# Using V-Station®HD's Roll/Scene/Shot Tracking System ~ Part 1

In a video production application or a film "previs" application, the use V-Station HD's built-in video asset management software provides videographers and cinematographers a way to automatically keep track of each reel (aka Roll), scene, shot and take, in a way that corresponds to the script shot list. The V-Station HD system provides several options for how the shots are numbered for each scene, and its associated recorded clip file name. Then on the spot, the director can review the shots immediately using V-Station HD's built-in media player and play list. This system of tracking also assists the director, the cinematographer, and the editor in the process of identifying, locating, and organizing the clips from the shoot when the project has migrated to post-production.

V-Station HD's Labeling System

The labels that are used in a project are user definable. For example, the record panel as shown below uses the labels "Reel" and "Scene," but could be labeled as "Roll and Setup", or "Season" and "Episode", or anything you want to use as labels. The Scene and shot number labels can also be changed. These labels are held in the "Profile" for each type of project. In this paper, however, we will use the "Cinema" profile and use the default labels "Reel and Scene" and Scene (number) and Shot (number) as shown below.
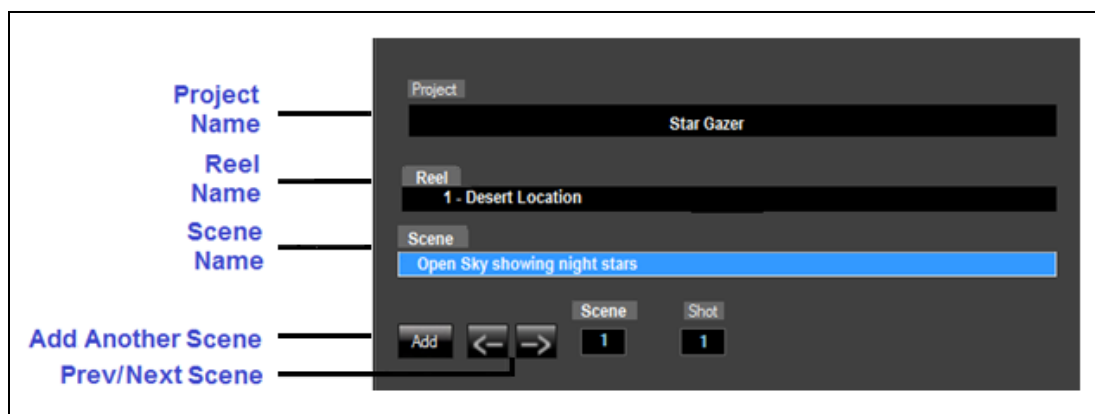
Roll Names & Numbers

In V-Station HD, each new reel is created with a name to your liking. If you want to simply use a number or a description, or both, it's your choice. The reel names are shown above in the master shot list that V-Station HD creates at the end of the shoot.

Scene Names & Scene/Shot/Take Numbers

As shown above, V-Station HD's record panel shows the Scene name, Scene Number, and Shot number. The V-Station HD operator can add scenes prior to shooting, if desired from the script's shot list. As each new scene is added it will automatically increment the scene number. Or you can add the scenes "on-the-fly" as the shoot is going on, just in case last minute changes are made. Each time a recording is made for a particular scene, the Shot Number is automatically incremented by 1, unless a "re-take" is desired. For example, for Scene 1, the first recording for each camera angle is defined as Shot 1, the second recording is defined as Shot 2, and so on. If a re-take is required, then the Shot Number stays the same and the Take Number is incremented by 1. The Take number is shown on the lower right bottom of the Preview Tile as shown below:

Take #

If a re-take is required, the Take Number is incremented to 02. Each angle's Take Number, if recorded together, will increase together. But if recorded at separate times, will have different take numbers.

For the next scene (Scene 2), the scene number is automatically increment and by default, the Shot Numbers keep incrementing by 1. So, if there were 5 Shots in Scene 1, the next shot number on Scene 2 will continue from Shot 6 and increment accordingly.

This keeps the shot numbering sequential, regardless of the Scene Number. This may be fine when the script's shot list is sequential, regardless of which scene is being shot, but for more traditional film work, FutureVideo engineers designed a way so that the V-Station HD's scene/shot numbering can be modified so that it conforms more like what is shown on the film slate, as described next.

Film Slate Scenes & Shot Numbering

In film work, when using a slate, scenes are numbered sequentially, but with each scene there may be several shots (shot-type) such as establishing shot, master shot, wide shot, close up, over the shoulder, etc. In this case, scenes are typically numbered followed by a letter for each subsequent shot type for the same scene, e.g., 54 (Establishing), 54A (Master or Closeup), 54B (Wide), etc., as it would appear in the film slate below for a subsequent shot.

V-Station software provides for this, but uses numbers instead of letters for each "shot type." If you want to re-start the Shot (type) Number on each new scene (so it begins at 1 again), the "Reset Shot Num on each new scene" box can be checked on V-Station HD's Project settings panel as shown below:
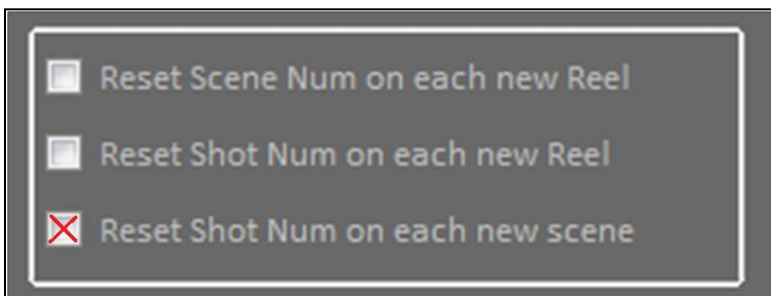
In addition, you can change the "Shot Number" label to something like "S.Type" (Shot type) or "Type", for example. Consequently, the Second Scene, shot type numbering will start at 1 again and appear as follows:
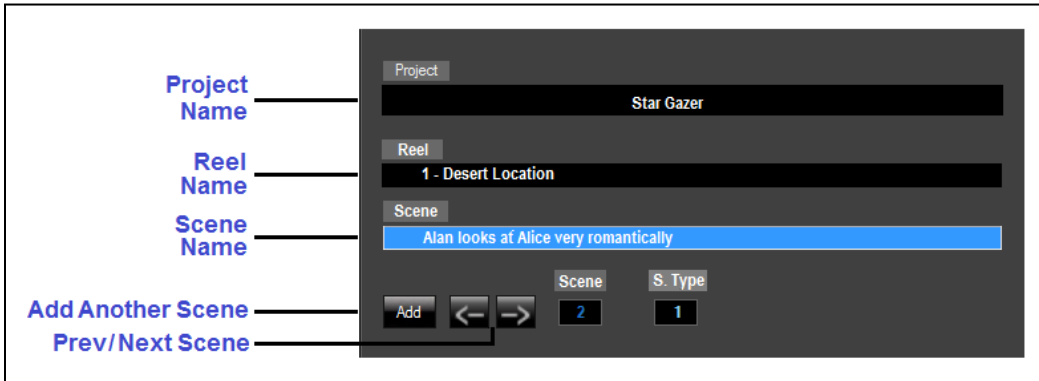
Notice that the "Scene" Number is automatically incremented when you add a new scene, so it is tracking the number of scenes. But, in addition, you can enter a Scene Name with descriptive text that associates with the Scene Number. So, by the time you get to scene number "54" such as shown in the slate above, they will automatically track with the script.

With the new "Shot Type" label and interpretation, the cinematographer and director can associate the "S.Type" number with the scene letters such as 1 = Establishing shot (no letter), 2 = A (close up), 3 = B (wide), and so on. It all depends on what you agree to use as the convention for your film.

Re-shooting a Scene

With V-Station HD, you can "insert" re-takes into a prior scene by simply changing the Scene Number on the Record panel using the back and forward buttons.

Then, click on the ReTake button (instead of the Record button).

Shot List Created by V-Station HD

At the end of the project or anytime within, a shot list can be automatically created by V-Station HD. An example is shown below which uses the sequential shot numbering as described in the first section of this document. Notice, that it also provides the camera angles and names, the formats, bit rates, etc, along with the general information about the project that was entered during pre-production.

				V-Station SHOT LIST (export sample)						
Project	Rock and Roll Live			Date Started		Time Started				
Director	Alfred Hitchcock			20-04-2012		14:41:41				
Producer	Hal Roach									
Camera	Karl Fruend									
Audio	Glen Glenn									
NoteClient	Paramount									
Note2	Joyce Caterers									
Note3	Lucas Effects									
Note4	Cameron Lighting									
Number Of Shots	34									
Number Of Scenes	7									
Total Duration	02:10:01:23									

Sample Shot List Output

Tracks	Format	Bitrat	C/V	Audio
Cam1	1920x1080x60p	6000	Cons	256
Cam2	1920x1080x60p	6000	Cons	256
Cam3	1920x1080x60p	6000	Cons	256
Cam4	1920x1080x60p	6000	Cons	256

Reel	Track	Shot	Take	Scene	Scene Name (title)	Description (Added)	Clip Name	Date	Time	Duration
Rock Hall of Fame	Cam1	1	2	1	Eric Johnson	Eric Johnson 1080p	Clip1_001_001[Eric Johnson 1080p]_1.mpg	03-06-2012	11:56:25	00:02:10
Rock Hall of Fame	Cam2	1	2	1	Eric Johnson	Eric Johnson 1080p	Clip2_001_001[Eric Johnson 1080p]_1.mpg	23-02-2012	21:30:12	00:02:10
Rock Hall of Fame	Cam3	2	1	1	Johnny Cash (scene 1)	Johnny Cash	Clip3_001_002[Johnny Cash].mpg	19-02-2012	15:34:20	00:05:20
Rock Hall of Fame	Cam4	2	1	1	Johnny Cash (scene 1)	Johnny Cash	Clip4_001_002[Johnny Cash].mpg	18-02-2012	13:19:19	00:05:20
Rock Hall of Fame	Cam1	2	2	2	Little Richard (scene 2)	Little Richard playing	Clip1_002_002[Little Richard playing]_1.mpg	19-02-2012	12:08:28	00:03:17
Rock Hall of Fame	Cam2	2	2	2	Little Richard (scene 2)	Little Richard playing	Clip2_002_002[Little Richard playing]_1.mpg	18-02-2012	13:20:36	00:03:17
Rock Hall of Fame	Cam1	3	1	2	Johnny Cash (scene 2)	Johnny playing	Clip1_002_003[Johnny playing].mpg	19-02-2012	12:08:28	00:05:11
Rock Hall of Fame	Cam2	3	1	2	Johnny Cash (scene 2)	Johnny playing	Clip2_002_003[Johnny playing].mpg	18-02-2012	13:19:57	00:05:11
Rock Hall of Fame	Cam3	3	1	2	Johnny Cash (scene 2)	Johnny playing	Clip3_002_003[Johnny playing].mpg	19-02-2012	12:08:28	00:05:11
Rock Hall of Fame	Cam4	3	1	2	Johnny Cash (scene 2)	Johnny playing	Clip4_002_003[Johnny playing].mpg	18-02-2012	13:20:20	00:05:11
Rock Hall of Fame	Cam1	4	2	2	Johnny Cash (scene 2)	Johnny playing	Clip1_002_004[Johnny playing]_1.mpg	19-02-2012	12:08:28	00:11:03
Rock Hall of Fame	Cam2	4	2	2	Johnny Cash (scene 2)	Johnny playing	Clip2_002_004[Johnny playing]_1.mpg	18-02-2012	13:20:36	00:11:03
Rock Hall of Fame	Cam3	5	1	1	Little Richard (scene 1)	Lttle Richard	Clip3_001_005[Lttle Richard].mpg	19-02-2012	15:34:58	00:11:03
Rock Hall of Fame	Cam4	5	1	1	Little Richard (scene 1)	Lttle Richard	Clip4_001_005[Lttle Richard].mpg	18-02-2012	13:19:19	00:11:03
Rock Hall of Fame	Cam1	6	1	2	Little Richard (scene 2)	Little Richard playing	Clip1_002_006[Little Richard playing].mpg	21-02-2012	09:11:32	00:09:08
Rock Hall of Fame	Cam2	6	1	2	Little Richard (scene 2)	Little Richard playing	Clip2_002_006[Little Richard playing].mpg	18-02-2012	13:19:57	00:11:03
Rock Hall of Fame	Cam3	6	1	2	Little Richard (scene 2)	Little Richard playing	Clip3_002_006[Little Richard playing].mpg	21-02-2012	09:11:32	00:11:03
Rock Hall of Fame	Cam4	6	1	2	Little Richard (scene 2)	Little Richard playing	Clip4_002_006[Little Richard playing].mpg	18-02-2012	13:20:20	00:11:03
Rock Hall of Fame	Cam1	7	2	3	Percy Sledge (scene 3)	Percy Sledge	Clip1_003_007[Percy Sledge]_1.mpg	19-02-2012	15:35:29	00:10:22
Rock Hall of Fame	Cam2	7	2	3	Percy Sledge (scene 3)	Percy Sledge	Clip2_003_007[Percy Sledge]_1.mpg	18-02-2012	13:24:31	00:10:22
Rock Hall of Fame	Cam1	8	1	4	Rod stewart (scene 4)	Rod stewart	Clip1_004_008[Rod stewart].mpg	19-02-2012	12:07:13	00:04:10
Rock Hall of Fame	Cam2	8	1	4	Rod stewart (scene 4)	Rod stewart	Clip2_004_008[Rod stewart].mpg	18-02-2012	13:23:49	00:04:10
Rock Hall of Fame	Cam3	8	1	4	Rod stewart (scene 4)	Rod stewart	Clip3_004_008[Rod stewart].mpg	19-02-2012	12:07:13	'00:04:10
Rock Hall of Fame	Cam4	8	1	4	Rod stewart (scene 4)	Rod stewart	Clip4_004_008[Rod stewart].mpg	18-02-2012	13:24:20	00:04:10

This is a complete set of each Scene, Shot, and Take, which then can be used along with the script in post-production.

More information about reels and scene names, and other project options, may be found in the V-Station HD User Guides.

Part 2

In Part 2 of this Tech Brief, we will examine the clip names and how they correspond to the Scene, Shot, and Retake numbers so the editor and script can be aligned.