



SPOTLIGHT

TRAINING

AUDIO

By Jonathan Horst



**AUDIO MAKES THE
DIFFERENCE!**

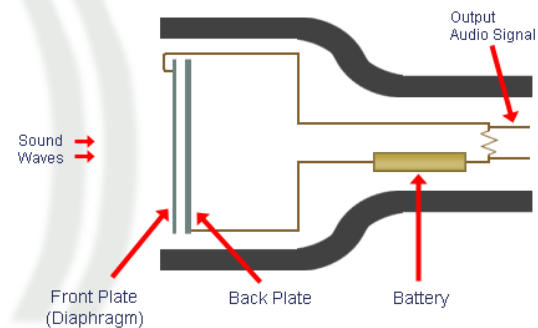


MICROPHONES

TWO TYPES TECHNICALLY

CONDENSER

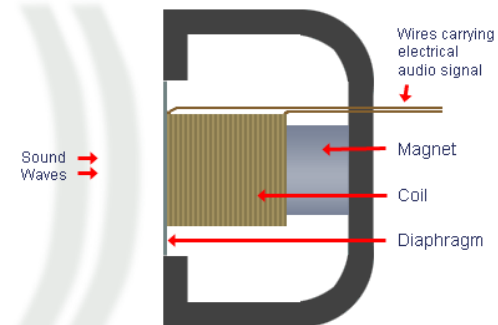
- It works because of a capacitor
- Requires power (either a battery or Phantom +48V)
- A little more fragile



cross section of a condenser microphone

DYNAMIC

- It works because of a magnet
- Does not require external power
- More durable



Cross-Section of Dynamic Microphone

PICK UP PATTERNS

OMNI-DIRECTIONAL



CARDIOID



HYPER-CARDIOID



TYPES OF MICROPHONES

LAVALIER

- Small microphone mounted on talent.
- Usually omni-directional.
- Condenser microphone
- Great for isolating the voice and when the talent is moving around



HANDHELD



- It fits in the hand!
- Dynamic microphone
- Either Cardioid or Omni-Directional
- Simple microphone for streeters, ambient sound (omni-directional)

SHOTGUN

- Thin round microphone
- Condenser microphone
- Super-cardioid pickup pattern
- Usually used to record something farther away. Boom poles, or if properly placed in interviews.



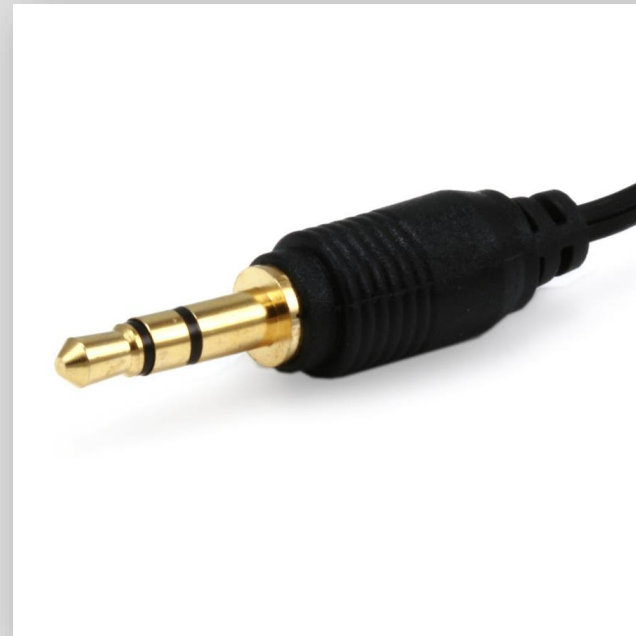
SIGNAL FLOW

CABLES

XLR



3.5MM (Headphone Jack)

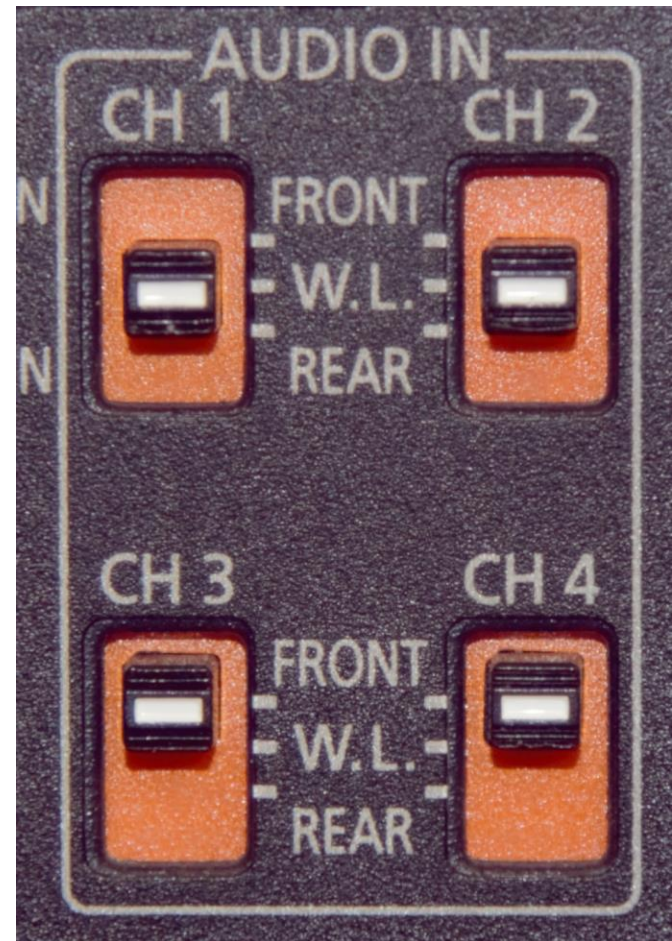


STUDIO

- All sound gets routed through the soundboard.
 - Through snake located in Studio
- A person must be at the sound board responsible for audio levels and clarity

FIELD-RECORDING

- Field Cameras normally support only 2 channels of audio
 - Large P2 cameras support 4 channels of audio
- Connect microphones to appropriate inputs
- Assign inputs to recording channels logically
 - Use the switches on the side of the camera.



CHECK AND MONITOR SOUND

- Always use headphones to monitor audio
- Before recording do a sound check with talent.
- Make sure audio is bouncing between -18db and -6 db



RECORD

- FYI, if recording audio separately on another camera or device, get talent to clap loudly to synchronize audio.

EDITING

KEEP TRACK

- DO NOT forget to observe and organize audio in your footage.
 - You'll need to make sure you keep audio organized on timeline.
- Use audio BG sound as much as you can.
 - You can even use downloaded sound effects if missing the right BG Sound
- Audio is a great way to transition between shots and scenes
- Music. Yes! Music.