

DIY Teleprompter

Materials Needed:

- (2) 12" x 15" cardboard boxes
- (1) 12" x 24" piece of glass or acrylic
- laptop
- 2nd monitor
- large piece of black fabric
- tape
- scissors

Steps:

- 1) Box 1: Cut the flaps off of one end. On the other end, tape the flaps together and cut out a hole in the middle that will be big enough for your camera lens. Cut a large square hole in one side, leaving at least a 2" border on all sides. This is now the bottom of Box 1 (Figure 1).
- 2) Box 2: Cut the flaps off one end and tape the other end shut. Now cut a large square hole out of one side, making sure that it is the same size as the hole in bottom of Box 1 (Figure 2).
- 3) Position Box 2 with the hole facing upward and the open end facing you. Place Box 1 on top of Box 2 and align the holes (Figure 3). You may want to secure them together with tape. You will also need to place the boxes on a table or stand to get it at the right height for your camera and subject.
- 4) Connect the 2nd monitor to the laptop and place it inside Box 2 so that the screen is positioned within opening of both boxes (Figure 4).
- 5) Place the glass into Box 1 at a 45 degree angle with the bottom end at the front of both box openings (Figure 4). Tape securely into place.
- 6) Position the camera in front of Box 1, making sure the lens is positioned in the center of the hole (Figure 4). You will probably need to position the teleprompter on a table to get the right positioning for your subject. Now secure the black fabric to the box and around the camera so you eliminate all light coming in from that side of the box.
- 7) Now, load a script in dvcPrompt on the laptop. Click the "Show Talent Window" button and then "Mirror Talent Window." Move the talent window to the middle of 2nd monitor – you may need to adjust its position based on the size of the text your talent prefers. Ready to teleprompt!

Figure 1 – Bottom View of Box 1

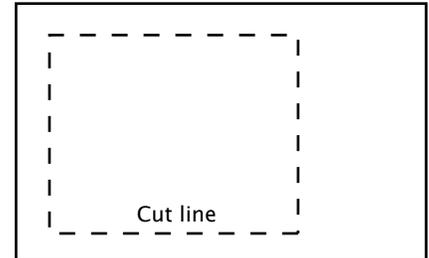


Figure 2 – Top View of Box 2

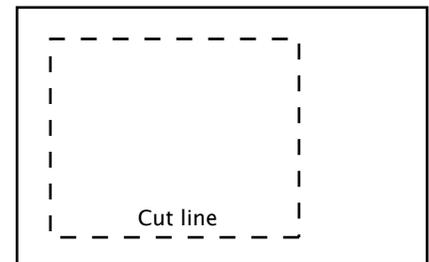


Figure 3

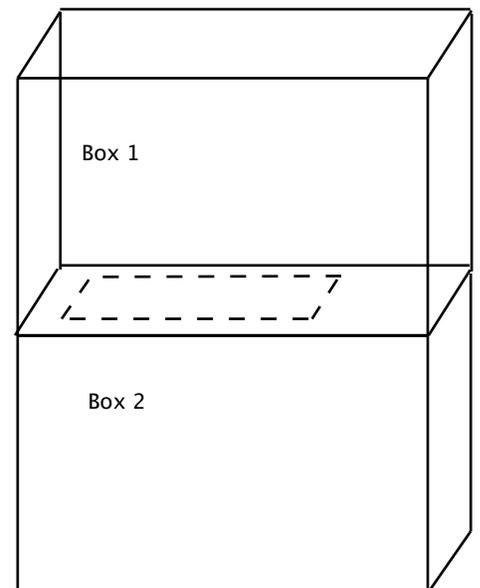


Figure 4

