

## **Suggestions for shooting a fishing adventure (bowfishing shark slant)**

Much of this would follow a normal storyline progression with some special tweaks for the specific types of water adventures. This following *bowfishing shark slant* can easily be modified for bass angling or salmon trolling.

Also, here's a list of helpful camera shot abbreviations;

- ELS=extreme long shot (very wide angle)
- LS=longshot (wide)
- MS=medium shot
- CU=close up
- ECU=extreme closeup
- ZI=zoom in
- ZO=zoom out
- pan=pan
- S=static or still.

Ideally, most adventures should be shot 3<sup>rd</sup> person where NO ONE LOOKS AT OR TALKS TO THE CAMERA. (If however you're dealing with a host who interacts with the camera/audience, it should be shot 2<sup>nd</sup> person; i.e. addressing "you" the camera). Have everyone pretend the camera and cameraperson is not there. On the flip side, the cameraperson should never talk or make expressive noises when recording. It's also probably best to keep pans and zooms to a bare minimum. On open water wind buffeting the shotgun mic can be a common problem so dress the mic with a fuzzy wind sleeve or heavy sock. Also, don't try to record talent voices over motor noise, unless the talent is miced and the shotgun is disabled, or on a segregated channel with the volume dialed down. Another common problem on open water is the brightness may burn out the background while making the players appear as dark silhouettes. So with those common challenges, pay close attention to your auto iris settings or manually overrides.

### **Establishing Shots**

- Statics & 10-sec. minimums - pans, els, harbors, piers, beaches, ocean with shore reference.
- S, ls, boat, dock, people getting on boat, boat leaving, boat going away in water.
- S, Reverse all of above.
- S, pans, Els, Any aerial shots of ocean, port town, or area.
- S, ecu's of characters faces, quartering on, pointing, looking getting ready action.
- S, cu, boat name.

### **SHARK (fish) SUPPORT**

- **Go to some shark tank/aquarium and get some shark footage if possible**
- Pan, ecu shark jaws with fingers touching teeth
- Any old or gory photos of sharks and human/shark encounters
- Any local signs, store fronts, t-shirts, toys or advertising with sharks

### **ACTION OUT**

- S, cu, boat rope untied
- S, cu engine starting, at water line.
- S, cu, anchor up or captain getting ready
- S, ls, harbor, dock passing by as you leave
- S, w/hand action of boat wheel, throttle, compass, gauges, electronics.
- S, pan, ms, engine spray, boat spray, wake, bubbles,
- S, cu & ecu, captains face going out, looking pointing, action, talking to someone.
- S, cu & ms, shooters faces and checking gear

### **CUTAWAYS**

- Sea gulls, pelicans, flying, sitting, swimming.
- Ls, other boats, distant shore, lighthouse towers, buoys
- Water shots or different reflections and wave patterns at different focal lengths (6)
- Any other fish or mammal life you can get, such as manta rays or dolphins

### **PRE-ACTION**

- S, CU'S & ECU'S, of people and gear getting ready
- Have captain explain 5w's (who,what,where,when,why) while chumming or glassing
- Cu & Ecu, eyes of players looking, pointing, glassing – get plenty of this
- Cu's hands on gear in anticipation
- Cu captain/guide explaining things
- Cu's & ecu's of fish point, lines, reels, buoys

**ACTION** (try to shoot as much as you can over the shoulder or under the shooting arm and connect the shooter with the quarry. Any zooms should be slow before the shoot but still keep a piece of the shooter framed if possible. Also a polarized filter or lens cover will help see the fish. If you have a second camera with an underwater case, use that when possible.

- Sharks coming in, hitting baits, dorsal fins, splashing.
- Shots, connecting the shooter to the fish in frame at same time.
- Cu, players, feet, hands moving during action
- Cu reeling in, face, hands, gear
- Fish fighting
- Recovery
- Players in action, cu's faces, ms action,

**RECREATION OF ACTION/SHOT SEQUENCE** (mostly broadside or quartering away shots, avoid quartering on or facing the shooter POV during the drawing and bow shot as the viewer will know the camera couldn't safely be there during a real shot.

- S, cu, face shooters, captain, "get ready, here comes one," or whatever was said
- Ecu, shooter's face, looking, drawing, aiming, tracking, shooting.
- Ecu, shooter's bow hand, all above
- Cu bow riser, reel, fish arrow, fish point.
- Cu, ecu reeling in.

- Line pulling with hands, cu
- Ms, Captain face/voice giving encouragement or advice.

**RECOVERY AND OR RECAP** the challenge here for broadcast TV is not having visible blood or a thrashing creature. Take the time to clean the fish and boat before the recap. In the confines of a boat, a wide-angle lens may be the only solution to taping the recovery.

- S, MS & CU, congrats, backslaps, handshakes, smiles, chatter
- Shooter and captain/guide next to shark, talking about aftermath, 5 w's.
- Cu faces only smiling nodding of players
- Cu faces only with voices of recap and 5 w's
- Cu & ecu of fish parts, with hands examining and no hands

**Some possible...**

### **STORY POINTS & IDEAS TO EXPLORE AND TALK ABOUT ON CAMERA**

Almost every show on TV about sharks today is about how they are persecuted and overfished to the point of near-extinction. And now your job is to go against the norm and excite dad, mom and the kids to watch you kill one of the poor things with an arrow. With that challenge in mind, here are some things your guide/captain can talk to you about on camera while you're getting ready to shoot one or between shots or during recaps.

- Danger to humans, sea mammals
- How sharks fit into circle of life in the sea and why taking a few is good or okay.
- The benefits of harvesting and eating shark meat.
- How it is controlled, regulated, or monies used for other conservation programs.
- How shark fishing helps local economy or people
- How man is only predator in world that can prey on the ultimate predator of the sea - and why man should occasionally
- Historical or biological significance of sharks and/or shark fishing