



ANGLE AND
COMPOSITION

SOME TERMS

- ❖ Shot - the basic unit of a film and refers to one length of continuous (unedited) action.
- ❖ Takes – multiple attempts of each shot.
- ❖ Scene - action that takes place at a certain place and time in the story.
- ❖ Sequence - when a number of scenes can be considered as a unit where the action continues or progresses along each of the scenes.
- ❖ Cutting or editing - assembling the film from all of the raw footage shot during production (adding audio, sound effects, etc).

Source:

http://en.wikibooks.org/wiki/Movie_Making_Manual/Cinematography/Camera_angles_and_composition

TYPES OF CAMERA VIEW

❖ Point-of-view

- when the camera is positioned to record what a character in the film would be seeing from his perspective.

❖ Subjective

- Truly subjective (rather than Point of View) shots are rarely used, as they can be disorientating or alienating to the audience, especially if a character looks at or speaks to the camera. They are, therefore, generally only used when the effect it creates is explicitly desired.

❖ Objective

- As opposed to subjective, objective shots are not seen from anyone (or anything's) eyes, but rather from an 'observer's' point of view.

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COMPOSITION

❖ Long-shot

- shows a significant amount of the setting or shooting environment. If the performers are seen in a long-shot, they are typically small within the frame.

❖ Medium-shot

- perhaps the most commonly used shot and typically includes one or two performers. Often, a medium shot of a single performer will show from their waist upward.

❖ Close-up

- shows one particular detail, often a performer's face, although it may show an object, like a clock. Whatever is shot, a close-up fills the screen with that image.

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CONTINUITY

- ❖ Be careful when editing to assure good continuity on your scene

Example

Soure:

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AUDIO

❖ What NOT to do