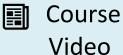
Playing with FPS





Module II



Video concept





Lesson 1

Activity

- **Short Description**: Students will practice how to configure the FPS (frame per second) value of their cameras by shooting a scene about some natural or cultural heritage with different FPS values.
- Methodology: Research-based learning.
- **Duration:** 2 hours
- Difficulty (high medium low): Low
- Individual / Team: Footage individual, but discussion in group
- Classroom / House: Footage in the street, but discussion in the classroom
- What do we need to do this activity?
 - Hardware: Video Camera or Smartphone
 - Software: None
 - Other resources: Pen and paper

Description

• **Text description**: The purpose of this activity is students to be able to configure the FPS value of their cameras by practicing with the cultural or natural element they have chosen.

Instructions:







Each student will work with a different heritage element. They can use a smartphone or a video camera. If they use a video camera, the ISO level and the aperture will be automatic. If they use a smartphone, the ISO level and aperture are automatically set too. These are the steps to follow:

- 1. Select the cultural or natural heritage to disseminate through a video (apply what you have learnt in topic 1)
- 2. Shoot a 10' video with no fast movement using FPS values from 24 fps and 48 fps (change the FPS value at least once in the shoot)
- 3. Shoot a 10' video with fast movement using FPS values from 24 fps and 48 fps (change the FPS value at least once in the shoot)
- 4. Shoot a 10' video with no fast movement using FPS values from 48 fps and 60 fps (change the FPS value at least once in the shoot)
- 5. Shoot a 10' video with fast movement using FPS values from 48 fps and 60 fps (change the FPS value at least once in the shoot)
- 6. Use a 24 fps value on a car wheel and then a 60 fps value and check results!
- 7. Discuss in the classroom which FPS value best fit to your heritage element depending on the type of movement you want to capture
- 8. Shoot a 10' video of your heritage element using the FPS value that best fits

Expected outcomes

Configure the FPS value of their cameras depending on the type of movement to be captured.

This activity can be used in other (module, course, topic, lesson): None.

DIGICOMP (Competences developed): Developing digital content.

ENTRECOMP (Competences developed): Learning through experience.

Example (when necessary): See pill T2.L1.1





