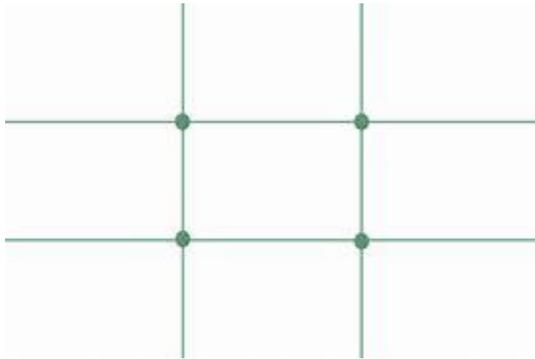


## Team 3176 White Paper

Title: How to shoot B-roll	Author(s): Gavan Ruiz, Luke Henley
Sub-team/Function: Multi-media	Subject: B-roll
Date: February 25, 2018	White Paper Number: 1

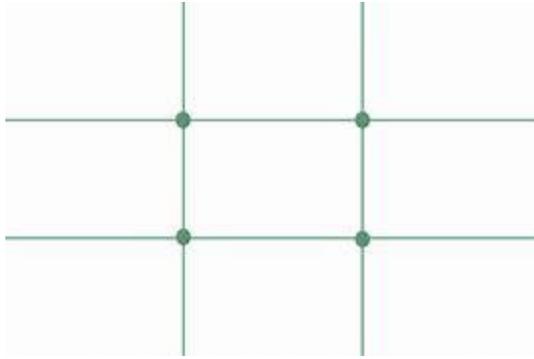
### Things to know

*If you choose to be on the graphics / multimedia team, you may be assigned to shoot B-roll. If so, there are a few things you need to know. A major part of shooting B-roll is making sure you have the shot right. This brings us to the first thing you need to know- the rule of thirds. This rule divides the shot into 9 different sections, like this-*



When you are taking a shot, you want your object to be on one of those dots, not in the dead center of one of the squares. This will allow the shot to appear more open and not look as if the image is being squeezed in. The second thing you will need to know when shooting b-roll is what to shoot. EX: shoot someone screwing something or sawing wood. An example of what not to shoot is people standing still doing nothing. When filming or shooting try to get a cinematic shot. Don't stand still and film, move around a little-but not too much because it can become a distraction. The last thing you will need to know is how much to shoot. When tasked with shooting b-roll, get as much as possible. If you take a shot and it isn't good, don't worry- just take it again. Not all of the b-roll that you get will be used. Take the same shot multiple times if you need to- it is not a big deal. Even when you think that you have shot enough b-roll, keep going. You can never have too much, just too little.

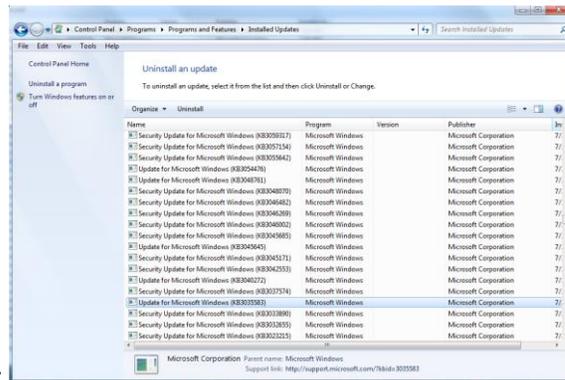
### Photos / Diagrams



Rule of thirds:



What to shoot:



How much b-roll to shoot:

## References

For this paper, we used information from TJ, Harrison, and Joey that we received during our first go on team 3176. For use on team 3176.