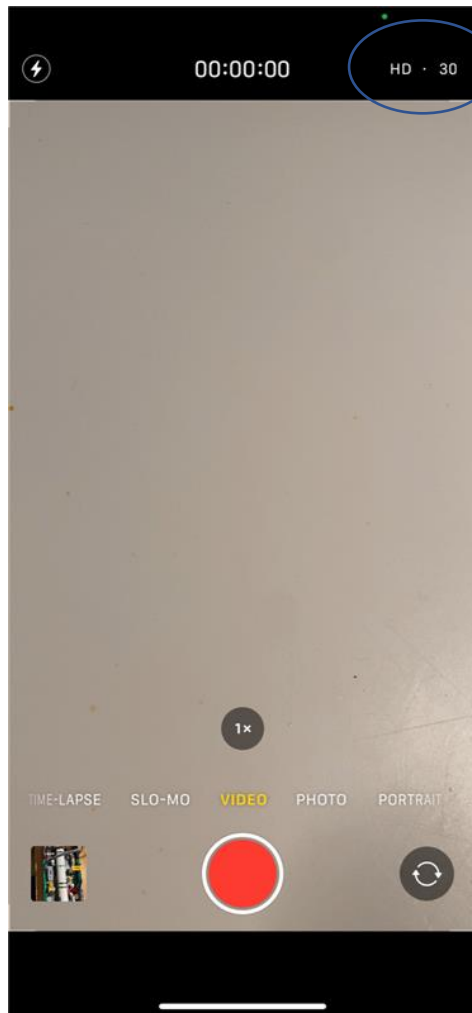


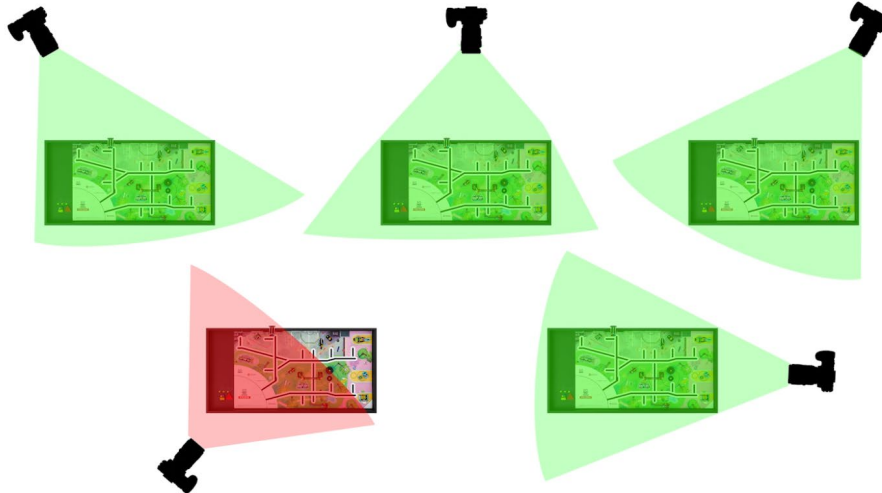
Pavyzdys: iPhone:



Įsitinkite, kad skiriamoji geba yra mažesnė (numatytasis) yra pasirinktas HD-30 nustatymas.

- Pasirūpinkite geru apšvietimu su minimaliais šešėliais ir nejudinkite fotoaparato.
- Atlikite M00 įrangos patikrinimą.
- Parodykite savo robotą ir įrangą sudėtus namų zonoje.
- Nurodykite kiekvieną variklį, parodydami, kad jų yra 4 ar mažiau.
- Parodykite, kad visa jūsų įranga telpa tikrinimo srityje.
- Naudokite liniuotę, kad parodytumėte, jog ji atitinka aukščio ribą.
- Parodykite savo „M01“ inovacijų projekto modelį, jei turite.

- Choose your camera position.
  - The camera must show the whole field and all of home for the entire match.
  - These diagrams will help you decide where to stand for a good view.



- Choose a side or corner if your robot spends most of the game there.
  - If the action is balanced across the whole field, shoot from the north edge.
  - 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.
- Choose your camera angle. The more downward the view the better, but a fully vertical “bird’s eye” view is not needed.

Keep recording...

### DURING THE MATCH

- Do not move or adjust the camera until the match ends.
- **Check that your entire robot and all its equipment is inside the launch area before you launch.**
- Provide a verbal countdown at the start (“3,2,1, LEGO!”).
- You are encouraged to provide a play-by-play commentary. Tell the camera what that robot is up to!
- **Reminder: All normal rules apply.**

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