

COMM 2851- 5.1



★★★★★



[/ Xyz]
Setting the scene or staging the action for the "look" of a film

ATK/1900 DEF/1800

31837823

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COMM 2851- 5.2



★★★★★



[/ Xyz]
Composition is the Visual arrangement of objects, actors, and space within the frame

ATK/1600 DEF/1300

93001363

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COMM 2851- 5.3



★★★★★



[/ Xyz]
Deep Focus is when everything in the frame is in focus

ATK/1400 DEF/1500

50243466

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COMM 2851- 5.4



★★★★★



[/ Xyz]
Natural Lighting is available from the sun

ATK/1300 DEF/1100

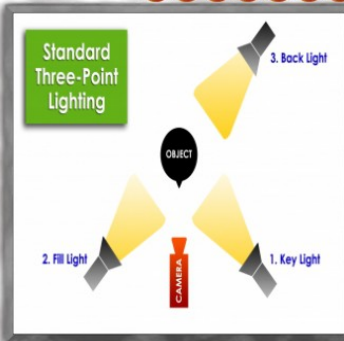
50243466

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COMM 2851- 5.5



★★★★★



[/ SYNCHRO]
For appropriate level of illumination and to eliminate shadows

ATK/2500 DEF/1900

75106616

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COMM 2851- 5.5.1



★★★★★



[/ Xyz]
Primary source of lighting at the frontal positions

ATK/1000 DEF/1100

36907613

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COMM 2851- 5.5.2



★★★★★



[/ Xyz]
Fill light is for eliminating shadows casted by key light

ATK/1200 DEF/1000

41740741

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COMM 2851- 5.5.3



★★★★★



[/ Xyz]
Back light is to separate object from background

ATK/1000 DEF/1000

42869603

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COMM 2851- 5.6



★★★★★



[/ Xyz]
High-Key Lighting is were the fill light is as intense as the key light

ATK/1800 DEF/1300

91441214

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COMM 2851- 5.7



[/ SYNCHRO]
Low-key Lighting is increasing the key light so that the fill light can't eliminate shadows

ATK/1700 DEF/1400

25981480

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COMM 2851- 5.7.1



Low Contrast

High Contrast

[/ Xyz]
High Contrast is making brighter spots and darker shadows

ATK/ 900 DEF/ 500

11080097

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COMM 2851- 5.8



[/ Xyz]
Natural Key Lighting is Artificial lighting making it look like natural lighting

ATK/2000 DEF/ 1500

73612060

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COMM 2851- 5.9



Hard Light

Soft Light

[/ Xyz]

ATK/2100 DEF/2300

24463343

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COMM 2851- 6.1



[/ Xyz]
Cinematography is using a camera

ATK/2900 DEF/2400

61507516

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COMM 2851- 6.2



[/ Xyz]
Long shot

ATK/ 1400 DEF/ 1300

77361326

© 2017 TRAVIS



COMM 2851- 6.3



[/ Xyz]
Medium (Two) shot

ATK/1200 DEF/1100

93292358

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COMM 2851- 6.4



[/ Xyz]
Close Up

ATK/1300 DEF/1500

15189679

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COMM 2851- 6.5



[/ Xyz]
Low Angle

ATK/1400 DEF/1500

13249974

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COMM 2851- 6.6



[/ Xyz]
High Angle

ATK / 1300 DEF / 1600

60147302

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COMM 2851- 6.7



[/ Xyz]
Medium Angle

ATK / 1200 DEF / 1500

96509831

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COMM 2851- 6.8



[/ Xyz]
Bird's Eye View Angle

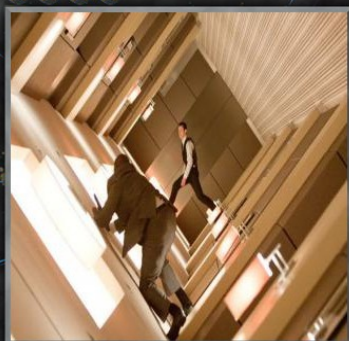
ATK / 1600 DEF / 1750

67914904

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COMM 2851- 6.9



[/ Xyz]
Canted Angle

ATK / 1700 DEF / 1750

29893131

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COMM 2851- 6.10



[/ Xyz]
Pan (Swish) movement

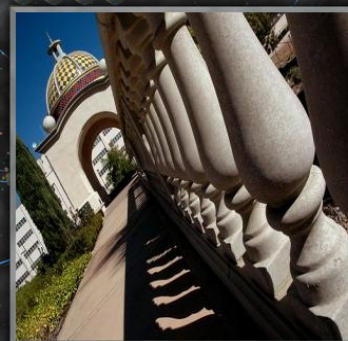
ATK / 1600 DEF / 1400

27667364

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COMM 2851- 6.11



[/ Xyz]
Tilt is tipping the camera vertically on tripod

ATK / 1400 DEF / 1200

70595229

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COMM 2851- 6.12



[/ Xyz]
Tracking is moving camera on a dolly along a track

ATK / 1600 DEF / 1700

57462696

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COMM 2851- 6.13



[/ Xyz]
Crane shot is where the camera is on a crane

ATK / 1200 DEF / 1500

52151271

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COMM 2851- 6.14



[/ Xyz]
Steadicam and handheld Cam

ATK / 1400 DEF / 1500

10517768

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COMM 2851- 7.1



[/ Xyz]
The editing out of time passing is called Montage Sequence

ATK/1800 DEF/1900

05457383

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6-04
V0-6

COMM 2851- 7.2



[/ Xyz]
Cut is A ends and B begins; A gradually fades completely before B; Dissolve is overlapping; Wipe is wiping or pushing; Iris is circular

ATK/1300 DEF/2000

16421339

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6-04
V0-6

COMM 2851- 7.3



[/ Xyz]
Eyeline Match is using character's line of sight to motivate a cut

ATK/1500 DEF/2100

47279992

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6-04
V0-6

COMM 2851- 7.4



[/ Xyz]
Parallel Editing is cutting back and forth between two scenes

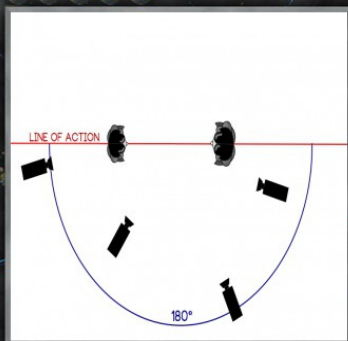
ATK/1900 DEF/1800

87150178

© 2017 TRAVIS

6-04
V0-6

COMM 2851- 7.5



[/ Xyz]

ATK/1400 DEF/1900

46367612

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6-04
V0-6

COMM 2851- 7.6



[/ Xyz]
A cut that looks like a jump

ATK/1800 DEF/1700

76688897

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6-04
V0-6

COMM 2851- 7.7



[/ Xyz]
Shot/Reverse shot is switching between the viewpoints of a conversation of the characters

ATK/1600 DEF/1400

62502668

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6-04
V0-6

COMM 2851- 7.8



[/ Xyz]
Cutaways are shots focused on a non human element or detail

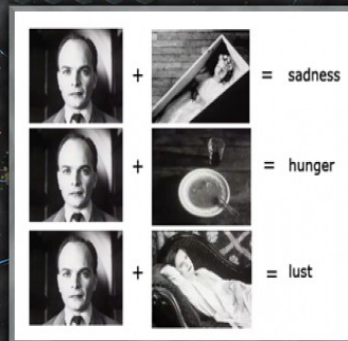
ATK/1100 DEF/1900

36398374

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6-04
V0-6

COMM 2851- 7.9



[/ Xyz]

ATK/1000 DEF/1800

75335844

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6-04
V0-6

COMM 2851- 7.10



[/ Xyz]
Continuity editing is making a film continue without transitions so that the audience is unaware of the next scene when it happens

ATK/1800 DEF/1500

13486721

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COMM 2851- 8.1



[/ Xyz]
Foley Artists use outside sounds to make a sound effect for a film

ATK/1700 DEF/1500

52641765

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COMM 2851- 8.2



Difference between the two

Diegetic sound

Sounds that belongs to the world of film

- Dialogue (speech)
- Sound effects (birds chirping)
- Ambient sounds



Non diegetic sound

Sounds that does not have an on screen source, sounds that the characters cannot hear

- Voice over
- Additional music
- Contrapuntal sound



[/ Xyz]

ATK/1600 DEF/1500

24461438

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COMM 2851- REALISM



[/ Xyz]
Makes an illusion that it is real or documentary style

ATK/1600 DEF/1500

54355344

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COMM 2851- FORMALISM



[/ Xyz]
Psychological reality

ATK/2100 DEF/1800

35260225

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COMM 2851- CLASSICAL



[/ Xyz]
Avoids the other two

ATK/2200 DEF/2500

13191019

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COMM 2851- OPEN-FORM



[/ Xyz]
Composition where the objects extend out from the frame

ATK/2100 DEF/200

46292674

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COMM 2851- CLOSED-FORM



[/ Xyz]
Composition where the objects are fixed upon the frame

ATK/2100 DEF/2000

41530515

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