

Devices

2024-10-10

Contents

1	Cameras	2
1.1	The DSL Camera	2
1.2	The camcorder	3
1.3	Camera Inputs	4
2	Lighting	5
2.1	Stage Backdrop Colors	5

Chapter 1

Cameras

1.1 The DSL Camera

This is the camera on the tripod, right behind the AV2 monitor. This camera is capable of capturing crisp, high-framerate video, and is *great* for zooming in close on the stage. In OBS¹, we refer to this as the “close camera”.



The zoom is adjusted by twisting the zoom control on the lens itself. *Go slow!*

1.1.1 Exposure settings

There are several ways to adjust the camera’s exposure, to ensure that the image is clear, crisp, and looks good over the stream.

Finding a good balance can be tricky. If the pastor is wearing a bright white shirt, or standing a little further forward under the main spot light, you may need to adjust.

You can use the suggested settings below as a starting point. If you need to make any adjustments, adjust the settings in the order that they are listed below.

¹[../streaming/index.qmd](https://obsproject.com/streaming/index.qmd)

Also, try not to make these adjustments while the feed is live, as the change can be sudden and noticeable. Maybe switch to the wide cam for a second, or make the change during the announcements video. You won't always have that option, though.

Suggested Settings

Settings	Value
Aperture	F7.1
Shutter Speed	1/80
ISO	4000

Aperture

Also known as “f-stop”, the size of the opening that lets light into the camera. A larger number means a *smaller* opening.

A large aperture (small f-stop) lets in lots of light, but will only focus on a specific distance. Anything closer or further than the focus distance will appear blurrier. Sometimes that's a desired effect!

A small aperture (large f-stop) lets in less light, but more things will be in focus.

Shutter Speed

How quickly the camera is capturing individual frames of the video. Faster shutter speeds capture smoother video, but less light.

Caution

Do not set this lower than **1/60!** The stream goes out at 60 frames per second, and if the shutter speed is slower than this, the stream becomes visibly choppy.

ISO

The “film speed”, or how sensitive the light sensor is. Higher values can pick up more light, but the tradeoff is an increasingly grainy appearance to the video.

1.1.2 Read More

The camera manual can be found right here², and goes through even more details about how this thing works. You probably won't need this, but just in case.

1.2 The camcorder

This *used to* be our main streaming camera. The picture quality isn't as good, but it can capture a wider field of view. Good for wide shots of the congregation and for fitting the entire worship band in the shot at once.

²[sony-a6400.pdf](#)



This camera *can* zoom, but it's best to leave it at a wide shot and do any closer shots with the other camera instead.

1.2.1 Adjusting Settings

Adjusting this camera's settings are accessed through the touch screen itself. The settings are more limited on this camera, so you probably don't need to do this.

Overall: **leave this camera like it is.**

1.2.2 Read More

The manual for this camera is right here³.

1.3 Camera Inputs

Both cameras have an HDMI out that runs directly into the AV2 machine via a video capture card. The cameras are configured for video output already, and shouldn't need any adjustments.

³[vixia-r20.pdf](#)

Chapter 2

Lighting

2.1 Stage Backdrop Colors

2.1.1 Board / Light Setup

2.1.2 Setting up the Lights

Power

Behind the keyboard, next to the stage door, there is a panel of switches. The far left switch is for the lights, so make sure it's on.

The boards themselves also have power switches on the back, to the right. You'll know the boards are on if the digital number displays show something.

I think? Need to double-check this, it could be a different sv

Configuring Lights

On each board, click the buttons on the left side to select which channel you are configuring. When the light next to the button is on, the channel is active, and adjusting the sliders will change that channel's settings.

Tip

You can configure multiple channels at once. This is particularly useful if you want the left and right sides to match.

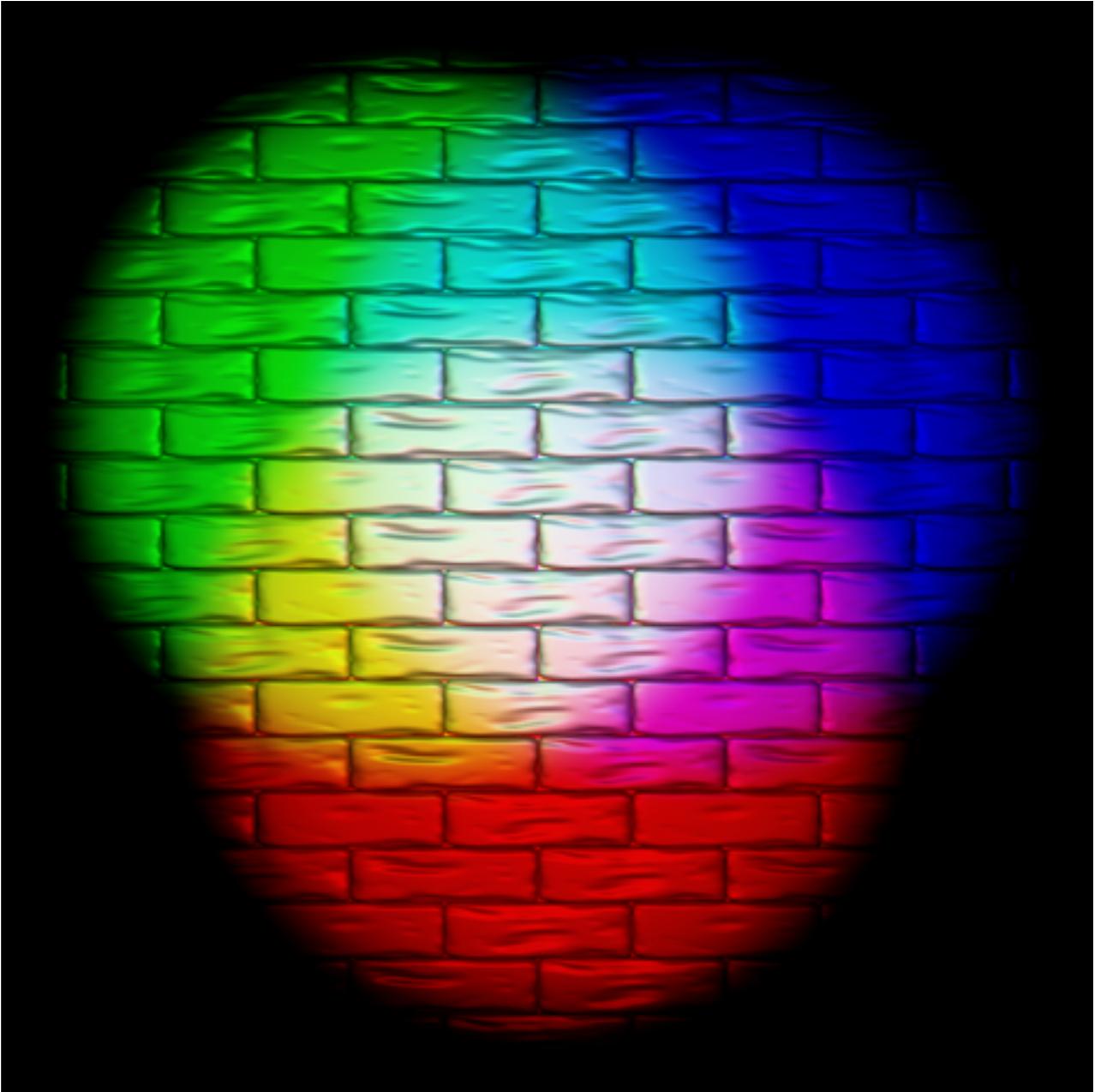
Sliders

The sliders, numbered from left to right, control the following:

1. Overall Brightness
2. Red
3. Green
4. Blue

You shouldn't need to adjust the other sliders, those control effects and features that we do not use.

Light colors follow an *additive* color model. Having all colors at 100% gives white light. Red and green with no blue yields yellow, etc.



The sliders can be very touchy, and sometimes have a delay between your adjusting and the light changing. Move the sliders *very slowly!*