

# Coverage

## Communications & Media

Shooting enough different material that the scene can actually be cut.

*The minimum that makes a scene editable.*

### Shoot every time

A wide master of the whole action

Mid shots of each speaker

Close-ups for the key lines

Cutaways of hands, objects, details

Establishing shot of the location

### Insurance

Run the master to the end, always

Two takes of anything unrepeatable

Extra room tone at each location

Buffer before and after each take

Reverses for anything shot on a line

Cutaways are what rescue an edit: they cover the trims, hide the jump cuts and let you compress time invisibly.