
Unit 2 – Assignment 2: Single Camera Production

Liam Pym

The following is a summary of my findings from UNIT 22 about single camera productions:

What is Single-Camera Production?

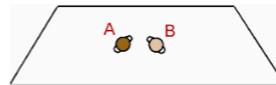
A single camera production is a type of production whereby only one camera is used in order to shoot either a film, TV show or video. A single camera production will have many advantages and disadvantages over a multi-camera production which I will discuss in this report, such as: the cost effectiveness and budget of a production, the time and deadlines that need to be assigned to a production. Many different genres and types of productions are commonly produced with only one camera, for example many different types of film and TV shows such as Documentaries and Comedies are produced through single camera production.

The following is evidence of my work showing a summary of single and multi-camera productions. This work can be found at the following web address:

http://media.wix.com/ugd/134ea6_36ebff3603314f05bc9f689197843e81.pdf

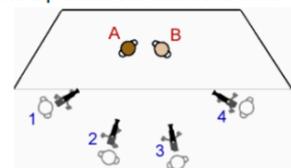
Single Camera Productions

A single camera production is one which only uses one camera to film and shoot the product during the production process. There are a number of productions which may be filmed with a single camera, for example: Films and Television productions. In a single shot production, all the shots and angles will be filmed individually one after another until the scene has been fully filmed to the director's requirements while keeping continuity between shots at the same time. Single camera productions offer a number of advantages over multi-camera productions: Firstly it will be cheaper for the production, this is due to the fact that less money in production will be spent on purchasing more equipment in order to film the product. However, there are a number of drawbacks of single camera productions: Time – The production length may be slightly longer than one with multiple cameras, this is due to the fact that scenes need to be shot multiple times from different angles in order to shoot the scene. Similarly, continuity may also pose as a problem in a production, for example it may be hard to make sure that all props and actors etc. are completely the same to the previous scenes shot from a specific angle. Examples of single



Multi-Camera Productions

Multi-camera productions however use multiple cameras in order to shoot the product. Due to the large availability of most cameras, many modern day productions use multiple cameras and the types of productions using multiple cameras varies largely in the industry. In a multi-camera production, cameras will be set up in a number of different locations in order to capture a number of different shots. The scene will be filmed only a few times until the director is happy with the number of different shots used in the scene. Generally in film, multi-camera productions tend to have a higher budget than that of a single camera production. One fundamental advantage of multi-camera productions is that more can be covered in one scene, for example: multiple cameras would allow more of the scene to be shot at one time, such as the emotions on the cameras or more of the set in the background. Furthermore, multi-camera productions allows the production process to be less time costing due to the fact that multiple cameras are covering different angles and the scene will not have to be re-filmed as many times as one which has used only one camera. However, there are a number of disadvantages to multi-camera productions that need to be considered by the producers when creating a media product: Expensive – Equipment can be very expensive when shooting a film or show: having multiple equipment such as cameras, microphones and lighting can be very expensive to use in film and can juristically change the costs within a production. Furthermore, it will also have a small impact on the time it takes to produce the film, for example the cameras will need to be setup and transported. Examples of multi-camera productions:



Productions associated with single-camera productions:

As stated earlier, many types of productions are often produced with only one camera, however there are specific genres which are usually associated with Single camera productions. From my research into single camera productions, I have found that the most common genres are associated with single camera productions are: Comedies, Dramas, Horror/Thriller and documentaries. Some of the main reasons why a production such as these would choose to shoot in single camera could be due to the budget and scale of the production, for example: The cost of a camera for shooting can be considerably expensive with some cameras ranging up to \$56,000 and beyond such as the 'RED Epic Dragon' camera which was used to shoot Netflix's 'House of Cards' series, thus production companies may decide to shoot in single camera in order to save as much money as possible.

The following is evidence that I have researched into different genres associated with single camera productions, the following screenshots are taken from my wix website:

<http://lpym1999.wix.com/btecmmedia#!genre-types/pxyl0>

GENRES OF SINGLE CAMERA

Why Single Camera?
There are many advantages and disadvantages to a single camera production and the reasons why a production may choose to use one camera as said earlier:

- **Budget and Cost:** One major reason why a production company may choose to use only one camera is that the budget is considerably cheaper for a production. This would allow more finance to be assigned to other aspects of the production such as set design etc.
- **Time management:** One disadvantage of single camera would be that valuable time could be spent on re-shooting scenes from alternative angles for a scene, this valuable time could have large effects on a schedule of a production compared to if they used multiple cameras.

There are a wide range of different types of genres which will commonly be associated with single camera productions, this is due to a number of factors such as the budgets and scale of production in single camera productions. While any type of production could be produced with only one camera, only a select few are associated with single camera because of these reasons, the main genres which are associated with single camera are:

- **Comedies -** Many Sit-Coms (situation comedy) are usually produced through single cameras, this is likely due to the fact that the budgets for these shows are small compared to other types of productions. Miranda is an example of a Single camera TV series produced by BBC 1, the show used only one camera in order to shoot scenes and reshot the scene in order to get different angles.
- **Dramas -** Many different dramas are produced through single camera, one of which is Downton Abbey, a period drama produced by ITV set in the estate 'Downton Abbey' in the early 20th century leading up to World War 1 and after.
- **Science Fiction -** An example of a science fiction single camera series production would be Doctor Who, it is a TV show produced by the BBC and run since 1963 and has been claimed by the Guinness World Records as the 'most successful sci-fi show ever'.
- **Documentaries -** Most documentaries are also single camera due to the fact that they are usually very small scaled productions with a smaller sized crew and equipment. An example of a successful documentary series is 'Making a Murderer' which I have previously talked about in my 'Series and Serials' topic.

Advantages and disadvantages of single camera productions:

From UNIT 22, I also learned the advantages and disadvantages of both single camera productions in the industry:

Advantages	Disadvantages
<p>Lower Production Cost– Single camera productions will tend to have a much lower scale of production, this means that less money needs to be spent on additional equipment such as: cameras, lighting equipment, smaller sets etc. This means that more finance can be saved and invested into other aspects of the production such as the marketing campaign for the product.</p>	<p>Timescales – If a production is only shooting with one camera, more time will be spent trying to achieve the right camera angle for each shot in order to make sure that its to the director’s specification. It will also take a large amount of time moving each individual camera in order to capture each shot for a sequence.</p>
<p>Control over production – Directors and cinematographers involved in the production can have more control over the particular shots and mise-en-scene in a shot. This is due to the fact that there is only one camera, thus more detail can be put into each particular shot making it more artistic and aesthetically pleasing for the audience.</p>	<p>Loss of footage – If cameras fail or are damaged, it’s a strong possibility that some of the previously shot footage could have been lost or corrupt.</p>

The following is a screenshot of my work showing the features of single and multi-camera productions which is where this work was sourced from:

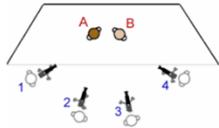
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Single Camera Productions

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Multi-Camera Productions

Multi-camera productions however use multiple cameras in order to shoot the product. Due to the large availability of most cameras, many modern day productions use multiple cameras and the types of productions using multiple cameras varies largely in the industry. In a multi-camera production, cameras will be set up in a number of different locations in order to capture a number of different shots. The scene will be filmed only a few times until the director is happy with the number of different shots used in the scene. Generally in film, multi-camera productions tend to have a higher budget than that of a single camera production. One fundamental advantage of multi-camera productions is that more can be covered in one scene, for example: multiple cameras would allow more of the scene to be shot at one time, such as the emotions on the cameras or more of the set in the background. Furthermore, multi-camera productions allows the production process to be less time costing due to the fact that multiple cameras are covering different angles and the scene will not have to be re-filmed as many times as one which has used only one camera. However, there are a number of disadvantages to multi-camera productions that need to be considered by the producers when creating a media product: Expensive – Equipment can be very expensive when shooting a film or show: having multiple equipment such as cameras, microphones and lighting can be very expensive to use in film and can juristically change the costs within a production. Furthermore, it will also have a small impact on the time it takes to produce the film, for example the cameras will need to be setup and transported. Examples of multi-camera productions:



Shot types:

Shot types are a fundamental aspect in filmmaking and are largely responsible for how a film looks and thus its emotional effects and responses on the audience, for example a ‘Point of View’ (POV) shot can be used in films in order to place the audience into the point of view of a character, this helps to immerse viewers into the scene and make it feel more ‘real’ for the audience. From UNIT 22, I have researched different shot types and analysed for how they are used and their different effects on an audience. As shown in my UNIT 22 coursework, the shot types work was a video that a group of members in our class

made which showed a variety of different shot types which are commonly used in film and media, the following are a list of the shot types we found that I plan on using for our own single camera production: Close Up, Mid shots, Long Shot, Establishing, Panning, Zoom, Over the Shoulder and Point of View shots, for example we will use a point of view shot in order to make our audience feel as though they are in the scene and are one of the characters. After finding these different types of shots. I also looked at my favourite ones and stated how they are effective on the audience: The following are screenshots from my research into shot types which are commonly used in different types of productions and my favourite types of shots, the work can be found at the following web address:

<http://lpym1999.wix.com/btecmedia#!shot-types/yt&d9>

SHOT TYPES

The following is a video shot and edited*by two friends and myself, it shows the types of shots which are commonly used in film and various other types of productions and explains how they are effective for the audience.

- Close Up
- Mid Shot
- Long Shot
- Establishing Shots
- Panning Shots
- Tilt Shots
- High Angle Shots
- Low Angle Shots
- Aerial shot
- Crane Shots
- Dutch Tilt
- Zoom
- Over the Shoulder Shots
- Point of View

POV SHOTS

Point of View shots are a commonly used shot in film in order to immerse viewers into the action of a scene. Point of view shots show the view that a main subject is seeing. A Point of View shot in a film is usually restricted to one character in order to avoid confusion between characters for the audience. The following is a montage of Point of View shots from various films.

DUTCH TILT

The dutch tilt is a type of camera shot where the camera is rotating on an axis as it focuses on a character or object. The dutch tilt is commonly used in cinematography in order to emphasise tension, distortion or confusion. The following is a video showing different dutch tilts in various films.

Editing Techniques:

Similarly to the shot types section of my coursework, we also created another video showing the different types of editing cuts which are used in different films and discussed their effects on the audience when used in film. Some of the editing techniques we found were: Slow motion, Slow cutting, Fast cutting, Jump cuts, CGI, Split. In our own single camera production, I plan on using a number of these editing techniques in order to make the film more interesting and appealing to a wide range of audience. The following is a screenshot showing evidence of doing this research into editing techniques:

<http://lpym1999.wix.com/btecmedia#!shot-types/yt&d9>

EDITING TECHNIQUES

The following is a video shot and edited by two friends and myself, it shows the types of editing techniques which are commonly used in film and various other types of productions and explains how they are effective for the audience.

- Slow motion
- Slow cutting
- Fast cutting
- Jump cuts
- CGI
- Split screen

Video Credit

- Greg Bright - Video Editor, Camera Focus, Camera man
- Ben Molyneux - Video Focus
- Liam Pym - Camera Focus, Camera man

Continuity Editing:

Another part of UNIT 22 I feel is relevant towards our own single camera production is continuity editing techniques. For this section of UNIT 22, we had to research factors which contribute to the continuity of a film, as said in my continuity presentation: The purpose of continuity editing is to make sure that shots run on smoothly from each other without any visual mistakes which viewers may notice. Directors and producers aim towards a strong sense of continuity in a scene in order to make it easy for an audience to follow the scene and fully understand what is happening. Continuity in a scene or media production can be achieved in a variety of ways: Match on Action, 180 Degree Rule, Eyeline Match and Cross Cutting. Many of these continuity editing techniques will be used in order to make the opening sequence of my production more believable and understandable for the audience. I also looked at specific examples of continuity editing used in different productions. For my own single camera production, we will use different types of continuity editing in order to make sure that the audience can follow our sequence, for example we may decide to use Match on Action and the Eyeline Rule. The following is a screenshot showing evidence of doing this research into continuity editing:

CONTINUITY EDITING

Continuity Editing

Continuity editing refers to a style of editing used in film, TV and various videos that takes place during the post production stage of development within productions. The purpose of continuity editing is to make sure that shots run on smoothly from each other without any visual mistakes and hiccups, while maintaining a strong sense of conscious space and time. In most productions, a strong sense of continuity in a scene is aimed towards as it allows an audience to easily follow the scene with minimal confusion and it allows the scene to seamlessly flow between cuts.

In film, continuity editing can take shape in a number of different forms and styles which are carefully chosen by the directors of a film in order to carefully try to make the film's reality as similar as possible to the audience's reality.

Match on Action

Match on Action is one of the most common forms of continuity editing in movies and TV. The scene in a movie or TV show is usually shot in one or two shots. The director will usually shoot the scene in one or two shots. The director will usually shoot the scene in one or two shots. The director will usually shoot the scene in one or two shots.

Montage

ADDITIONAL EXAMPLES:

MATCH ON ACTION

Here is a video YouTube showing an example of match on action from the latest bond film, Spectre:

The scene shows both of the characters fighting on a train, the first example of match on action in this sequence is when the characters are thrown through the wall of the cabin on the train. Just as the characters go through the wall, you can see that the shot quickly changes as they break through the wall. This makes the scene feel a lot faster and intense for the audience.

Another example of match on action from this sequence is at the very end of the clip where the character knocks down the 'pole' holding the shelf up. As the character goes to swing for James Bond, the camera suddenly switches similarly as before to when the shelf is knocked down. This has a very similar effect upon the audience when this is taking place.

180° RULE

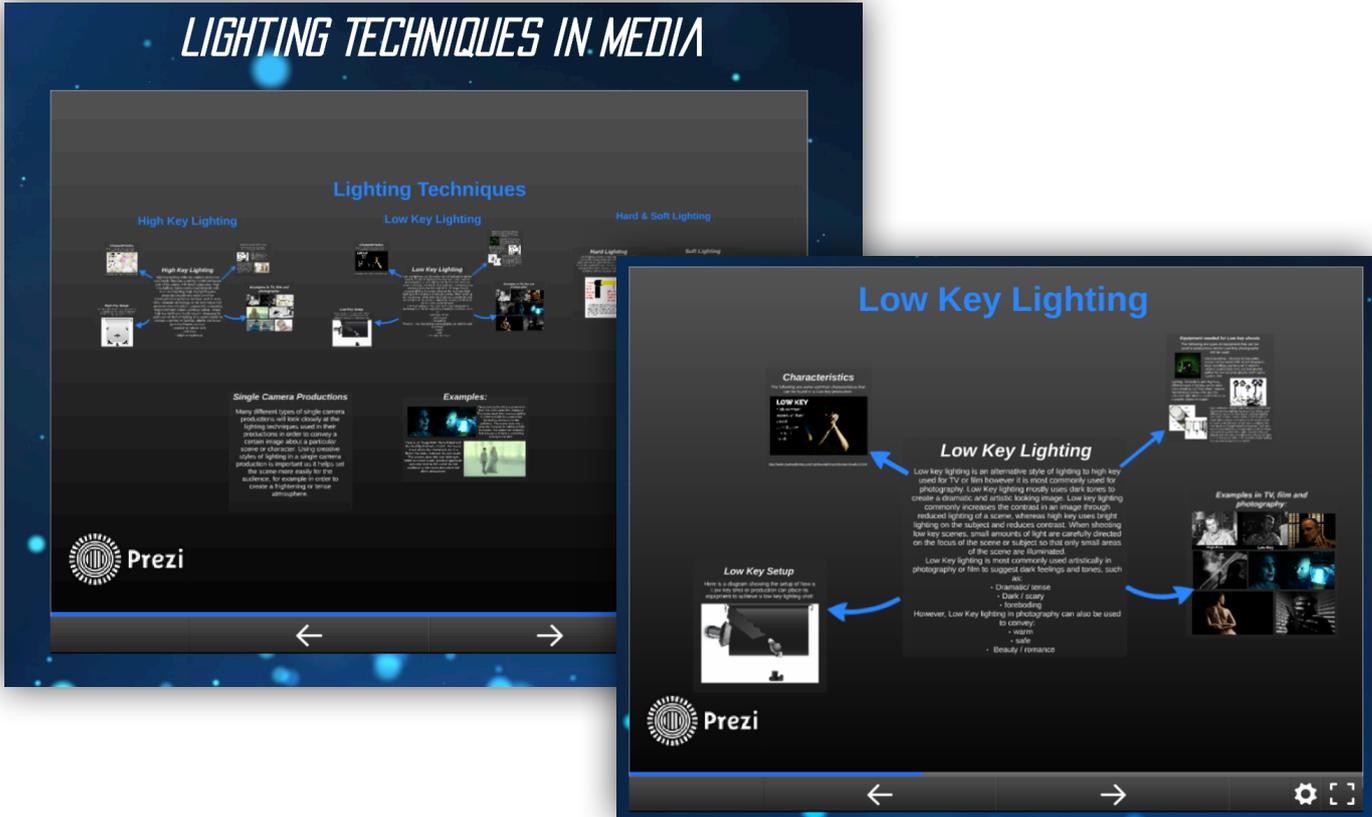
An example of a production where the 180° rule in action would be a sit-com, sitcoms commonly use the 180 degree rule in order to shoot scenes. One of the reasons this show uses the 180° rule is due to the fact that the show is shot in front of a studio audience. From this clip of the hit show, 'The Big Bang Theory', you can see that the camera never crosses the 180° line however it still uses multiple cameras to shoot the scene from different angles.

If presentation does not work or load correctly, please go to http://prezi.com/zjwiy3rfv/w8/?utm_campaign=share&utm_

Lighting Techniques:

Another aspect of UNIT 22 involved looking into the different lighting techniques which are also used in different types of productions. From this research, I learned what kind of lighting techniques can be used, the effects that these can have on an audience and the types of equipment which are used in order to achieve these different techniques, for example one of the lighting techniques I found is 'Low-Key Lighting', this is a style of lighting in photography, film or television whereby dark and little lighting is used to illuminate an object, person or scene. Low key lighting can be achieved through different types of equipment such as black backdrops, light reflectors etc. Another type of lighting technique I researched in UNIT 22 was High-Key lighting, this is when bright colours and lighting is used in a scene in order to create a positive or soft tone for an audience, I also researched the other types of equipment which can be used in order to achieve a high-key setting. I also found examples of common lighting set-ups which are used for these lighting techniques. The final part I researched into lighting techniques was 'Hard' and 'Soft' lighting, these are two different techniques used in photography, film and tv, they are two different methods of how different types of lighting can be used in order to focus upon an object or person. For our own single camera production, we plan on use low-key and soft lighting in order to fit the genre and tone of our

narrative, for example: a sombre, dramatic and tense tone. The following is a screenshot showing evidence of this research into lighting techniques:



Narrative Structure:

One of the last things I researched was into different narrative theories and the research that different critics and film theorists have developed, these theories included: Flashbacks, linear and non linear, Todorov's 'Theory of Equilibrium' and Vladimir Propp's 'Theory of Narrative'. For example: Flashbacks, these are a common type of structure used in different types of production. As said in my UNIT 22 research, a flashback is used in order to help the audience understand a character or setting more easily and offer an 'insight' into their/its past. In my own single camera production, I plan on using a non linear structure, this will consist of us using flashbacks throughout the sequence and overall story. Here is is evidence of research into different narrative structures and theories:

