

Minutes for Community of Practice Group Meeting – March
March 1st, 2016
Chair: Rosemary-Jean Thompson

Presentation: Sound in Production | Craig

- General Kit EMG system, which is directly tethered to the camera.
- Three things to take note of when trying to achieve good clean sound.
 - The space itself – is their ambient sound? Outside noises?
 - Resonance and feedback from the space – What are the reflections of the room doing?
 - Mic placement – how do you capture the best sound given the environment?
- Sound should be just touching the yellow on the volume meter. (-10 ~ -20db)
- Always work your way back from the camera.
- Boom mics have better quality than the clip-ons. It is possible to rent them from UBC AV services.
 - When using these, always be aware that the shadows of the boom mic's don't show up in the video.
 - Be aggressive with the frameline, you want to get the mic as close as possible to achieve the best sound.
- Other things: Hiding the lavalier – creative ways to do it, down a pant leg, over the hair, different tapes etc.
- A cool tip is to make a loop at the end of the mic as this helps the mic avoid interference when accidentally brushed upon/bumped into.
- A small note by one of the members is that camera teams should never compromise safety as it increases our liability towards the client.
 - In a way, it could cost more to fix at the end if things don't come out right.
 - It is more practical to have a dedicated team on each item – lighting, camerawork, sound.

Update: Creating a Planning Team for DM in Education Conference | Rosemary

- Originally planned for July 2016, the conference has now shifted to a tentative date of May 10-12 of 2017.
- This gives more time for videographers and allows time for the development of the website etc.
- **Please email Rosemary if you are interested in joining this working group.**
- Website will be out in May of 2016, one year prior to the actual conference itself.
- The conference is planned to be held in the Okanagan.
- There are many roles that need to be filled.

Real Talk: The future of Digital Media CoP Meetings | Zac

- What do we currently gain from DM CoP
 - Mutual respect
 - Knowledge of capacities
 - Appreciation of differences
 - Learning from each other.
- There is a proposed change that will be taken into action following the **March meeting. CoP group meetings will occur bimonthly. The months where CoP group meetings are not held will be dedicated to the several working groups. The groups themselves will organize the time and meeting place of where and when the group meets. Any updates will be presented in the following CoP group meeting.**
- Working groups get things done quicker and are more effective and time efficient than our current large group, as it is more dedicated and specialized towards one topic.
 - These monthly meetings demand individuals to take an initiative and have more input on topics.
 - **Please contact the correct representatives if you are interested in joining a working group.**

Update: DIY Media Support Working Group | Saeed

- Meeting – how to work together to get good DIY workshops.
- Before: utilized too many jargons where it was not effective for outsiders of videography to learn. These individuals want to learn tips and DIY's of specific topics.
- Some sample topics could include:
 - Planning your media project
 - How to record video.
 - How to share your media content
 - How to create your Camtasia project.
- One button Studio is currently being built at UBC.
 - The important note in this is that UBC studios will need to find the right balance (audio, visual, diversity) in all aspects to achieve good results for the One-button Studio.
- **The topic Virtual Reality Events @ UBC will be moved to the next DM CoP Group Meeting in May.**