

Week #6

1. Film Analysis #6:

Week #6

1. Film Analysis #6:

Mother of George

Frame and Visual Storytelling Analysis

Six frames on Moodle

Select Two

300 word analysis

Week #6

2. Production:

Week #6

2. Production: Still Film #1

Week #6

2. Production:

Still Film #1

Use your revised mini-screenplay

Format: Power Point

Specs: 12 – 20 frames + title, credits

Aspect: 16:9 Horizontal

B & W

Week #6

3. Helpful Reading:

Week #6

3. Helpful Reading:

Fuji FinePix manual

Shooting Mode – *pages 21-30*

Close Ups – *p 35*

Aspect – *p 57*

Using Menus – *p 74-77*

Framing

Framing - Dominance



Framing - Dominance

Dominance

The area or object in the frame that commands the viewer's most immediate attention.

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The dominance in an image can be determined by its points of attraction.

Framing - Dominance

Dominance

The area or object in the frame that commands the viewer's most immediate attention.

The dominance in an image can be determined by its **points of attraction**.

In other words, points of attraction create dominance.

Framing - Dominance

Points of Attraction

Framing - Dominance

Points of Attraction

- static



Framing - Dominance

Points of Attraction

- static



Bright areas



Faces



Framing - Dominance

Points of Attraction

- static
- motion



Framing - Dominance

Points of Attraction

General hierarchy

- movement
- color and color contrast
- tonal contrast (light to dark)
- subject of interest (faces)
- focus
- size
- framing / composition
- continuum of movement
- leading lines / convergence

Framing - Dominance

Points of Attraction

Movement, color, size



Run Lola Run

Framing - Dominance

Points of Attraction

Face, size, focus, color



Toy Story

Framing - Dominance

Points of Attraction

Color contrast



Dick Tracy

Framing - Dominance

Points of Attraction

Framing, focus, faces



Rumblefish

Framing - Dominance

Continuum of movement

Framing - Dominance

Continuum of movement

the path the eye follows within shot

Framing - Dominance

Continuum of movement

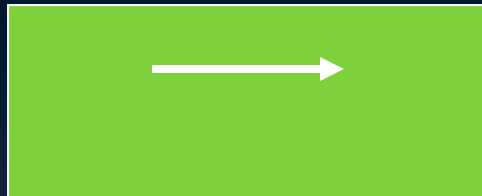
the path the eye follows within shot



Framing - Dominance

Continuum of movement

the path the eye follows within shot



Framing - Dominance

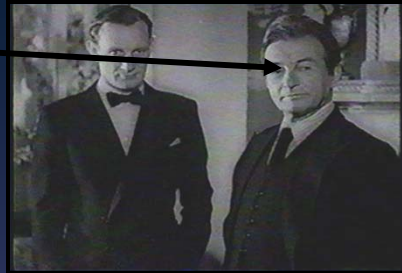
Continuum of movement

the path the eye follows within shot
the path the eye follows shot to shot

Framing - Dominance

Continuum of movement

the path the eye follows within shot
the path the eye follows shot to shot



Framing - Dominance

Affinity

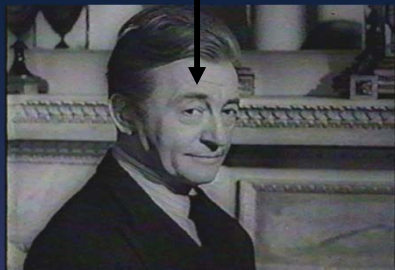
the point of attention is the same
from frame to frame

Framing - Dominance

Affinity

the point of attention is the same
from frame to frame

increases continuity...less visual intensity



Framing - Dominance

Contrast

the point of attention jumps
from frame to frame

Framing - Dominance

Contrast

the point of attention jumps
from frame to frame



Framing - Dominance

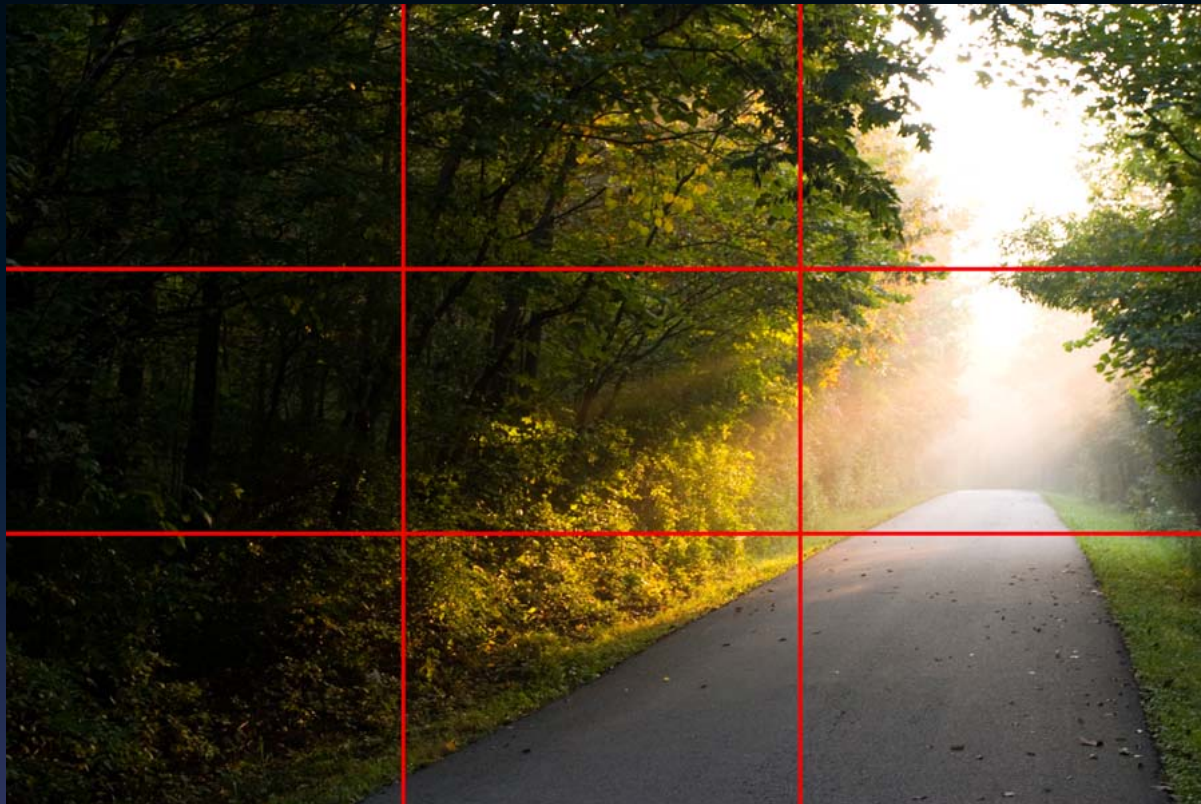
Contrast

the point of attention jumps
from frame to frame increases visual intensity



The Frame

Rule of Thirds



The Frame

Placement

- center
- top
- bottom
- sides
- background
- foreground
- behind frame
- in front of frame
- horizon

The Frame

Placement center



- important
- power
- realism



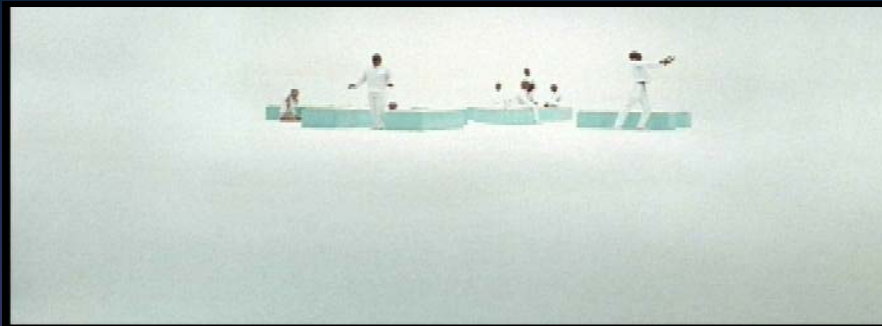
The Frame

Placement

Top



- more weight
- further away
- controls space below



The Frame

Placement

Bottom



- venerable
- dangerous
- closer



The Frame

Placement

Sides



- insignificant
- formalism
- balance



The Frame

Placement

Foreground



- significance
- power

The Frame

Placement

Background



- insignificance
- lack of power
- lurking danger

The Frame

Placement

Front/Behind



In Front

- danger
- onlooker



Behind

- mystery
- inaccessibility

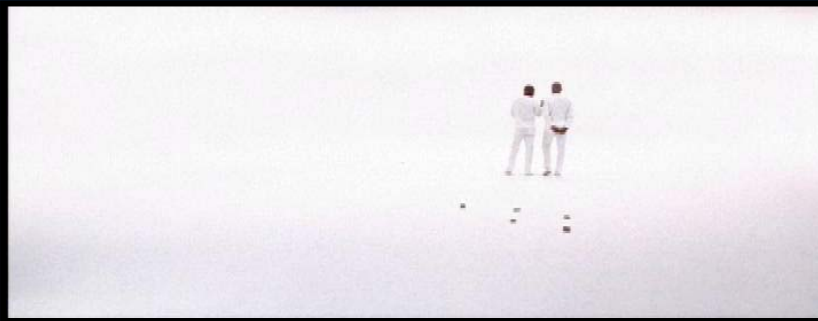
The Frame

Placement

Horizon



- weights playing space
- near horizon is further
- near top/bottom is closer



The Frame

Placement

Horizon



The Frame

Placement

Size



- importance

The Frame

Framing

Tight



- confining
- dramatic
- tense



The Frame

Framing

Loose



- free
- comedic
- less threatening



The Frame

Framing

Loose/Tight Design



The Frame

Framing

Open/Closed



Open

- edges expand screen space
- Realism



Closed

- edges limit screen space
- Formalism

The Frame

Framing

Surface Divisions

frame divided



The Frame

Framing

Surface Divisions

frame divided foreground



The Frame

Framing

Surface Divisions

frame divided



color



line

The Frame

Framing

Surface Divisions

frame divided



reframe action



reframe action

The Frame

Framing

Surface Divisions

frame divided



intensify drama



intensify drama

The Frame

Framing

Surface Divisions

frame divided



intensify feeling



intensify feeling

The Frame

Movement

Within Frame



Left to Right

- safe
- comfortable

The Frame

Movement

Within Frame



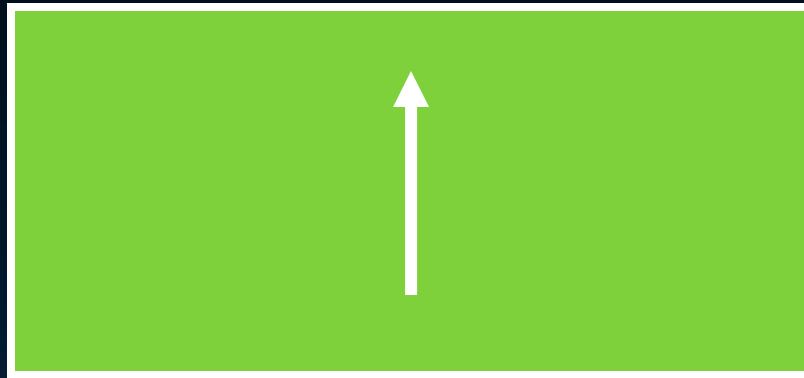
Right to Left

- tension
- uncomfortable

The Frame

Movement

Within Frame



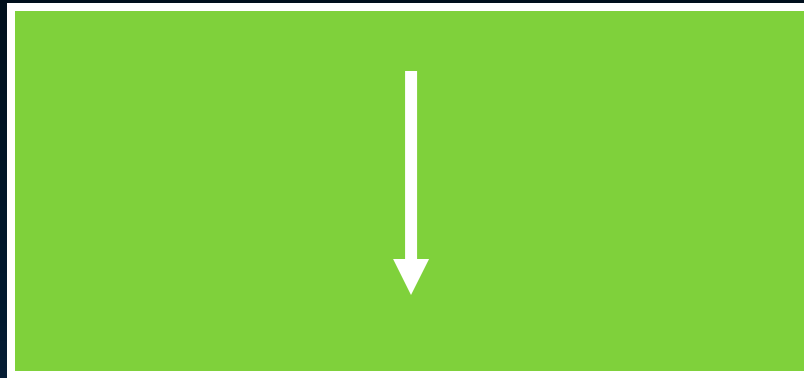
Up

- exciting
- tension

The Frame

Movement

Within Frame



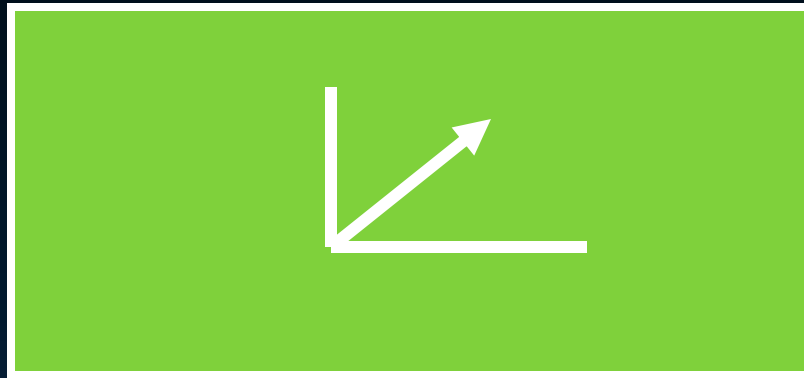
Down

- danger
- trouble

The Frame

Movement

Within Frame



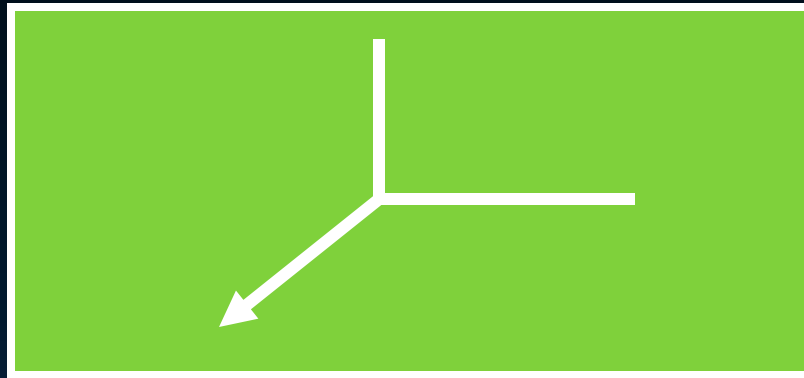
In

- tension
- discovery

The Frame

Movement

Within Frame



Out

- expansion
- release

Blocking

Blocking

The arrangement and choreographed movement of actors and major props for the camera.

Since the camera can also move, blocking the scene may include the movement of the camera.

Blocking

Establishes **Stageline** - *a line of action*

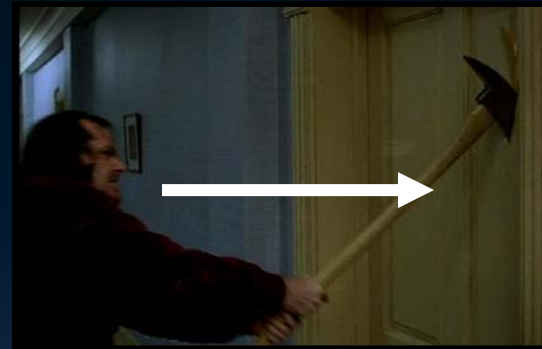
Determines type of stage **frontality**

Establishes or redefines **relationships**

Blocking

Line of action

- Character movement within frame
- Direction of movement / **Screen direction**
- Camera movement
- 180° rule / **Stageline**



Blocking

Line of action creates a **Line of tension**

A line of tension is the dramatic connection between actors created by:

Blocking

Line of action creates a **Line of tension**

A line of tension is the dramatic connection between actors created by:

- Eyelines and eye contact



Blocking

Line of action creates a **Line of tension**

A line of tension is the dramatic connection between actors created by:

- Eyelines and eye contact
- Stage direction



Blocking

Line of action creates a **Line of tension**

A line of tension is the dramatic connection between actors created by:

- Eyelines and eye contact
- Stage direction
- Environmental awareness



Blocking

Line of action creates a **Line of tension**

A line of tension is the dramatic connection between actors created by:

- Eyelines and eye contact
- Stage direction
- Environmental awareness



- It exists in-frame and across edits

Blocking Frontality

Blocking

Frontality

In a broad sense:

The screen direction the actor faces

Blocking

Frontality

In a broad sense:

The screen direction the actor faces

effects line of tension

creates drama

effects audience identification

Blocking

Frontality

If used literally:

Frontality refers to the staging of characters so that they face the camera straight on.

Frontality is face-to-face confrontation.

It describes the orientation of a work of art to the viewer. When we come face-to-face (or in architecture, face-to-facade), we recognize and experience *frontality*.

Blocking

Frontality

In some camps, frontality refers also to addressing the camera, and thus the audience, *directly*.

This style of frontal staging is usually avoided by the invisible style of continuity editing, since it breaks the spectator's illusion of peeking into a separate world, by having characters look directly into the camera as if they were aware of the viewers' presence. Some films may go even further and have the characters speak to the camera, in what is called a *direct address*.

Blocking Frontality

House of Cards



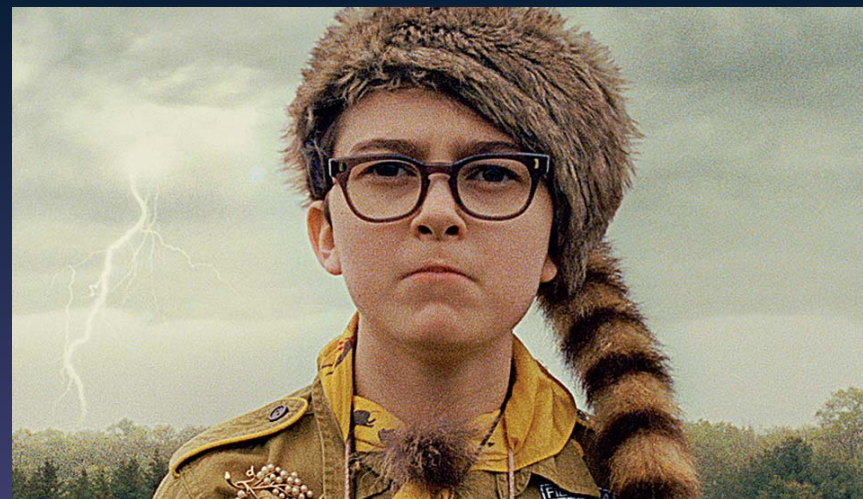
Blocking Frontality

-- Just look to Wes Anderson



Blocking Frontality

-- Just look to Wes Anderson



Blocking Frontality

-- Just look to Wes Anderson



Blocking Frontality

-- Just look to Wes Anderson



Blocking

Frontality



Blocking

Frontality

- Full front

Blocking

Frontality

- Full front
off camera



Blocking

Frontality

- Full front

off camera
to camera



Blocking

Frontality

- Full front

off camera
to camera
confrontive in LS



Blocking

Frontality

- Full front

off camera

to camera

confrontive in LS

vulnerable/intimate in MS/CU



Blocking

Frontality

- $\frac{1}{4}$ turn

Blocking

Frontality

- 1/4 turn

some vulnerability in MS CU



Blocking Frontality

- 1/4 turn

some vulnerability in MS CU



Blocking

Frontality

- 1/4 turn

some vulnerability in MS CU
intimate



Blocking

Frontality

- Profile

Blocking

Frontality

- Profile

very directional



Blocking

Frontality

- Profile

very directional
neutral/remote



Blocking

Frontality

- $\frac{3}{4}$ turn

slightly subjective



Blocking

Frontality

- Back

rejection/isolation



Blocking

Frontality

- Back

rejection/isolation
confrontive if in fg



Blocking

Relationships (proxemics)

Blocking

Relationships

- Eyeline

Blocking

Relationships

- Eyeline

neutral eye heights equal



Blocking

Relationships

- Eyeline

neutral eye heights equal

high-low dominating



Blocking

Relationships

- Eyeline

neutral eye heights equal

high-low

low-high dominated



Blocking

Relationships

- Pattern line
 - face to face
 - equals
 - private/intimate



Blocking

Relationships

- Pattern line
 - shoulder to shoulder
 - equals
 - strength/purpose



Blocking

Relationships

- Pattern line
 - 90 degrees
 - conflict
 - distance



Blocking

Relationships

- Pattern line
front/back
 - alienation
 - persuasion



Blocking

Relationships

- Pattern line
classic conversation

Blocking

Relationships

- Pattern line
classic conversation
 - 2 shot



Blocking

Relationships

- Pattern line
 - classic conversation
 - 2 shot
 - reverse left (OTS)



Blocking

Relationships

- Pattern line

classic conversation

- 2 shot
- reverse left (OTS)
- reverse right (OTS)



Blocking

Relationships

- Pattern triangle
 - three or more characters
 - equal power equidistant
 - unequal power distance



Blocking

Relationships

- Pattern triangle
 - three or more characters
 - equal power equidistant
 - unequal power distance



Fin