

CAMERA LABELS	CAMERA LABEL DESCRIPTION	EXAMPLE
GAME	PRIMARY GAME CAMERA	
TITE TITE ISO	CENTER POSITION, TIGHT ACTION (CAN BE REAL-SPEED OR 4X)	
2ND ISO TITE ISO 2	SECONDARY CENTER POSITION, TIGHT ACTION (OCCASIONAL CAMERA)	
3RD ISO	THIRD CENTER POSITION, TIGHT ACTION (CAN BE REAL-SPEED OR 4X)	
L HH	LEFT ANGLE HANDHELD FROM UNDER THE BASKET (CAN BE REAL-SPEED OR 4X)	
R HH	RIGHT ANGLE HANDHELD FROM UNDER THE BASKET (CAN BE REAL-SPEED OR 4X)	
L SLASH	CORNER LEFT SIDE CAMERA SHOOTING DIAGONALLY ACROSS THE COURT (CAN BE 4X OR 6X)	
R SLASH	CORNER RIGHT SIDE CAMERA SHOOTING DIAGONALLY ACROSS THE COURT (CAN BE 4X OR 6X)	
MID	LOW ANGLE CAMERA SHOOTING AT MID-COURT (CAN BE 4X OR 6X SPEED)	
REVERSE REV	PRIMARY GAME CAMERA POSITION FROM REVERSE SIDE OF THE COURT	
ATR	ABOVE THE RIM CAMERA CAN BE RATR OR LATR DEPENDING ON END OF COURT	
BTG	BEHIND THE GOAL CAN BE RATR OR LATR DEPENDING ON END OF COURT	
GINBAL	HANDHELD STEADICAM USED FOR PLAYER ARRIVALS OR BROLL (OCCASIONAL CAMERA)	
RONIN	HANDHELD STEADICAM USED FOR PLAYER ARRIVALS OR BROLL (OCCASIONAL CAMERA)	
HALL	ARENA HALLWAY (CAN BE HOME TEAM OR VISITOR TEAM)	
BOOTH	ANNOUNCER BOOTH (OCCASIONAL CAMERA)	