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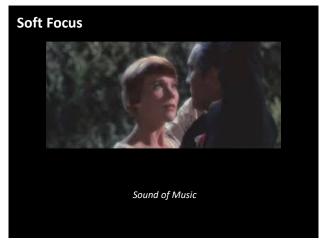
Close Up Shots



Close Up Shots



35



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Rack Focus



Downfall

Rack Focus



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Deep Focus



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Deep Focus



Citizen Kane

High Angle



Alone in Berlin

41

Low Angle

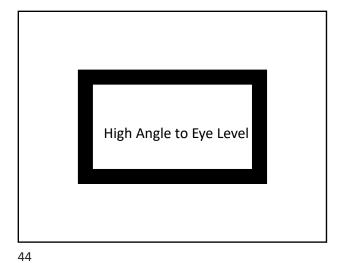


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Eye Level



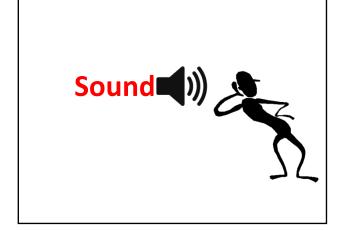
Generation War



- -



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Diegetic Sound

- Sound that could be heard logically by the characters within the film
- Background noise, traffic, dialogue
- Audience and characters are sharing the experience
- Internal diegetic, meaning that the sound can be heard only within the mind of one character (suspense, foreboding, foreshadowing, irony)

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Non-diegetic Sound

- Director intends the sound only for the audience, not the characters
- Create suspense, anticipation, manipulates mood somehow
- What moods are created with this sound clip?

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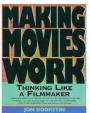
Moods created? Sound))

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"Directors and editors are keenly aware of their power and responsibility. Together they pore over screen moments, refining them by fractions of a second. A well-edited movie has been built up and stripped down dozens of times, until the story is just so ..."

Editing



(1995, p. 47-48)

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Crosscutting (parallel editing)

- Cut to action that is happening simultaneously
- Shows events occurring simultaneously in two or more spaces
- Can create suspense
- Can create connections between a person and his/her actions or between two or more characters who do not even see each other



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Cross Cutting Schindler's List



Fade

- Scene fades to black or white
- Often implies that time has passed
- Tends to be particularly slow, not very realistic



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Dissolve

- An image fades into another
- Can create a connection between images, objects, or characters



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Flashback & Flash forward

- Movement into action that has happened previously
- Often signaled by a change in music, voice-over, or a dissolve
- What is the information that the audience is being given at the flashback?
- Who in the scene does not have information can add tension or foreshadowing?



Eye-line Match or POV Shot

- Shot of a person looking, then a cut to what he or she saw, followed by a cut back for a reaction
- Looking at action or object that a character is looking at
- May reveal what the character is thinking
- Gets audience to feel what the character feels



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Directors' Challenges

- Script
- Creative control
- Funding & budget
- · Shooting schedules
- · Scenery, sets, backlots Weather
- Working with actors
- Costumes · Camera work
- Editing and continuity
- Sound
- Studio politics
- · Communicating visually



