

FIRST LEGO LEAGUE - CHALLENGE
TEAM PRODUCTION OF ROBOT MATCH VIDEO FOOTAGE
FOR DISTRIBUTED EVENTS / REFEREE REMOTE SCORING
Prepared by the Challenge Game Development Team 7-29-2020

VIDEOGRAPHY: You do not need a tripod, or even a “real camera.” Someone taking cell phone video by hand will work.

You do need:

- plenty of light and minimal shadows.
- aiming as needed to avoid things being hidden or unclear.
- zoom-out as needed so nothing important is cut off.
- closeups as needed for small details. Before and after the match, “pan” (slowly carry/move the camera around as needed) and zoom as needed to show specific things as required or desired.

During the match, do not pan. Keep the camera still - aimed and zoomed as required.

At all times, keep the camera recording - you will send us a single unedited video of your match - before, during, and after, all in one, with no pauses. Videos with extra stuff are okay; videos missing stuff are not!

Do not include faces in any video. Thank you.

BEFORE THE MATCH

Pan the entire field setup, including home.

Do your M00 Inspection:

- Pan and show your robot and equipment spread out and sitting still in home.
- Point out your motors, showing there are 4 or fewer.
- Show that it fits in the small inspection area on every side and use a ruler to show its height.
- Show your M01 Innovation Project model if you have one, and please feel free to describe it!

Keep recording...

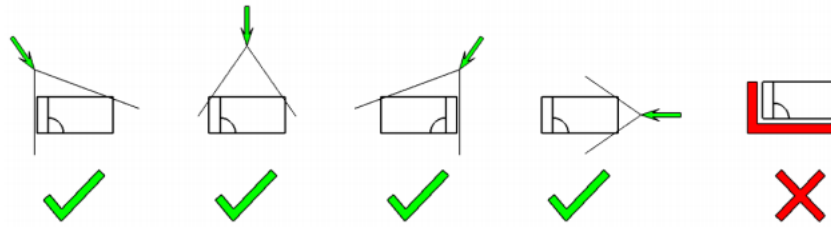
DURING THE MATCH

The camera must show the whole field and all of home for the entire match. From the direction you think shows your mission action the best, zoom the camera all the way out, then aim it from as high and far away as needed until everything is in view. That will be the unchanging view for the entire match - please do not move or adjust the camera until the match ends.

Things to think of when choosing a view:

- Technicians usually stand and walk next to home and the *south border wall, so don't aim from direct west, from southwest, or from direct south. There will be people in the way!
- Think like a referee. Examples: If detailed or confusing things happen near home, view from the northwest. If the robot spends most of its time in the east, view from northeast. If the action is balanced across the whole

field, you might wish to view from direct north, but that requires the camera to be quite far from the field. See example diagram below.



- If the match ends with the robot on the pull-up bar or dancing over the dance floor, please be very sure that detail can be seen clearly.
- If needed, it is okay if one of the extreme east corners is cut out of view, if nothing important happens there.
- The more downward the view the better, but a fully vertical “bird’s eye” view is not needed.
- Never stand on anything small, weak, unstable, or on wheel to film your video.

*See the directional compass for mat for field directions. It is on the mat near the basketball model.

Remember, only two technicians at the field at once (see Rule R08).

When you are beginning your match, please provide a verbal countdown. Then as the robot performs, your play-by-play narration is welcome / encouraged. Tell the camera what that robot is up to!

Again, please avoid blocking the camera’s view of the field, including the red flip line, the models, and especially the robot. You can of course still interrupt the robot as needed, but move quickly, and to do your best to stay out of view.

Keep recording!...

END OF THE MATCH

When you stop the robot because it has completed all possible actions, or because the match is ended, please say the reason out loud for the camera. Examples: “We’re all done now,” or “Okay the match is over.”

Slowly pan on each model and outcome, focusing especially where you think points were earned, and please do narrate your successes or misses wherever that would help us. Example: “The bench is down, and there are 3 hopscotch spaces with cubes, but the backrest is still hanging on.”