

TAKE ONE!

If you're here, you've already done something extraordinary: you've followed the thread of your ideas, thought up your story, given it structure, and got everything you need ready. Now it's time to start filming! Do you have your recording device ready? Whether it's a smartphone, tablet, or camera, get ready for the first take! **If you're using a smartphone, remember to hold it horizontally.** That way, your video will have a cinematic look and won't have black bars on the sides when viewed on a big screen (yes, that can happen!).

One key element to consider is **lighting**. Filming indoors is easier because you can control artificial lights to keep things looking the same. But watch out for sunlight coming through the windows, it can change completely as the day goes on or if it suddenly starts raining, and that might make your scenes look different. To avoid this, it's usually best to close the blinds. If you're filming outside, pay close attention to the natural light. Try to use the sunlight and the beautiful plays of light and shadow to make your scenes look even more amazing!

Remember, you don't have to film everything in the order it happens in the story. As Theo says, in filmmaking, every scene is like a piece of a large puzzle, and **when you finish filming, you'll assemble it all during editing** to tell your story. This technique is practical and flexible: if it rains and you have planned an outdoor scene, you can film an indoor scene first and wait for the weather to improve. What's important is to know how each scene fits into the final puzzle and to pay attention to the details. For example, if a character leaves the house wearing a red sweater, they can't return in a blue shirt without a good reason!

Editing is the moment when your story comes to life. When you piece together all your footage, you'll notice that the atmosphere of the locations you filmed in will transform, and the result will be something entirely new. **Combined in editing, your shots create a space that is no longer real but belongs to the film.** This is why **the work you did with your storyboard will be essential**, it

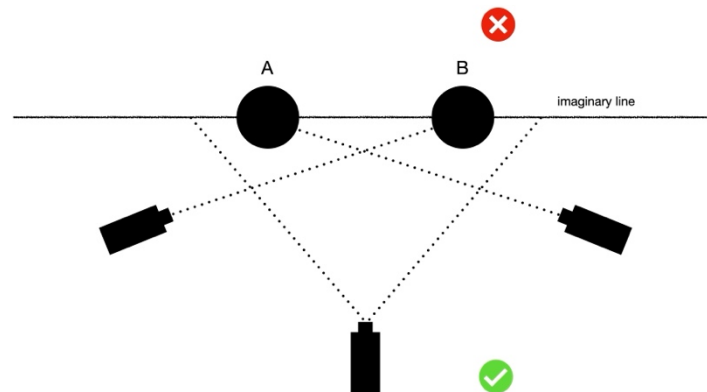
will guide you in maintaining consistency and anticipating the final effect. If you have doubts or want to test your ideas, experiment before you start filming. **Set up the scene, take the camera, and snap three or four photos as if you were telling the scene in a few images.** This will help you reflect on the cuts imagined in the storyboard, see if the shots work as planned, and get an initial sense of how the film might look once edited.

Let's move on to a new topic and discuss where and how to place your camera (it doesn't matter whether it's a smartphone or tablet). Every shot is like a window into your story. Where you place the camera isn't just a technical choice; it's a narrative decision that will affect how the audience perceives the scene. **A shot is the basic unit of cinematic language** with a dual aspect: it has a spatial dimension, selecting what will be included or excluded from the frame, and a temporal dimension, as its duration determines the rhythm of the film.

If you use a **master shot** or **wide shot**, you can show the entire environment, helping viewers understand where the characters are and what surrounds them (like Ambra and Ambra in the Conservatory room at 1:11).



There's one crucial rule to follow here: the **"axis rule"** (or the 180-degree rule). Imagine an invisible line between the two characters. The camera must always stay on one side of this line. If you cross to the other side without a reason (known as "crossing the line"), the audience might get confused, thinking the characters have switched places or moved. To clarify, here's a simple diagram of the rule:



Every shot is also a point of view that can change throughout the story.

If you choose a **subjective shot**, the scene will be told from the character's perspective: we'll see what they see, as though looking through their eyes. An **objective shot**, on the other hand, shows the scene from an outside perspective, as observers. Both types of shots, if used well, can add depth and intensity to your storytelling.



Sound is another key element to consider. When you start filming, the microphone will pick up everything, from dialogue to background noise. If you want to eliminate distractions, look for a quiet location, unless ambient sound is part of the scene. In that case, use it to your advantage!

Music also holds great narrative power. It can make a scene emotional, funny, or tense. In cinema, there are two types: diegetic music, which comes directly from the scene (like when Ambra plays the piano), and non-diegetic music, which plays in the background to create atmosphere and convey what the characters are feeling. Choose your music carefully—it can dramatically change how the audience experiences your story!

Below, you'll find some resources to add music and sound to your film.



Off we go!

Catch the next episodes of the HomeMade Movies for more!

Royalty-Free Music and Sounds

Respect copyright laws when using audio in a film. Music licensed under Creative Commons can be used without requesting the author's permission as long as the specific conditions of the license are followed. These tools—some are multilingual, others just in English or German—offer free and royalty-free options for your project while ensuring compliance with copyright regulations.

[Auditorix](#), [Audiyou](#), [Filmmusic.io](#), [Freesound.Org](#), [Geräusche-sammler](#),
[Hoerspielbox.De](#), [Jamendo](#), [Musopen](#), [YouTube Audio Library](#), [Salamisound](#),
[YouTube Audio Library](#).