



## Grammar of the Shot, Motion Picture and Video Lighting, and Cinematography Bundle: Grammar of the Shot, Second Edition

By Bowen, Christopher J.; Thompson, Roy; Thompson, Roy; Bowen, Christopher J.

Focal Press, 2009. Book Condition: New. Brand New, Unread Copy in Perfect Condition. A+ Customer Service! Summary: I. Introduction A. Define the material to be covered B. Define the Audience for this material C. Define the Purpose behind covering this material D. Define what one can expect to learn from this presentation II. Basics of Film Language A. Basic Building Blocks 1. Shot Types ? As if still pictures a. Wide Shot b. Medium Shot c. Close Up d. ETC. B. Aspect Ratio 1. Frame Size a. Brief History b. Technical Explanation (numbers) c. Physical Frame yields aesthetic conventions III. The Art of Composition A. Framing 1. What Portion of the World do you Frame? 2. Simple Rules of Framing People a. Head Room b. Look Room c. No funny objects behind the head B. Illusion of 3D on a 2D Medium 1. Horizon Line 2. Parallel Lines / Vanishing Point 3. FG / MG / BG ? object size 4. Atmosphere to infinity C. Mise-en-Scene ? Arrangements of Objects in the Frame 1. Rule of Thirds 2. Objects Size Equates Object Importance 3. Object ?Weight? in Frame a. Higher = Dominant b. Lower = Submissive 4. What's in Focus?...



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