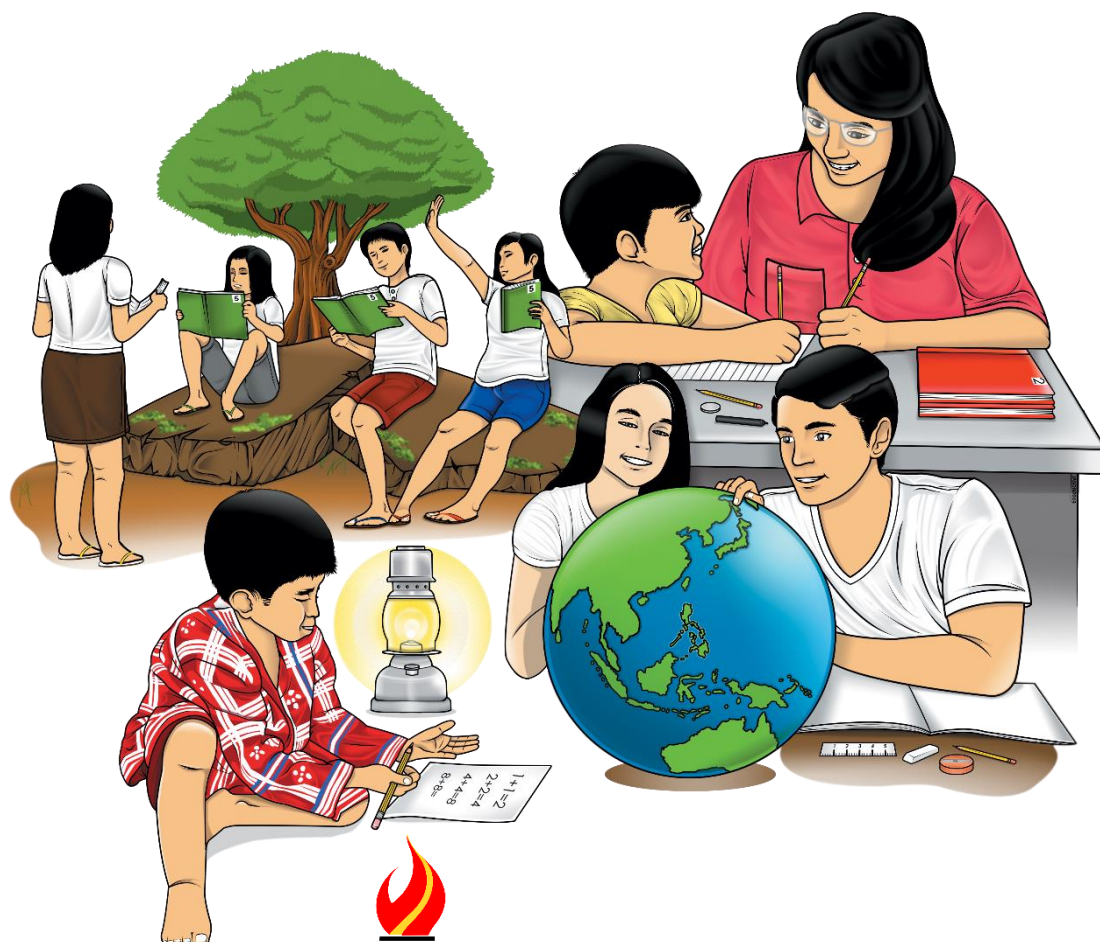


Senior High School



Media and Information Literacy

Quarter 2 – Module 5: Audio Information and Motion Media



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Media and Information Literacy – Grade 12
Alternative Delivery Mode
Quarter 2 – Module 5: Audio Information and Motion Media
First Edition, 2020

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What I Need to Know

This module was designed and written with you in mind. It is here to help you master the nature of Media and Information Literacy. The scope of this module permits it to be used in many different learning situations. The language used recognizes the diverse vocabulary level of students. The lessons are arranged to follow the standard sequence of the course. But the order in which you read them can be changed to correspond with the textbook you are now using. The module has one lesson for the fifth week of Modular Distance Learning:

- Lesson 1 – **Audio Information and Media**
- Lesson 2 – **Motion Media and Information**

After going through this module, you are expected to:

1. Describe the different dimensions of audio information and media;
2. Comprehend how audio information and media is/are formally and informally produced, organized, and disseminated;
3. Evaluate the reliability and validity of audio information and media and its/their sources using selection criteria;
4. Define motion media and information and key terms such as: animation, frames per second (FPS), rendering, and storyboard;
5. Explain the basic steps involved in producing motion media and information.;
6. Classify motion media according to their format, purpose, method, types, sources.
7. Produce and evaluate a creative Motion based presentation through storyboarding incorporating cinematic techniques.



What I know

Pre-Test

Directions: True or False: Write **True** if the statement is correct and **False** if it's not.

___1. Visual design elements are the building blocks or basic units in the construction of a visual image.

___2. Texture is the way a surface feels or is perceived to feel. Texture can be added to attract or repel interest to a visual element.

___3. Form is a figure having volume and thickness. An illusion of a 3-dimensional object can be implied with the use of light and shading. Form can be viewed from many angles.

___4. Value is the degree of light and dark in a design. It is the contrast between black and white and all the tones in between.

___5. Infographics is a type of visual media.

Lesson

1

Audio Information and Media



What's In

Have you ever experienced watching a movie and the audio suddenly cuts out? Or everytime you hear your favorite song on the radio you tend to feel happy or thrilled? When used properly, Visual Information aided with audio can greatly enhance a persons viewing/listening experience.

Audio can be used in diffirent types of ways, for example in therapy sessions they use relaxation audio to help them cope with their anxiety and calm their nerves. Audio is also being used as a tool to help someone concentrate during their studies, or used in deep meditation. Infomercials, Music, Movies, etc. whichever

may it be used for, audio media is a great tool in delivering information to our brain. Let's try it with the activity below.

Activity 1. Classification: Complete the following by drawing a **◆** if it contains **Audio information** and **✕** if it **does not**.

1. TV commercial about the importance of washing ones hand's.
2. Poster containing information regarding a new flavor of ice cream.
3. Radio news announcement regarding active cases of Covid-19 in the country.
4. Infomercial regarding of a new revolutionary culinary product.
5. Your neighbor singing karaoke in the middle of the night.
6. Your friend studying for the upcoming test.
7. Your family member taking the dogs for a walk.
8. An Ambulance siren during an emergeny.
9. An image of Vincent Van Gogh's painting the "Café Terrace".
10. A meme image your friend shared on social media.



What's New

Activity 2. Imagine This: This time while at the comfort of your home, you where having a conversation with your family members regarding the new active cases of Covid-19 in your municipality. You were about to talk, but suddenly you are unable to do so.

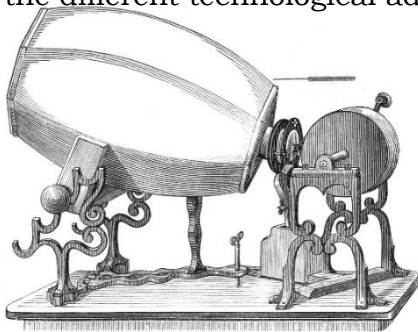
Consider this: After imagining not being able to talk, think about the following:

1. Do you think your family members would understand what you wanted to convey without talking? (5 pts.)
2. Can you think of other ways to communicate using sound without talking? (5 pts.)

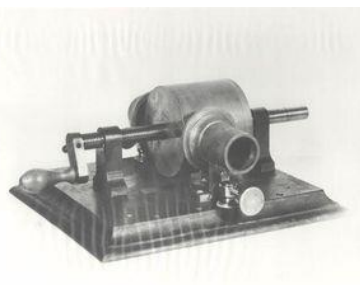


What Is It

We associate Audio information to music, announcements, commercials, etc. However, have we ever thought of the different types, forms, devices, file formats of audio media that have been established throughout the years? Throughout human history we need to acknowledge the brilliant minds that paved the way for the new technologies we have today. Brilliant minds like Nikola Tesla, Thomas Edison, Alexander Graham Bell, etc. with their inventions they revolutionized and founded the different technological advances we have today.



The "Phonautograph" 1857



The "Phonograph" 1877



The "Yamaha AG06 Mixer" 2015

When we analyze a picture and a painting we use our eyes. As for audio information what do we use? We need to be good at listening in order to properly analyze audio information. Since we need to use our ears to hear and process music, audio, and other audio information.

I. Types of Audio Information.

Audio Information - pertains to any sound or auditory impression perceived by the ears and are processed by our brain. Specifically audio information can be any of the following examples:

1. **Music** - both vocal and/or instrumental sounds which expresses the melody, harmony, and rythm of tunes. Melody which refers to the tone of notes in a musical composition. Harmony which referes to the proper combination/mix of chords to produce music. Rhythm which refers to systematic arrangement og sounds based on duration and stress of the notes.
2. **Radio Broadcast** - live or recorded audio sent through radio waves to reach a wide audience.

3. **News** - Through the news, the public learns of information on what is going on around them. May it be Locally, National, or Internationally.
4. **Sound Recording** - recording of an interview, meeting, or any sound from the Environment.
5. **Conversation** - Through a dialog or conversion and exchange of ideas and information takes place between people who are talking. It can be two or more people at the time. Dialog and conversation are similar in the sense that there is a particular topic being discussed, like your favorite shows, food, color, etc. However a dialog is formal in nature. Hence, one party is considered either an authority on the subject or the expert/superior In a conversation, talk can be informal and the topics are usually casual.
6. **Sound clips/effects** - any sound, other than music or speech, artificially reproduced to create an effect in a dramatic presentation, like the sound of thunderstorms or a horse running.
7. **Audio Book** - An audio book is basically like a talking book, as there is a complete recording of the entire text, which is read If the is only read in portions, it is labled as a reduced or abridged version of the original.
8. **Lecture or Talk** - Through a lecture or talk, the participants are able to aquirevarious information from the speaker. The speaker can either be a teacher, expert, or superior in the field of the subject. A lecture or talk is usually held at a university, lecture hall, or auditorium, where the aim ot the lecture is is to convey critical information or new ideas, theories, results of research, and studies.

II. Different Ways of Storing Audio Media:

Storage - a storage/storage medium is any technology. Including devices and materials used to place, keep and retrieve electronic data. It refers to a physical device or component in a computing system that receives and retains information relating to applications and users.

1. **Tape** - magnetic tape on which sound can be recorded.
2. **CD** - a plastic-fabricated, circular medium for recording, storing, and playing back audio, video, and computer data.
3. **USB drive** - an external flash drive, small enough to carry on a key ring, that can be used with any computer that has a USB port.

4. **Memory Card** - (aka flash memory card or storage card) is a small storage medium used to store data such as text, pictures, audio, and video, for use on small, portable, or remote computing devices.
5. **Computer hard drive** - secondary storage devices for storing audio files.
6. **Internet/Cloud** - websites or file repositories for retrieving audio files, and more precisely the files are stored in some datacenter full of servers that is connected to the Internet.

III. Different Types of Audio File Formats:

Audio file format - is a file format for storing digital audio data on a computer system.

1. **MP3 (MPEG Audio Layer 3)** - a common format for consumer audio, as well as a standard of digital audio compression for the transfer and playback of music on most digital audio players.
2. **M4A/AAC (MPEG-4 Audio/Advanced Audio Coding)** - an audio coding standard for lossy digital audio compression. Designed to be the successor of the MP3 format, AAC generally achieves better sound quality than MP3 at similar bit rates.
3. **WAV** - is a Microsoft audio file format standard for storing an audio bitstream on PCs. It has become a standard file format for game sounds, among others.
4. **WMA (Windows Media Audio)** - is an audio data compression technology developed by Microsoft and used with Windows Media Player.

Take note: recordings in a specific file format can only be played on compatible audio players. For example MP3 specific media players can only play MP3 file formats. Same goes for other devices like old car stereo's, Cassette tape player's, PC's, etc.

Activity 3. True or False: Write **True** if the statement is correct and **False** if it's not.

- _____ 1. Tape is magnetic tape on which sound can be recorded.
- _____ 2. M4A/AAC is a common format for consumer audio, as well as a standard of digital audio compression for the transfer and playback of music on most digital audio players.
- _____ 3. Computer hard drive is a primary storage devices for storing audio files.
- _____ 4. Radio broadcast - live or recorded audio sent through radio waves to reach a small audience.
- _____ 5. WAV is a Microsoft audio file format standard for storing an audio bitstream on PCs.



What's More

Activity 3. Imagine this: You are going for your morning jog, you take out your earphones and set your smartphone to play your favorite playlist. As you were jogging along you noticed that there was an announcement being broadcasted, being interested you decided to stop and listen for a while. The announcement was all about an upcoming Triathlon event sponsored by the local government. As you finish jotting down the details for the event, you continued your scheduled morning jog.

Consider this: After imagining the situation above, think about the following:

1. Identify from the situation above, which part is **hearing** and which part is **listening**.
2. Explain the difference between hearing and listening. And provide two examples for each.

I. Hearing Versus Listening

“Hearing is simply the act of perceiving sound by the ear. If you are not hearing-impaired, hearing simply happens. Listening, however, is something you consciously choose to do. Listening requires concentration so that your brain processes meaning from words and sentences. Listening leads to learning.”

(http://www.d.umn.edu/kmc/student/loon/acad/strat/ss_hearing.html)

Selection Criteria

In evaluating a multimedia product, there are two major aspects that are of prime importance- technology and content. Below are selection criteria that can be used to evaluate multimedia:

CONTENT	Target Audience	Who are the possible users? What aspects of the users are to be considered? (persons with disability, language barrier, reading level, culturally-sensitive, etc.)
	Sender / Author	Who is the author of this multimedia product? How credible is the author?
	Key content	What is the tone (authoritative, informative, encouraging, enticing, etc.) of the multimedia product? Is the information correctly presented?
	Purpose	Does it meet the objectives of the topic?

TECHNOLOGY	Form / Style	What are the elements (text, sound, images, animation, etc.) used? Do the elements help in conveying the message? Do the elements follow the different principles of design? Is it pleasing to the eyes? Do the sound and video run smoothly together?
	Medium / Format	Is the selected format commonly used? Is it easy to use? Does it allow the user to cancel or return to an action? Are the instructions easy to use?

Hearing refers to our ability to perceive noise and sounds. Your hearing is used to listen to music, talk to people around you and assess social and environmental situations. Humans actually have a fairly narrow range of hearing compared to other species, and the structures that allow us to hear are susceptible to many conditions that can jeopardize our hearing abilities.

Listening is the active process of receiving and responding to spoken (and sometimes unspoken) messages. It is one of the subjects studied in the field of language arts and in the discipline of conversation analysis. Listening is not just hearing what the other party in the conversation has to say. "Listening means taking a vigorous, human interest in what is being told us," said poet Alice Duer Miller. "You can listen like a blank wall or like a splendid auditorium where every sound comes back fuller and richer."

II. Sound Characteristics and Purposes



The illustration shown is an example of an Audio Mixer, more specifically this is a Yamaha AG06 Audio Webcasting Mixer.

Now an Audio Mixer also known as a mixing board or a soundboard, is used to control the levels of multiple inputs so you can balance the sounds correctly. Mixing is an important process when you record music or perform live so one instrument doesn't overpower the others.

The way it controls the inputs is through the switches and knobs present on the device. For example there is one knob that controls the volume of the sound. Another knob controls the level of Pitch. Another one controls the Tone of the sound and the overall loudness of it.

I. Elements of Sound Design

Sound Design is the process of recording, acquiring, manipulating or generating audio elements. It is employed in a variety of disciplines including filmmaking, television production, theatre, sound recording and reproduction, live performance, sound art, post-production and video game software development.

Elements of Sound Design – the objects or things that we have to work with:

- **Dialogue** - speech, conversation, voice-over.
- **Sound Effects** - any sound other than music or dialogue.
- **Music** - vocal or instrumental sounds (or both) combined in such a way as to produce beauty of form, harmony, and expression of emotion.
- **Silence** - absence of audio or sound.

Principles of Sound Design – the techniques for combining the different elements or objects.

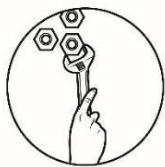
- **Mixing** - the combination, balance and control of multiple sound elements.
- **Pace** - Time control. Editing. Order of events: linear, non-linear, or multi-linear.
- **Transitions** - How you get from one segment or element to another. Types of transitions:
 - Segue - one element stops, the next begins ("cut" in film).
 - Cross-fade - one element fades out, the next fades in, and they overlap on the way.
 - V-Fade - First element fades to inaudible before the second element begins.
 - Waterfall - As first element fades out, the second element begins at full volume. Better for voice transitions than for effects.
 - Fade to Black - V-Fade with some silence between elements.
- **Stereo Imaging** - Using left and right channel for depth.



What I Have Learned

Let us remember the following:

- ✓ Audio Information pertains to any sound or auditory impression perceived by the ears and are processed by our brain.
- ✓ A storage/storage medium is any technology. Including devices and materials used to place, keep and retrieve electronic data. Broadcast media commonly come in two forms: radio and television broadcasting.
- ✓ Radio broadcasting is a one-way sound broadcasting service, transmitted over a radio wave.
- ✓ Sound Design is the process of recording, acquiring, manipulating or generating audio elements.



What I Can Do

Direction: List down 5 song titles that are in your music playlist. And answer the following questions:

1.	
2.	
3.	
4.	
5.	

1. Everytime you hear these music play, what do you usually do?
2. What emotions do these songs bring out, everytime you hear them?
3. During times of emotional stress are these songs able to help you? And if they are how?



Assessment

Multiple Choice: Read the following statements and choose the best answer. Write your answer on a sheet of paper.

1. What do you call a magnetics tape on which sound can be recorded?
A. Podcast
B. Mix Tape
C. Audio Mixer
D. Tape
2. Which of the following best describes Audio Information?
A. Audio Information is vast.
B. Audio Information is used everywhere
C. Audio Information can be used on specific devices only.
D. Audio Information is digital only.
3. What do you call the combination, balance and control of multiple sound elements.?
A. Mixing
B. Mixer
C. Twister
D. Pace
4. It refers to the ability of hearing perceive noice and sounds.
A. Dreaming
B. Filming
C. Mixing
D. Hearing
5. Is a small storage medium used to store data such as text, pictures, audio, and video, for use on small, portable, or remote computing devices?
A. Smart Watch
B. Smartphone
C. Hard Drive
D. Memory Card
6. It is a common format for consumer audio.
A. MP4
B. MP5
C. MP3
D. WAV
7. What is a secondary storage devices for storing audio files.?
A. Cloud storage
B. Memory Card
C. Tape
D. Computer Hard drive
8. MP4, MP3, WAV are examples of _____.
A. Storage Devices
B. Mass Media
C. Text Format
D. Audio Format
9. It is the techniques used for combining the different elements or objects.
A. Principles of Hearing
B. Principles of Mixing
C. Principles of Design
D. Principles of Sound Design
10. Is the active process of receiving and responding to spoken (and sometimes unspoken) messages.
A. Hearing
B. Seeing
C. Feeling
D. Listening

Lesson

2



Motion Media and Information



What's In

Motion media are graphics that use video footage and/or animation technology to create the illusion of motion or rotation, and are usually combined with audio for use in multimedia projects. Motion graphics are usually displayed via electronic media technology, but may be displayed via manual powered technology (e.g. thaumatrope, phenakistoscope, stroboscope, zoetrope, praxinoscope, flip book) as well. The term is useful for distinguishing still graphics from graphics with a transforming appearance over time without over-specifying the form.

In essence is visual media that gives the appearance of movement. Most of us experience motion media from our earliest childhood. We watch cartoons, anime, films, advertisements, TV series, computer games and stream videos. These are all part of our childhood.

Activity 1. Classification: Complete the following by drawing  a ☐ if it contains **Motion**  **Media** and ☐ if it **does not**.

1. Watching an episode of the anime Kimetsu no Yaiba.
2. Watching the movie Frozen.
3. Listening to your favorite podcast.
4. Watching an Infomercial about soap.
5. Playing Mobile Legends on your phone.
6. Listening to your favorite song on the radio.
7. Watching an episode of Brooklyn nine nine.
8. Looking at meme's on the internet.
9. Sleeping at night.
10. Your neighbor reading a book on how to fix the transmission of a car.



What's New

Direction. Activity 2: Take a 10 selfies and every time you take a picture, move slightly. After taking 10 slightly different selfies, try to view each picture (in order) in less than 5 seconds. After taking the selfies answer the following questions:



(<http://livvysanders.blogspot.com/2012/01/stop-motion-example.html>)

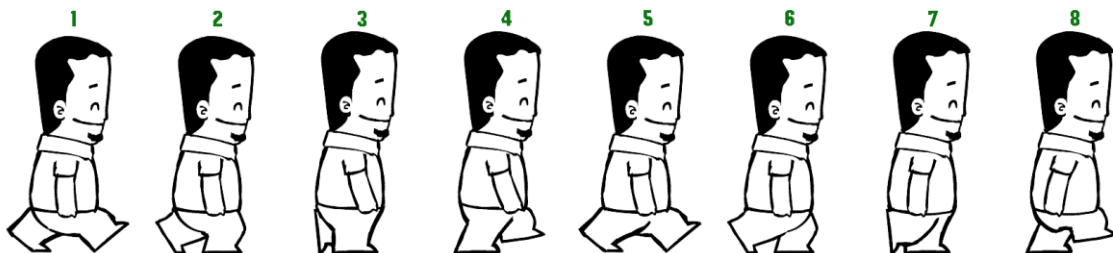
1. Why do my selfies look like its moving when viewed faster in transition?
2. Can motion picture be used as a tool of sharing information?



What Is It

I. Motion Media

Motion Media is a series of images projected on screen in rapid succession. The slight change of positions and movements of each image makes an illusion of motion. These images are called frames. Most motion media have 30- 60 frames per second, which means, in a video, they project 30-60 images in every 1 second. Today, most motion picture are saved in a video digital format.



Sample of a frame by frame walking

animation(<http://lbmslab.org/lab/photoshopanimationmovie-project-walk-cycle/>)

The series of graphics or images follow a sequence to create a story. This sequence is often called a storyboard which shows a set of components (audio, visual, videos, etc) changing in time to create a story or a message.

II. Informal and Formal Motion Media

Motion media can be produced formally and informally. **Informally** produced motion media are created by individuals often for personal use. **Formally** produced motion media are created by professionals who follow industry standards in creating, editing and producing motion media.

Formal production of animations involve the following steps:

- Writing the story - writers and directors create the story board
- Script is written and dialogue is recorded
- Animators sketch major scenes; inbetweeners fill in the gaps
- Background music and background details are added
- Drawings are rendered

Videos are produced in the same manner except that instead of drawing the scenes they are acted out and shot. Once the scenes have been shot, all clips are edited and put together in a final product.

III. Types of Motion Media

Motion media is a vast topic, which can be categorized as the following:

According to Format:

- **Animation** – Animated GIFs (Graphic Interchange Format), Pinnacle Studio , Adobe After Effects, Dynamic HTML, Clip Studio Paint Pro, Hue Animation Studio.
- **Video Formats/ Video Codecs** – MP4, DivX, MPG, 3GP, AVI, MKV, etc.

According to Purpose:

- *Education
- *Entertainment
- *Advertising

According to Audience:

- *Private / Public
- *General / Directed

According to Source:

- *Personal
- *Social Media
- *Media Companies

Credibility of Motion Media:

- *Validity of Information
- *Source
- *Relationship of the Author to the event

Advantages of Motion Media:

- It captures motion in a manner that can be viewed repeatedly
- It can show processes in detail and in sequence

- It can cut across different cultures and groups
- It allows scenes, history, events and phenomenon to be recreated

Limitations of Motion Media:

- Pertinent data is presented best using still images. Examples are graphs, diagrams, maps charts.
- It is often times more costly than other forms of visual media. Especially stop motion animation which it would take 30 frames to make 1 second of animation and a total of 1800 shots to make a 60 second animation.
- It is subject to misinterpretation.

Activity 3. Directions: Answer the following briefly. Write your answers down in a separate sheet of paper.

1. Give three of the most memorable motion media you have seen. (It can be movies, TV shows, cartoons, Anime, etc.)
2. What makes these three shows memorable?

Elements of Motion Media:

- **Direction** - movement from one direction to another. It can also refer to the growing or shrinking of an object.
- **Timing** - Can be objective or subjective. Objective timing can be measured in minutes, seconds, days, etc. Subjective timing is psychological or felt. Timing can be used to clarify or intensify the message or the event. Using a pause can help time the events.
- **Speed** - Fast movement gives vigor and vitality, intensifying emotions. A slow movement connotes lethargy, solemnity or sadness.
- **Transition** - Used to switch between scenes. There are multiple transision effect readily usable for easier movement between the scenes.
- **Sound and Color** - Adds meaning to the motion, color and sound can show the tone, emotion, and overall pace of the scene. It adds distinction and flavor to make it more pleasing to ther vewier.

- **Blurring** - In animation, blurring can provide the illusion of fast

Take Note: In Motion Media every element is important, it's like a recipe for a pie make one mistake in the preparation the overall prouduct will be affected.

movement. In videos, it is often used to censor information for security or decency.



What's More

Activity 4: Imagine this you are a video producer, your tasks include the following:

- Collaborate with art directors, writers, and production crew to understand video status and needs;
- Support project development, including storyboarding, prototyping, scriptwriting, and consulting with clients.

With your tasks in mind you are being called by the production team to discuss the documentary you are tasked to handle. Currently there are areas in the documentary which needs immediate correction. With the previous topic being discussed answer the following question briefly. Write your answers on a separate piece of paper.

1. The documentary currently lacks emotion and tone. Which element of motion media are you going to use and why?

Choosing videos and films as resources for your academic works may be tricky. Let us explore **T.R.A.P.** by Middlesex Community College to help us evaluate these videos and films.

How to Evaluate a Video: Tips for Finding Quality Information



Timeliness (When?)
<ul style="list-style-type: none"> • Check for the date it was published or last updated • Inspect the relevance of old videos as your source • Will the video exist for years to come or does it have backups for viewing?
Reliability (How?)
<ul style="list-style-type: none"> • Check for credibility and accuracy of the video • Always consider the copyright of the video

<ul style="list-style-type: none"> • Know the cast or persons involved in the video • Is the video bias or a propaganda?
Authority (Who?)
<ul style="list-style-type: none"> • Who uploaded, owns or distributes the video? • Know if the writers, producers or creators are expert or experienced of the what they are trying to communicate
Purpose (Why? What?)
<ul style="list-style-type: none"> • What particular audience does the video intend to reach? • Is it created to entertain, inform, share, advertise, or influence views and beliefs? • Does the information of the video suits what you need? • Check the content: Its topic, story, goal, theme. Is it a report or documentary?

Video producers use different cinematic techniques. Let us discover the common camera shots and camera angles.

I. Camera Shots

Camera Shots are techniques to show the amount of space in a scene.

<p>1. Extreme Long Shot. Also known as Establishing Shot, it sets up the context for a scene by showing large amount of landscape to establish general setting. Shows the whole figure of your subject as well as his surroundings. And Provides context for your scene.</p>
 <p>https://www.asu.edu/alti/ltlab/tutorials/video/basics/type1_els.htm</p>
<p>2. Long Shot. May show landscape but focuses on a specific setting where the action will take place. Places the subject in relation to the environment and the people around it.</p>
 <p>Image: Road to Perdition long shot via DreamWorks SKG</p>
<p>3. Full Shot. Shows the entire object or character intended to place some relationship between characters and environment. Frames character from head to toes, with the subject roughly filling the frame. The emphasis tends</p>

to be more on action and movement rather than a character's emotional state.



<https://www.bhphotovideo.com/explora/video/tips-and-solutions/filmmaking-101-camera-shot-types>

- 4. Mid-Shot.** Also known as social shot, it shows the character from the waist up to let the viewers see the character's facial expressions in connection with other characters or environment. It is also used for dialogue scenes, but also depict body language and more of the setting.



Image: The Hobbit via Warner Bros. Pictures

- 5. Close-up.** Also known as personal shot, it shows only a character's face for the viewers to understand and empathize with the character's emotions.



Image: The Shining via Warner Bros. Pictures

- 6. Extreme Close-up.** Shows and focuses on one part of the character's face or object to create an intense mood of emotion

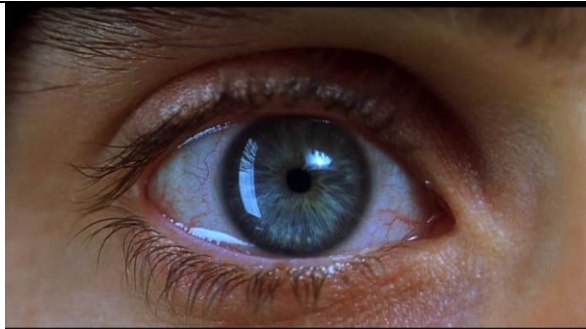


Image: Requiem for a Dream via Artisan Entertainment.

II. Camera Angles

Camera angles focuses on the viewers' position to understand the relationship of the characters, objects and environment.

- 1. Bird's Eye Angle.** Usually used for establishing shot, it is an angle that looks down on a scene.



https://www.esa.int/ESA_Multimedia/Images/2017/06/Mission_control_bird_s-eye_view

- 2. High Angle.** Used to demonstrate to the viewers the perspective of a character. By making the camera to look down on a character, the subject may look vulnerable, small or weak.



Image: The Princess Bride (1987) via Act III Communications

- 3. Eye-level Angle.** The most commonly used camera angle, it makes the viewers comfortable with the characters.



Image: American Psycho via Lions Gate Films, Columbia Pictures

- 4. Low Angle.** The camera is looking up to the character, this makes the character look more powerful and may make the audience feel vulnerable or small in the presence of that character.



Image: Home Alone 2 via 20th Century Fox

5. Dutch Angle. Tilts the camera to disorient the viewers. This effect is used to demonstrate confusion or strange scenes.



Image: Inception via Legendary Pictures, Syncopy, Warner Bros. Pictures

When producing a motion media, most professionals use **script** (screenplay) and **story board** in their production.

III. Script / Screenplay

11.

JOHN
Well, one can't have everything.

CUT TO:

EXT. JOHN AND MARY'S HOUSE - CONTINUOUS

An old car pulls up to the curb and a few KNOCKS as the engine shuts down.

MIKE steps out of the car and walks up to the front door. He rings the doorbell.

BACK TO:

INT. KITCHEN - CONTINUOUS

JOHN
Who on Earth could that be?

MARY
I'll go and see.

Mary gets up and walks out.

The front door lock CLICKS and door CREAKS a little as it's opened.

MARY (O.S.) (CONT'D)
Well hello Mike! Come on in! John, Mike's here!

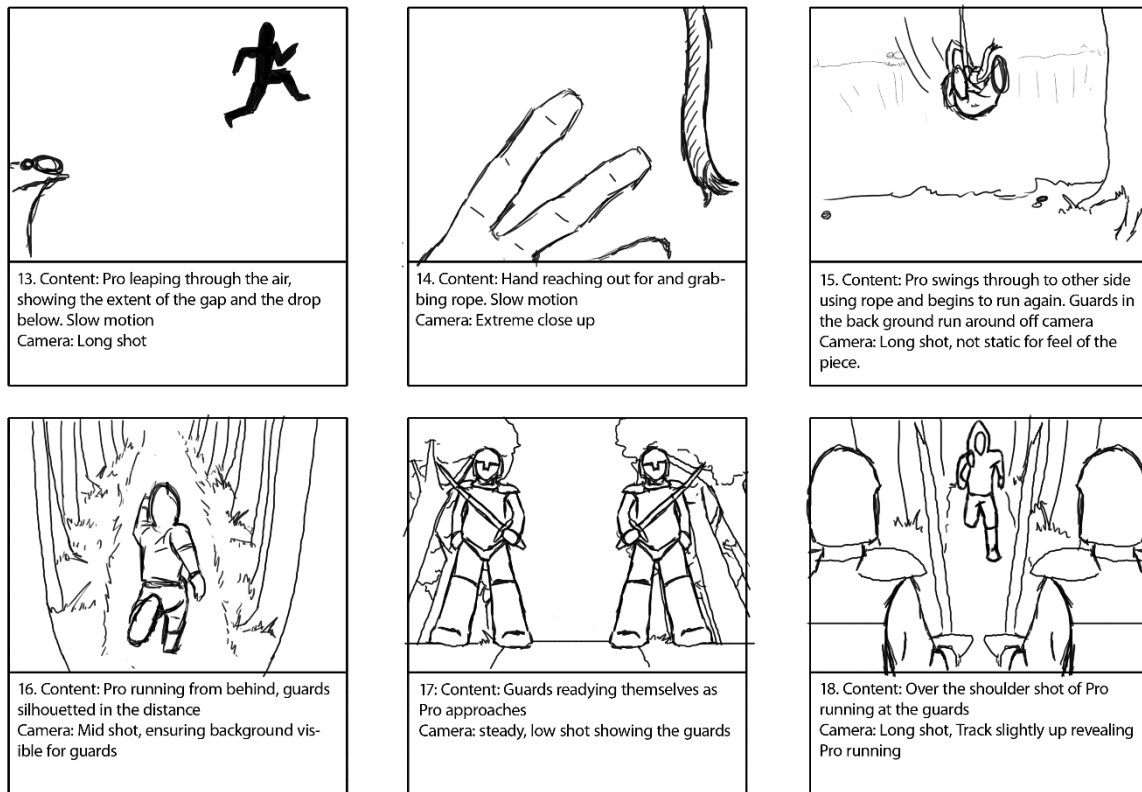
IV. Script. Also known as screenplay, is the text that describes the action, scenes, camera instructions and words to be spoken by the actors.

By Mendaliv - Own work by uploader, originally uploaded to English Wikipedia., Public Domain,

<https://commons.wikimedia.org/w/index.php?curid=4970002>

V. Story Board

Story Board. It describes what happens in your video by making thumbnail of images. It usually looks like a comic strip. While scripts use texts, storyboards are



mainly visual. Making story boards before filming helps you to plan more effectively, finalize your ideas and predict possible problems during production.

https://germansgaffes.files.wordpress.com/2014/10/storyboard_example.png



What I Have Learned

Let us remember the following:

- ✓ A Story Board describes what happens in your video by making thumbnail of images. It usually looks like a comic strip.
- ✓ A Script / Screenplay, is the text that describes the action, scenes, camera instructions and words to be spoken by the actors.
- ✓ Camera angles focuses on the viewers' position to understand the relationship of the characters, objects and environment.
- ✓ Camera Shots are techniques to show the amount of space in a scene.



Think of an original story to be played in 1 minute. Create a storyboard for your story, only show the important scenes. For more information about storyboarding, visit <https://boords.com/blog/how-to-make-a-storyboard>. ****NOTE:**

SHS Media and Information Literacy (MIL)

[illegible]

CRITERIA	Very Good	Good	Fair	Needs Improvement
Story / Content	The Following content shows a clear statement of theme and purpose. Completed all 6 panel's of the story board. (15 pts.)	The Following content presents a statement of theme and purpose. Completed only 5 panel's of the story board. (12 pts.)	The Following content does not show a clear statement of theme and purpose. Completed only 3 panel's of the story board. (8 pts.)	The Following content lacks a central theme and purpose. Completed only 2 panel's of the storyboard. (5 pts.)
Sequence	The Following content shows clear and consistent transitioning between scenes. (15 pts.)	The Following content presents transitioning between scenes (12 pts.)	The Following content does not show consistent transitioning between scenes. (8 pts.)	The Following content lacks clear and consistent transitioning of scences. (5 pts.)

Quality	The Following content shows clear and understandable illustrations for each scene. (15 pts.)	The Following content presents understandable illustrations for each scene. (12 pts.)	The Following content does not show clear illustrations for each scene. (8 pts.)	The Following content lacks clarity and understandability of illustrations for each scene. (5 pts.)
Description	The Following content shows a clear and concise description for each scene. Also includes the type of shot and angle used. (15 pts.)	The Following content shows a description for each scene. Also includes the type of shot and angle used. (12 pts.)	The Following content does not show a clear and concise description for each scene. Also did not include the type of shot and angle used in all scenes. (8 pts.)	The Following content lacks clarity and consistency of the description for each scene. Did not include the type of shot and angle. (5 pts.)
Maximum Points	60 pts.	48 pts.	32 pts.	20 pts.

Guidelines:

- A.** Each student will create a six frame (Minimum you may add more if desired) storyboard
- B.** Each student will choose from the given topics.
 - Social and Political awareness
 - Economics
 - Business and Career
 - Personal and professional growth
 - Culture and Tourism
- C.** Each frame should contain the Scene number, Scene description, Type of Camera shot, and Type of Camera Angle.
- D.** It must not contain violence, profanity, religious or cultural intolerance, racism, gender discrimination and/or illegal acts.



1. ____ is a series of images projected on screen in rapid succession?
A. Mix Media
B. Motion Media
C. Multi Media
D. Action Media
2. ____ is the most commonly used camera angle, it makes the viewers comfortable with the characters.?
A. Eye-Level Angle
B. Birds Eye View
C. Right Angle
D. Twist Angle
3. ____ shows only a character's face for the viewers to understand and empathize with the character's emotions.
A. Colgate
B. Close-up
C. High Angle
D. Low Angle
4. ____ is the movement from one direction to another. It can also refer to the growing or shrinking of an object.?
A. Direction
B. One Direction
C. Movement
D. Speed
5. ____ sets up the context for a scene by showing large amount of landscape to establish general setting.
A. Long Shot
B. Extreme Long Shot
C. Shot
D. Jump Shot
6. What do you call the camera angle used to disorient the viewers?
A. Dutch Milk
B. Dutch Angle
C. Tilt Angle
D. Angle Shot
7. These are techniques to show the amount of space in a scene.
A. Camera Shots
B. Long Shot
C. Mid Shot
D. Close-up
8. ____ focuses on the viewers' position to understand the relationship of the characters, objects and the environment.
A. Camera Angle
B. Dutch Angle
C. Birds Eye View
D. Close-up

Answer Key

Pre-Test

- 1.True
- 2.true
- 3.true
- 4.true
- 5.true

Assessment (Audio)

- 1.D
- 2.B
- 3.A
- 4.D
- 5.D
- 6.C
- 7.D
- 8.D
- 9.D
- 10.D

Activity 2, Activity 3, Activity 4 (Motion)

Answers may Vary

Activity 1

- 1.Diamond
- 2.X
- 3.Diamond
- 4.Diamond
- 5.Diamond
- 6.X
- 7.X
- 8.Diamond
- 9.X
- 10.X

Activity 1 (Motion)

- 1.Star
- 2.Star
- 3.Moon
- 4.Star
- 5.Star
- 6.Moon
- 7.Star
- 8.Moon
- 9.Moon
- 10.Moon

Activity 2, Activity 4, What I can do

Answers may Vary

Activtiy 3

1. True
2. False
3. False
4. False
5. True

Assessment (Motion)

1. B
2. A
3. B
4. A
5. B
6. B
7. A
8. A

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