



1  
00:00:25,370 --> 00:00:23,630  
breathe

2  
00:00:29,160 --> 00:00:25,380  
description and then I gotta turn it

3  
00:00:33,710 --> 00:00:31,140  
what

4  
00:00:37,260 --> 00:00:33,720  
we're proposing to do today is to

5  
00:00:39,500 --> 00:00:37,270  
familiarize you with the equipment we're

6  
00:00:44,430 --> 00:00:39,510  
not planning to take any pictures today

7  
00:00:44,440 --> 00:00:49,680  
first down laughter then that

8  
00:00:49,690 --> 00:00:53,940  
here and

9  
00:00:57,030 --> 00:00:55,950  
oh it into the payload Bay which is

10  
00:00:59,340 --> 00:00:57,040  
maybe a better way to get the

11  
00:01:01,800 --> 00:00:59,350  
perspective what a lens cover is

12  
00:01:03,570 --> 00:01:01,810  
relative to them they although you're

13  
00:01:05,580 --> 00:01:03,580

not going to be shooting the day so much

14

00:01:08,160 --> 00:01:05,590

in distance it's a bit better than just

15

00:01:11,910 --> 00:01:08,170

working inside soap is that Eau Claire

16

00:01:13,740 --> 00:01:11,920

is important so this is this is

17

00:01:15,160 --> 00:01:13,750

essentially the flight hardware with the

18

00:01:18,980 --> 00:01:15,170

exception

19

00:01:18,990 --> 00:01:27,160

you see on the table years

20

00:01:34,070 --> 00:01:29,600

there's various ways of mounting this

21

00:01:36,080 --> 00:01:34,080

camera and in 1g and they don't really

22

00:01:38,600 --> 00:01:36,090

affect you very much except that we do

23

00:01:40,790 --> 00:01:38,610

use the same two holes here when we put

24

00:01:45,320 --> 00:01:40,800

the handles on on the bottom and a

25

00:01:47,900 --> 00:01:45,330

camera into that a little while other

26  
00:01:51,020 --> 00:01:47,910  
than that there will be some velcro down

27  
00:01:56,420 --> 00:01:51,030  
here to to actually take the camera onto

28  
00:01:59,110 --> 00:01:56,430  
the locker wall at the floor to work on

29  
00:02:05,210 --> 00:01:59,120  
but that's on the camera doesn't

30  
00:02:05,220 --> 00:02:08,139  
so

31  
00:02:08,149 --> 00:02:12,440  
two

32  
00:02:18,259 --> 00:02:16,820  
hear that you're bouncing if you all

33  
00:02:22,110 --> 00:02:18,269  
have to look at the image which is

34  
00:02:27,680 --> 00:02:25,600  
there's a checklist here which

35  
00:02:29,440 --> 00:02:27,690  
21 points on

36  
00:02:39,130 --> 00:02:29,450  
and

37  
00:02:47,350 --> 00:02:41,260  
man if you follow the checklist it seems

38  
00:03:01,150 --> 00:02:49,860

last time we

39

00:03:01,160 --> 00:03:05,110

straight up

40

00:03:11,860 --> 00:03:08,440

magazines are we launched Logan

41

00:03:14,380 --> 00:03:11,870

and a particular emotion that will be in

42

00:03:17,170 --> 00:03:14,390

that load will be determined i guess by

43

00:03:20,190 --> 00:03:17,180

the cap depending on what we get to

44

00:03:27,670 --> 00:03:23,620

and that cadet emotion will be defined

45

00:03:28,160 --> 00:03:27,680

by a piece of tape like this one which

46

00:03:31,770 --> 00:03:28,170

would be

47

00:03:34,350 --> 00:03:31,780

take the cross the latch of the magazine

48

00:03:36,230 --> 00:03:34,360

that tape will follow the roll of film

49

00:03:40,390 --> 00:03:36,240

around it and while

50

00:03:43,580 --> 00:03:40,400

a little latch back here dispatches

51  
00:03:44,630 --> 00:03:43,590  
don't have on the ground because but

52  
00:03:47,720 --> 00:03:44,640  
it's there to keep the magazine from

53  
00:03:50,810 --> 00:03:47,730  
floating off during them during the

54  
00:03:57,930 --> 00:03:50,820  
loading procedure engages a couple of

55  
00:04:04,110 --> 00:04:00,470  
so then you open up the camera

56  
00:04:05,430 --> 00:04:04,120  
everything you got it grab is is marked

57  
00:04:12,240 --> 00:04:05,440  
in red

58  
00:04:26,760 --> 00:04:13,800  
they trapped a film against the

59  
00:04:32,100 --> 00:04:28,499  
there is a registration for the symbol

60  
00:04:35,040 --> 00:04:32,110  
here and we can get access to this guy

61  
00:04:39,800 --> 00:04:35,050  
but I lifting up this top half of it

62  
00:04:39,810 --> 00:04:47,470  
go straight across the back

63  
00:04:53,540 --> 00:04:51,590

and then you can check your routing

64

00:04:55,760 --> 00:04:53,550

once you feel like you got it on the

65

00:05:01,750 --> 00:04:55,770

right side of the rollers that's when

66

00:05:01,760 --> 00:05:06,570

grappling

67

00:05:06,580 --> 00:05:15,130

follow me

68

00:05:21,500 --> 00:05:18,140

next thing you need to do is get the

69

00:05:25,999 --> 00:05:21,510

film down into the into the game here

70

00:05:29,119 --> 00:05:26,009

that's riding riding properly

71

00:05:31,129 --> 00:05:29,129

the aperture played skating along a slot

72

00:05:32,999 --> 00:05:31,139

which is the counterpart of what's going

73

00:05:44,719 --> 00:05:33,009

to trap it up here

74

00:05:49,429 --> 00:05:46,820

watch the tricky part right here I'm

75

00:05:52,689 --> 00:05:49,439

going to a spot so what happens is you

76

00:06:04,020 --> 00:05:52,699

can get hung up when you're not with

77

00:06:16,239 --> 00:06:06,010

clothes are anything up would you prove

78

00:06:16,249 --> 00:06:22,900

got it in there like Olympia

79

00:06:31,670 --> 00:06:25,170

you can put in them

80

00:06:35,170 --> 00:06:33,410

Oh

81

00:06:37,910 --> 00:06:35,180

for it before you take in tape off

82

00:06:44,870 --> 00:06:37,920

Magister

83

00:06:58,679 --> 00:06:47,450

and so it comes off data White House is

84

00:06:58,689 --> 00:07:15,850

right now

85

00:07:15,860 --> 00:08:30,010

age

86

00:08:35,220 --> 00:08:32,680

how this is going to this

87

00:08:39,870 --> 00:08:37,200

it doesn't doesn't engaged it which is

88

00:08:44,220 --> 00:08:39,880

way down stair to hold it down and turn

89

00:08:45,930 --> 00:08:44,230

it on or what it's doing is it's pulling

90

00:08:47,850 --> 00:08:45,940

a whole movement over now what we're

91

00:08:52,590 --> 00:08:47,860

concerned about is the shutter so we're

92

00:09:16,569 --> 00:08:55,079

we got your glasses bingham maintain

93

00:09:46,509 --> 00:09:18,319

then

94

00:09:51,980 --> 00:09:49,430

yeah spin tomorrow morning we're going

95

00:09:57,920 --> 00:09:51,990

to do the same thing in pebble in the

96

00:09:59,660 --> 00:09:57,930

full huge religion ff2 you going to do

97

00:10:02,300 --> 00:09:59,670

that essentially the same thing there

98

00:10:03,920 --> 00:10:02,310

will work with with the same things

99

00:10:08,060 --> 00:10:03,930

accepted with the life so you get used

100

00:10:11,780 --> 00:10:08,070

to working with the light so David first

101  
00:10:13,840 --> 00:10:11,790  
thing we want to do is fine just setting

102  
00:10:16,400 --> 00:10:13,850  
it up for your eye your eye relief and

103  
00:10:18,170 --> 00:10:16,410  
it folks it on the ground glass and then

104  
00:10:19,790 --> 00:10:18,180  
we'll start dealing with the brown glass

105  
00:10:21,710 --> 00:10:19,800  
and the markings on the ground glass and

106  
00:10:25,759 --> 00:10:21,720  
how they relate to I'm actually is and

107  
00:10:27,380 --> 00:10:25,769  
how they relate to harmonize do so would

108  
00:10:31,310 --> 00:10:27,390  
you would like to open the camera up and

109  
00:10:45,780 --> 00:10:31,320  
set up for your eye on on the ground

110  
00:10:53,090 --> 00:10:47,430  
you want to do that before us as well

111  
00:10:59,309 --> 00:10:55,350  
back to something is ready to do also

112  
00:11:02,160 --> 00:10:59,319  
with cameras often you'll find the

113  
00:11:05,460 --> 00:11:02,170

camera at all closed up when you come to

114

00:11:10,110 --> 00:11:05,470

it close it left them open you should

115

00:11:12,900 --> 00:11:10,120

get a feel for how that button he wants

116

00:11:15,449 --> 00:11:12,910

to say open the camera as the shutter

117

00:11:17,579 --> 00:11:15,459

the camera is apt to stop it no stopping

118

00:11:26,340 --> 00:11:17,589

position for it says it's likely to be

119

00:11:34,990 --> 00:11:33,250

okay the ground glass cake across across

120

00:11:38,110 --> 00:11:35,000

horizontally across the frame there are

121

00:11:40,330 --> 00:11:38,120

there are two dash lines one its parks

122

00:11:41,560 --> 00:11:40,340

downwards and comes up to the birth it

123

00:11:43,210 --> 00:11:41,570

starts at the third of the way up for

124

00:11:44,470 --> 00:11:43,220

the Arts down comes up again there's

125

00:11:47,230 --> 00:11:44,480

when it's sort of straight across at

126  
00:11:50,440 --> 00:11:47,240  
that position and those what those are

127  
00:11:52,750 --> 00:11:50,450  
therefore is to for you to understand

128  
00:11:54,250 --> 00:11:52,760  
where where the people are in the

129  
00:11:55,990 --> 00:11:54,260  
theater and how they're they're seeing

130  
00:11:57,520 --> 00:11:56,000  
the screen there they're essentially

131  
00:11:59,170 --> 00:11:57,530  
they were originally putting this kind

132  
00:12:01,780 --> 00:11:59,180  
of horizon lines that have been always

133  
00:12:04,840 --> 00:12:01,790  
uses horizon lines with it but they give

134  
00:12:07,870 --> 00:12:04,850  
you the relationship for for the

135  
00:12:10,150 --> 00:12:07,880  
audience's natural horizon in relation

136  
00:12:11,620 --> 00:12:10,160  
to the screen itself so that the

137  
00:12:13,900 --> 00:12:11,630  
straight one is for the rectilinear

138  
00:12:16,810 --> 00:12:13,910

theaters to the imax theaters it's the

139

00:12:18,660 --> 00:12:16,820

crosses in that in that area are more or

140

00:12:21,520 --> 00:12:18,670

less directly in front of the audience

141

00:12:23,890 --> 00:12:21,530

there are in front of the majority of

142

00:12:26,350 --> 00:12:23,900

the audience and the same is true for

143

00:12:29,680 --> 00:12:26,360

the for the arcing line in the omni dome

144

00:12:31,570 --> 00:12:29,690

theaters it's much lower down because

145

00:12:42,700 --> 00:12:31,580

the dome ram of course extends right up

146

00:12:48,150 --> 00:12:45,500

she's

147

00:12:50,540 --> 00:12:48,160

shoot John and the way that you select

148

00:12:52,829 --> 00:12:50,550

punches once you've decided what the

149

00:13:51,159 --> 00:12:52,839

witch with the key element of the

150

00:13:57,289 --> 00:13:54,529

again me by having different sources

151

00:13:59,929 --> 00:13:57,299

different you gotta go somebody's rim

152

00:14:04,429 --> 00:13:59,939

lighting around Hank and he got nice

153

00:14:05,989 --> 00:14:04,439

laid in Mike space and everybody got

154

00:14:08,479 --> 00:14:05,999

some light it actually when the shot

155

00:14:11,059 --> 00:14:08,489

hands would you down below which it was

156

00:14:13,460 --> 00:14:11,069

a really pretty see Judy she's nice as

157

00:14:16,219 --> 00:14:13,470

that too so he found a way to get

158

00:14:42,550 --> 00:14:16,229

everybody to get some light we just put

159

00:14:46,040 --> 00:14:44,840

seemed like a long long question how

160

00:14:50,900 --> 00:14:46,050

much you want us to work it through on

161

00:14:54,140 --> 00:14:50,910

this about 150 years yeah k zone 8 183

162

00:14:57,050 --> 00:14:54,150

on that when they run support okay are