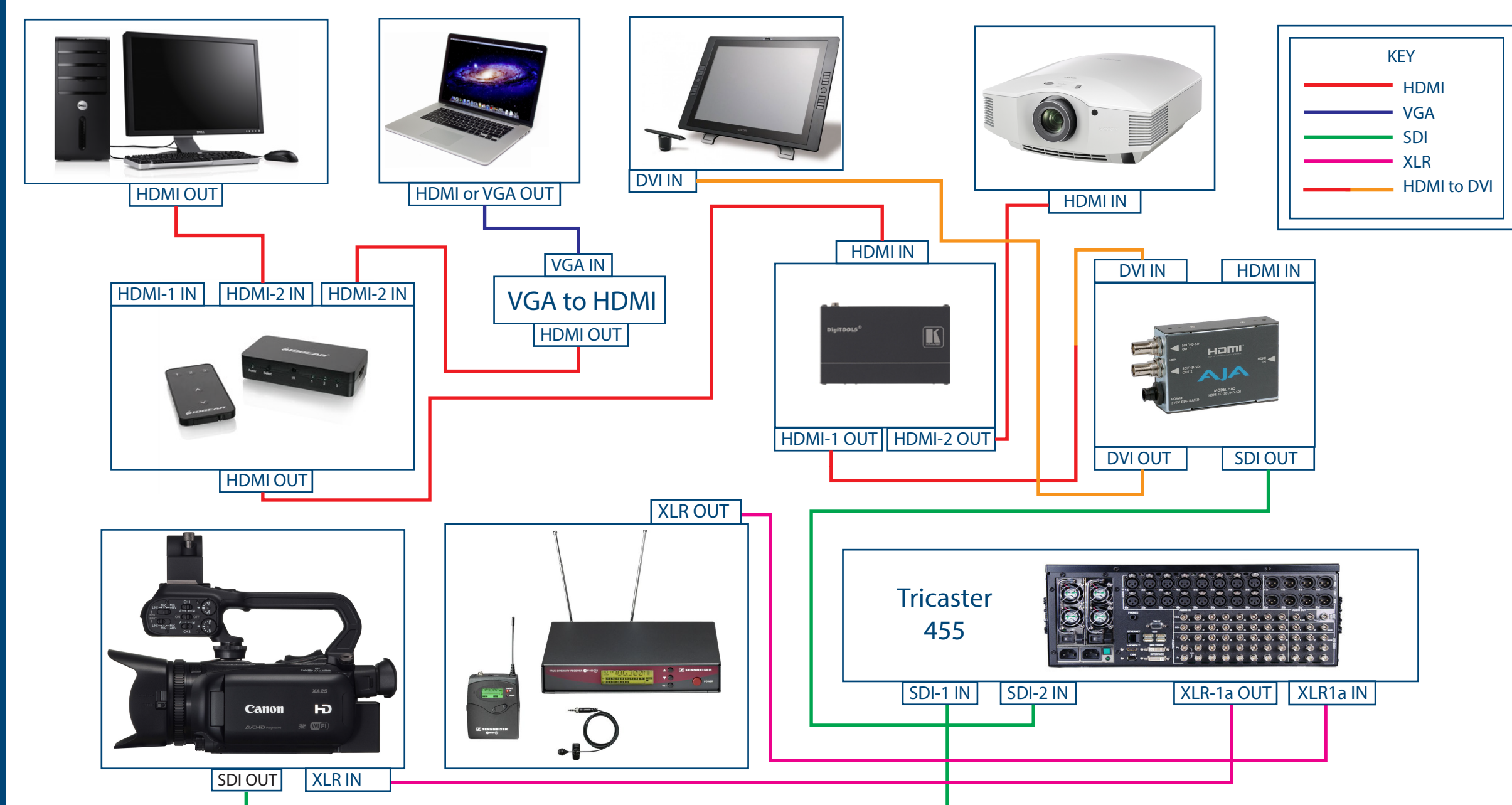
Electrical Engineering & Computer Sciences
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Option 1: Live Lecture

- + Time saver for lecturer (they don't have to record twice)
- + Ability to capture energy of lecture
- + Lecturer receives feedback from live students
- + Doesn't require additional recording location (like a studio)
- Online students aren't being directly engaged by lecturer
- Generally requires lecture hall to be well lit, and be adequately equipped for live lecture recording
- Puts additional pressure on lecturer not to make any "mistakes"
- Student questions, which generally enhance the live lecture experience, require additional strain on production crew to record, subtitle video, or requires the lecturer to re-state the question for the recording

UC Berkeley 540 CORY HALL - A/V Signal Flow Diagram



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Hardware: NewTek Tricaster, Canon C300 (x2), SDI cables, XLR cables, Countryman Lav Mic, Zoom H4N, Ikan Teleprompter

Software: Adobe Premiere, Adobe Media Encoder, Final Cut Pro, Avid Media Composer

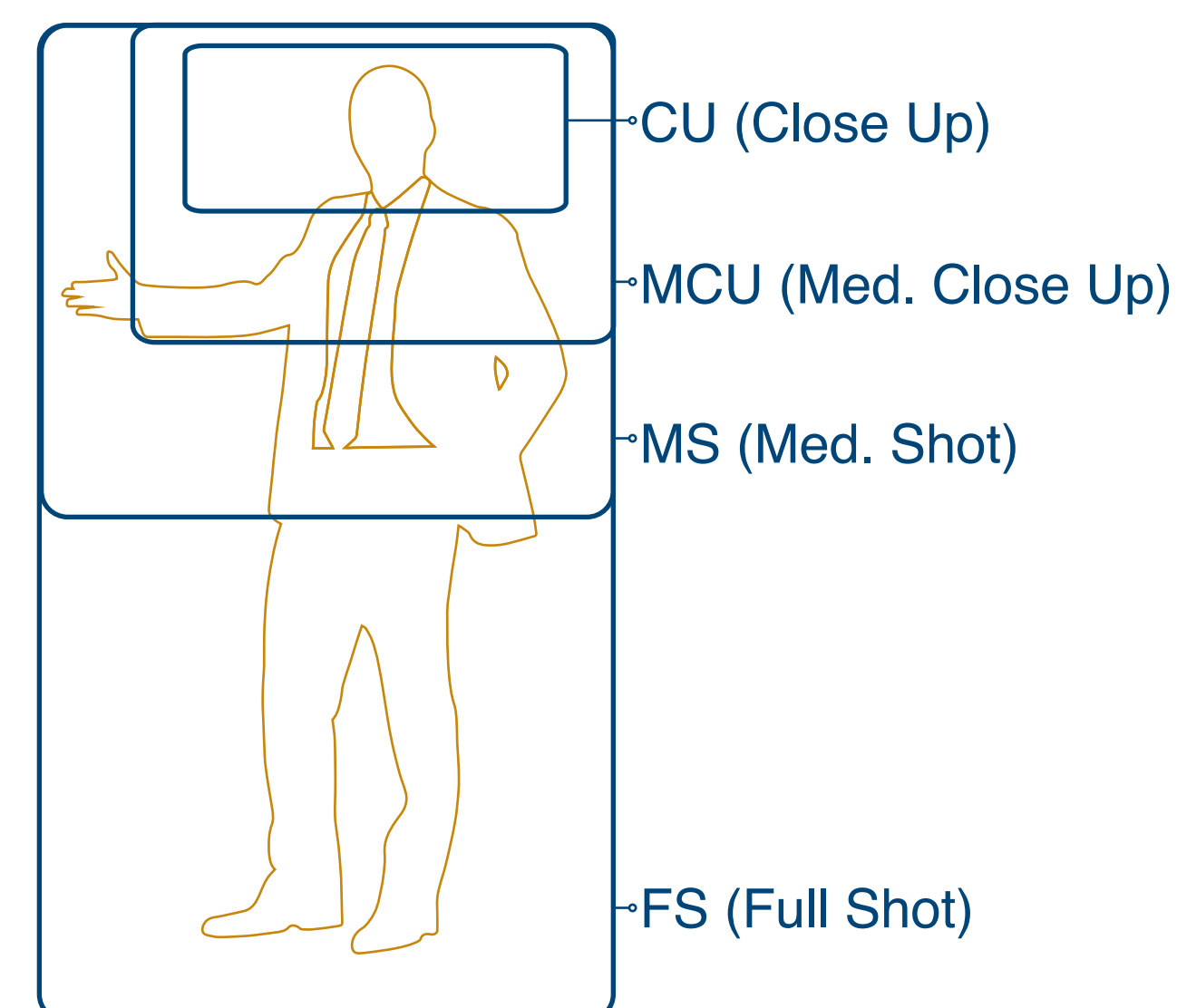
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Hardware: Laptop, HD Video Camera or Built in Cam, HDMI Cables, XLR cables, Sennheiser Lav Mic

Software: Camtasia, Quicktime Screen Capture

Video / Audio Best Practices

CAMERA BASICS



Composition

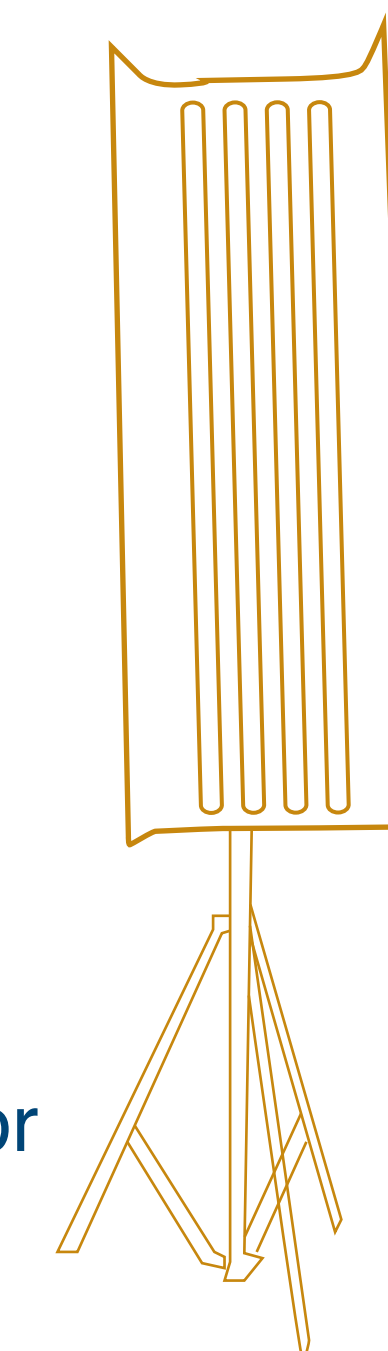
• MS to CU is preferred depending on setup

Focus

• Simple Focus Technique:
Zoom in to Subject, Focus, Zoom out

Exposure

- Controlled by aperture or iris, measured in f-stop's (f1.4 - f11)
- Zebra stripes set to 70% indicate highlights (or 70% white pixels)
- They should cover ~10-30% of the frame

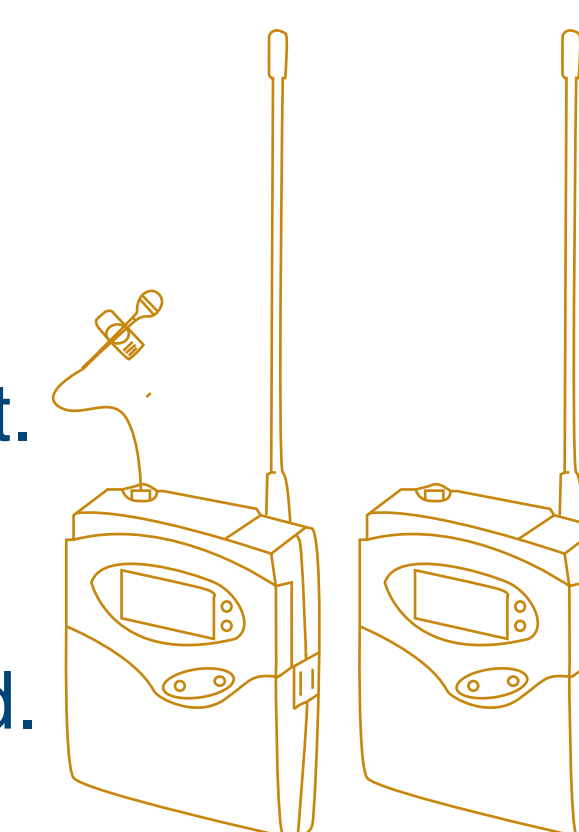


LIGHTING: "Quality vs. Quantity"

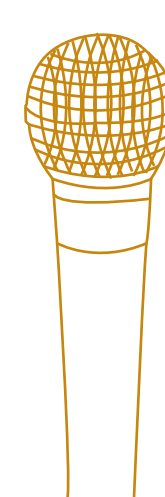
- Quality of shadow edges is either hard or soft
- Soft edges are generally preferred for non-dramatic material
- Diffuse or bounce light to soften shadow edges using a bounce card, flexfill, diffusion gel, or silk
- Quantity of light can be changed by changing the distance of the light to the subject or changing the output (or Luma) of the light
- Adjusting exposure can also affect the amount of light hitting the sensor

SOUND: "Microphones"

Shotgun Mic's are directional, can be placed further from subject, and are commonly found on a movie set. Shotgun is a condenser type which requires phantom power (+48v). A boom or stand is highly recommended.



Wireless Mic's (also condenser type) give close proximity to subject without use of a stand or boom. They require batteries and syncing transmitter to receiver.

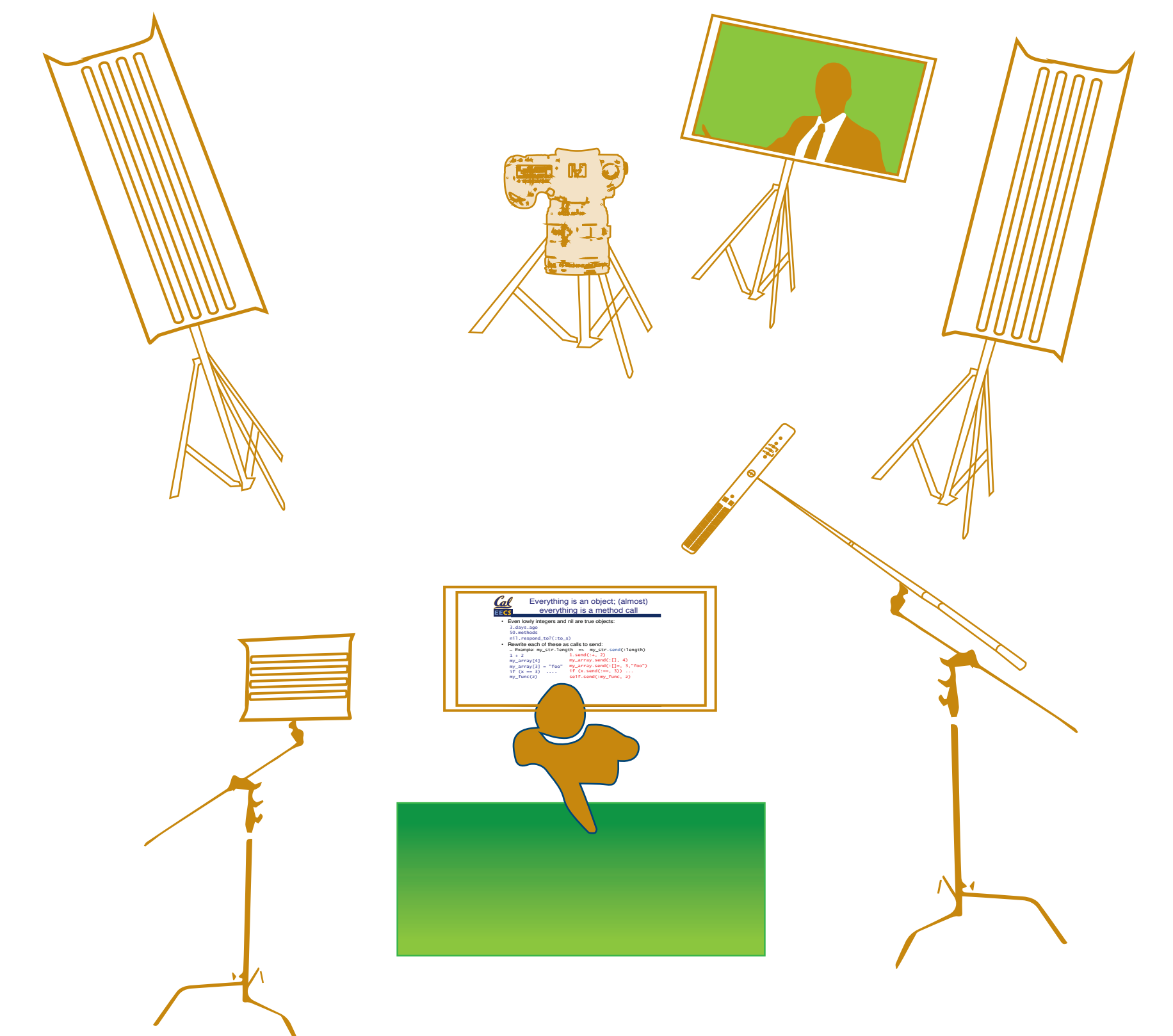


Dynamic Mic's are durable, generally cheaper, require no additional power, can handle high sound pressure levels, are commonly found on a music stage. These mic's generate low voltages relative to other mic's and generally require a pre-amplifier to boost the signal prior to reaching the recording destination. A mic stand is highly recommended.

XLR cables are commonly used to connect Mic's to Recording destinations: camera input, portable recorder, or directly to computer (requires conversion)

Option 2: In Studio

- + Online Students are being directly engaged
- + More controllable production environment
 - Ability to isolate unwanted sound / noise
 - Ability to light appropriately
 - Ability to compose an unobstructed shot
- + Relieves pressure of live performance because any mistakes can be edited in post production
- Requires lecturer to invest additional time performing the material twice
- Requires the lecturer to "act" as the camera doesn't emote like a room full of engaged students



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Hardware: Computer, Green Screen (Cloth/Paper), Canon 5D Mark iii, SDI / XLR cables, Schoepps CMIT 5U Mic, Ikan Teleprompter

Software: Adobe Premiere, Adobe Media Encoder, Final Cut Pro, Camtasia

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Hardware: Laptop, HD Video Camera or Built in Cam, HDMI Cables, XLR cables, Sennheiser Lav Mic, iPad Teleprompter

Software: Camtasia, Quicktime Screen Capture