

Film roles : Cinematography

Marc Nickl

Abstract

This is the abstract.

It consists of two paragraphs.

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Treatment

ASSESSMENT PORTFOLIO

Option Two: DAY/NIGHT - SOME ONE HAS BEEN GIVEN THE SLIP

Using multiple set ups and different styles of movement shoot the scenario above with a continual moving camera, in the style of film noir paying special attention to the use of subjective and objective points of view.

NB: This option can only be shot on Digital

Camera Lighting Research and Production Planning Assessment Project requirements

- A treatment indicating visual style and approach
Research material, visual references for style & technical approach (mood board)
- Storyboard to indicate shot construction, planning and testing notes for camera and lighting, exposure and contrast notes, and recce stills
- Equipment lists for camera and lighting to include consumables and props
- Lighting plans to include camera position
- Ungraded and Graded version of two key images from the film
- A final edited version of the film min duration one min, max duration 2min

Goals

To create the effect of someone being chased by his own shadow and then entering a white void where the shadow cant enter.

Alt having the person explore the white void and the leaving it to see what else is there then being chased by his shadow again

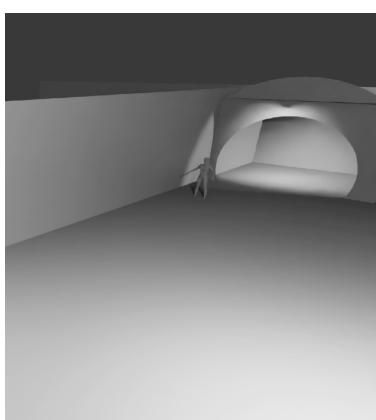
Research Material

Reference imagery



Previsualization

Using Blender to quickly mock up to see if it was even conceptually possible



Shot List

Shot	Type	Description	Notes
01	MCU	A shadow slowly crawls up a wall	
02	WS	You see Person 1 running	
03	MS	Single of the Shadow running	
04	WS	Two Shot of the Shadow Catching up	
05	CU	close up of the Shadow nearly Catching person one	
06	MS	Shadow Slowly starts to fade as Person 1 runs into the light	Running into the light box
07	MS-WS	The Camera slowly turns around person 1 as he is surrounded by White	

Storyboards

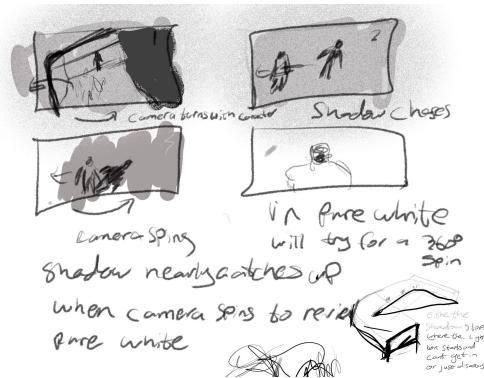


Figure 1: WhatsApp Image 2022-04-29 at 10.14.00 AM.jpeg

this is utter madness needs to be a lot cleaner

Equipment Lists

Testing Notes

Tests Required

Lens Tests

Defusion Tests

Green Screen Test

To see and try out possible ways of executing the transition from Shadow to light

One option would be to adjust the green colour channels when converting from Colour to Black and White and just removing the shadow with an alteration in lighting

Lighting Plans

Colour Grade

Look

I like the look of imperfect blacks maybe with a slight cast towards blue

Process

A colour to Black and white conversion Allows me to alter the colour wheels in post allowing of a greater range of versatility to achieve a curtain look. this will have to be tested with the possibility of using a green screen.