




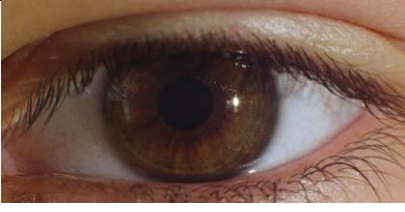




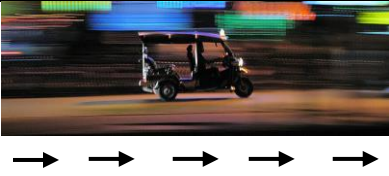
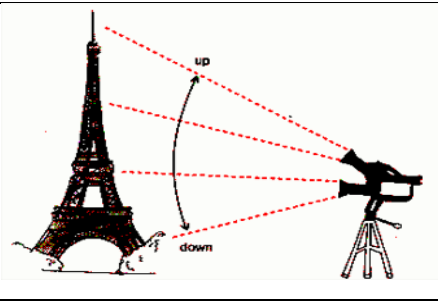



# Cinematic Techniques

Shots and Framing		
Shot	A shot is a single piece of film uninterrupted by cuts.	
Establishing Shot	Often a long shot or a series of shots that sets the scene, this technique is used to <b><u>establish setting and to show transitions between locations.</u></b>	
Long Shot	A shot from some distance. If the shot is of a person, the full body is shown. A long shot <b><u>may show the isolation or vulnerability of a character.</u></b>	
Medium Shot	The most common shot. The camera seems to be a medium distance from the object being filmed. A medium shot <b><u>shows a person from the waist up. The effect is to ground the story.</u></b>	
Close-up Shot	The image being shot takes up at least 80 percent of the frame. <b><u>It is used to show importance or great emotion.</u></b>	
Extreme Close up Shot	The image being shot is part of a whole, such as an eye or a hand. <b><u>It is used to show importance, awkwardness, or emotion</u></b>	
Two Shot	A scene between two people shot exclusively from an angle that includes both characters more or less equally; it is <b><u>used in scenes where interaction between the two characters is important.</u></b>	
Camera Angles		





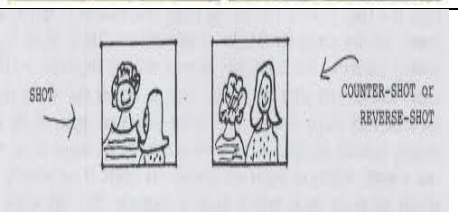

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<p>Eye Level</p>	<p>A shot taken from a normal height—that is, at the character’s eye level. Ninety to ninety-five percent of the shots seen are eye level because it is the most natural angle. <b><u>It draws the audience into the perspective of the characters.</u></b></p>	
<p>High Angle</p>	<p>The camera is above the subject. This angle usually has <b><u>the effect of making the subject look smaller than normal, giving the character the appearance of being weak, powerless, and/or trapped.</u></b></p>	
<p>Low Angle</p>	<p>The camera films the subject from below. This angle usually has <b><u>the effect of making the subject look larger than normal, and thus strong, powerful, and/or threatening.</u></b></p>	
<p><b>Camera Movements</b></p>		
<p>Pan</p>	<p>A stationary camera moves from side to side on a horizontal axis. <b><u>It is used to encompass an entire scene or setting.</u></b></p>	
<p>Tilt</p>	<p>A stationary camera moves up or down along a vertical axis. <b><u>It is used to show the height or depth of a scene, object, or setting which could make something seem larger, smaller, or more breathe taking in some way.</u></b></p>	
<p>Zoom</p>	<p>A stationary camera in which the lens moves to make an object seem to move closer to or further away from the camera. <b><u>With this technique, moving into a character is often a personal or revealing movement, while moving away distances or separates the audience from the character.</u></b></p>	




# Cinematic Techniques

Dolly/ Tracking	The camera is on a track that <b><u>allows it to move with the action.</u></b> The term also refers to any camera mounted on a car, truck, or helicopter.	
Boom/Crane and Drones	The camera is on a crane or flying on a drone over the action. This position is used to create overhead shots.	
Lighting		
High Key Lighting	The scene is flooded with light, creating a bright and open-looking scene.	
Low Key Lighting	The scene is flooded with shadows and darkness, creating suspense or suspicion	
Bottom or Side lighting	Direct lighting comes from below or the side, <b><u>which often makes the subject appear dangerous or evil.</u></b>	
Front/ Back Lighting	Soft lighting on an actor's face or from behind <b><u>gives the appearance of innocence or goodness—a halo effect.</u></b>	
Editing Techniques		
Cut	The most common editing technique; two pieces of film are spliced <b><u>together to "cut" to another image.</u></b>	

# Cinematic Techniques

<p>Fade</p>	<p>A gradual change in the light to move from one scene to another. A fade can begin in darkness and gradually assume full brightness (fade in) or the image may gradually get darker (fade out). <b><u>A fade often implies that time has passed, or it may signify the end of a scene</u></b></p>	
<p>Dissolve</p>	<p>: A type of fade in which one image is slowly replaced by another. <b><u>It can create a connection between images.</u></b></p>	
<p>Wipe</p>	<p>A new image wipes off the previous image. A wipe is more fluid than a cut and quicker than a dissolve.</p>	
<p>Flashback</p>	<p>A cut or dissolve to an action that happened in the past.</p>	
<p>Shot Reverse Shot</p>	<p>A shot of one subject, then another, and then back to the first. <b><u>This technique is often used for conversation or reaction shots.</u></b></p>	
<p>Cross Cutting</p>	<p>A cut into action that is happening simultaneously. This technique is also called parallel editing. <b><u>It can create tension or suspense and can form a connection between scenes.</u></b></p>	

# Cinematic Techniques

<p>Eye-line match</p>	<p>A cut from an object to a person. <b><u>This technique shows what a person seems to be looking at and can help reveal a character's thoughts.</u></b></p>	
<p>Sound</p>		
<p>Diegetic</p>	<p>This type of sound could logically be heard by the characters in the film.</p>	<p>Singing by Characters</p> 
<p>Non-Diegetic</p>	<p>This type of sound cannot be heard by the characters. It is designed for audience reaction only. An example might be ominous music to foreshadow an event.</p>	 <p>Theme Music</p>