

USING BOTH AUDIO INPUTS

When shooting with the JVC 150 camera, you may notice two microphone (XLR) inputs. You may find yourself only using one of those inputs. But think for a moment, if there are two audio inputs available, maybe there is a good reason for it.

One major example of using both inputs is to use one for the main audio source and the other for ambient audio. Your main source would be your host while the ambient sound would capture the sound of the event or room environment where you are shooting. Think about a shot at a park for a moment. The host is speaking, and in the background children are running, laughing and playing on a slide. In order to give your audience the complete experience of being there, you need the ambient sound of the park. By recording the ambient noises on a separate channel, you will be able to adjust the level in post-production to create a full experience.

Ambient is the sound of noise in any room or location that happens naturally, essentially the background noise. Let's say you were shooting a segment on the beach: First you would want to get your talent's audio levels on one channel. Then on the second channel, you would want to get the level you feel is good for the ambient noise. For this segment, ambient noise maybe the sound of the waves crashing, the seagulls calling overhead, or people nearby.

There is one thing to note when using this method: You will need to have an additional microphone. The JVC 150 camera kit comes with a short shotgun microphone that works well to capture ambient noise. The other microphone would be a lavalier or Shure SM58, depending on what you think would work best for your program.

Taking the time the time to record ambient noise is well worth the effort. Simply adding noise that you would normally hear at the scene's location makes for a more realistic shot.