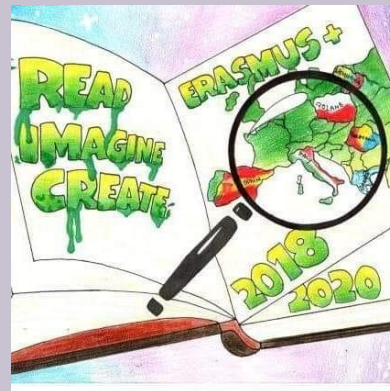




# Basic Film Production

*Read, Imagine, Create*





# ***“Making a Booktrailer”***

- ***The process of making a film or movie, from an initial story, idea, or commission, through scriptwriting, shooting, editing, directing and showing your finished product to an audience.***



# Production Phase

- **The production phase refers to the period of time when the film is actually being shot. Some aspects of production include:**
  - **Direction**
  - **Camera operation**
  - **Lighting**
  - **Sound recording**
  - **Acting**



# Basic Film Terms



# Frame

- **A frame is the space enclosed**
- **within the four sides of our screen.**
- **Single photo of film**



# Types of Shots



- There are four basic shot types that are based on the apparent proximity of the subject.
  - Long shot
  - Full Shot
  - Medium shot
  - Close up shot



# Types of Shots

- **Cinematic shots are defined by the amount of subject matter within the frame**
- **Shots can vary in duration**
  - **Shots vary in time from subliminal (a few frames) to quick (less than a second) to “average” (more than a second but less than a minute) to lengthy (more than a minute)**



# Long Shots

- **The long shots are more distant, a lot wider than a person's size...**
- **and they show the space where the action is taking place...**



# Establishing Shot (or Extreme Long Shot)

- Shot taken from a great distance, almost always an exterior shot, shows much of locale



*Indiana Jones And The Temple Of Doom*





# Long Shot (LS)

- (A relative term) A shot taken from a sufficient distance to show a landscape, a building, or a large crowd



*Austin Powers and  
the Spy Who Shagged Me*



- **Medium shots are shots of action, neither too close nor too distant.**



# Medium Shot (MS)

- (Also relative) a shot between a long shot and a close-up that might show two people in full figure or several people from the waist up



*The Talented Mr. Ripley*



- **Likewise, we choose a medium shot to show relations between people.**



- **The most important, though, are the close-ups.**



# Close-Up (CU)

- A shot of a small object or face that fills the screen
- Adds importance to object photographed



*Under Pressure*



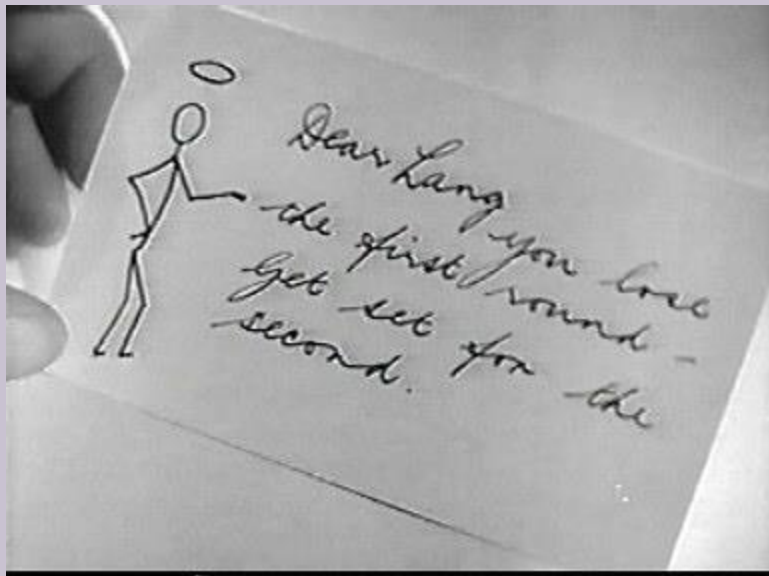
- **They reveal the details we can only see from great proximity.**





# Extreme Close-Up (ECU)

- A shot of a small object or part of a face that fills the screen



*The Saint In London*



*Rocky Horror Picture Show*



- **Most importantly, in a close-up, we see the thoughts and emotions of a character**

# Over the Shoulder Shot



- Usually contains two figures, one with his/her back to the camera, and the other facing the camera



*Cast Away*



*Hollow Man*

# HOW WE FRAME A SHOT



**When we frame a face, we make sure not to leave a lot of space over it.**





**We make sure the empty space is left  
where they are looking at.**

**If the face turns in the opposite  
direction the camera should follow**



**Depending on the scene,  
we choose an interesting background.**



**Another issue is for your shot to be aligned.**



**Align your shot using any straight lines found in your frame.**



# Remember:

- The tripod is always more effective especially when our camera is small and light.







# Types of Angles

- **The angle is determined by where the camera is placed not the subject matter**
  - **Angles can serve as commentary on the subject matter**



# Bird's Eye View

- **Camera is placed directly overhead**
- **Extremely disorienting**
- **Viewer is godlike**



*Beverly Hills Girl Scouts*



# High Angle (h/a)

- **Camera looks down at what is being photographed**
- **Takes away power of subject, makes it insignificant**
- **Gives a general overview**



*Without Limits*



# Low Angle (l/a)

- Camera is located below subject matter
- Increases height and power of subject



*The Patriot*



# Point of View (POV)

- **A shot taken from the vantage point a particular character, or what a character sees**



# “Eye-Level”

- **Roughly 1.80 meter off the ground, the way an actual observer might view a scene**
  - **Most common**



# Camera Movement



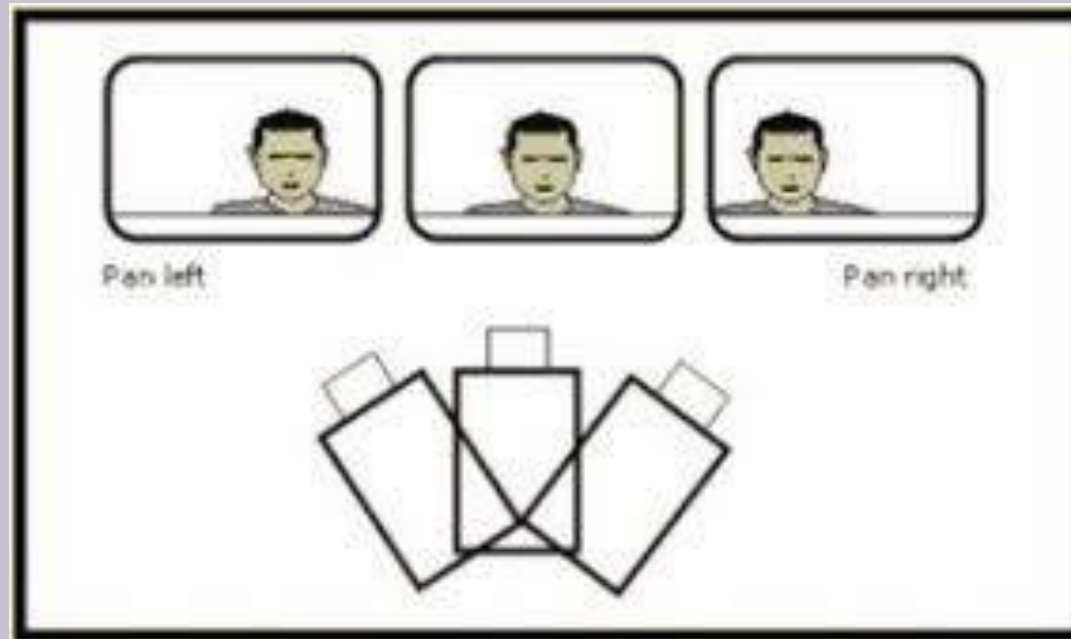
**Camera movement needs to be  
slow with  
no speed fluctuations, which takes  
practice.**





# Pan

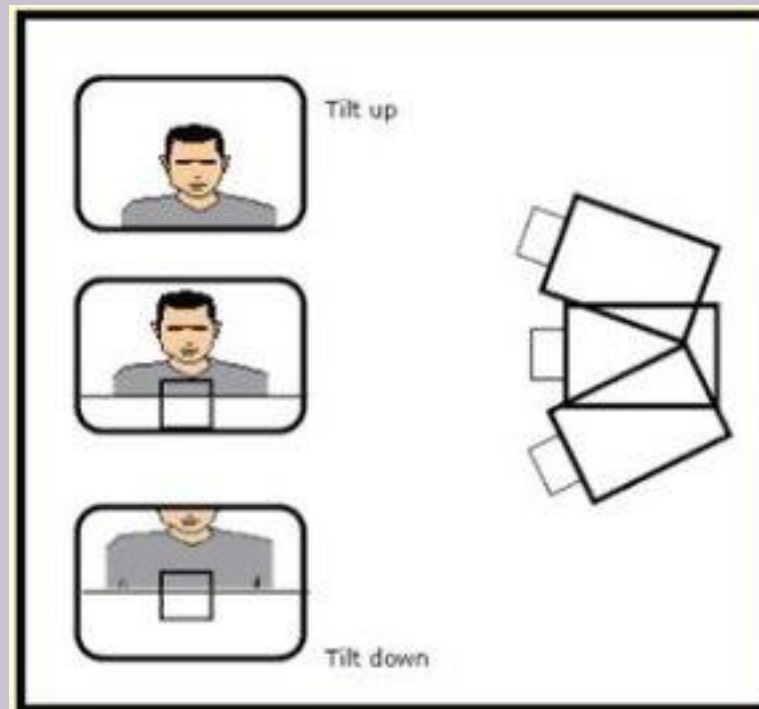
- The camera moves horizontally on a fixed base.





# Tilt

- The camera points up or down from a fixed base





# Tracking (dolly) shot

- The camera moves through space on a wheeled truck (or dolly), but stays in the same plane



# Trucking



- Trucking refers to the forwards or backwards movement of the camera as it captures a scene.

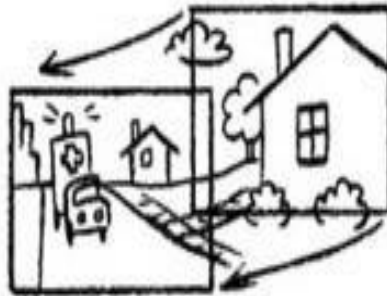




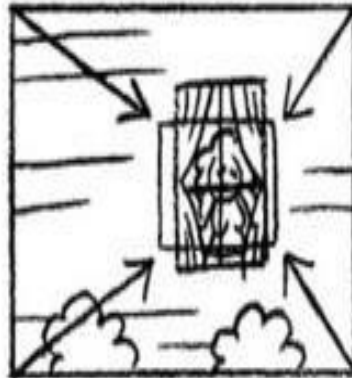
# Zoom

- **Not a camera movement, but a shift in the focal length of the camera lens to give the impression that the camera is getting closer to or farther from an object**

# Camera Moves:



**Pan/Tilt:** With the camera on a tripod, a pan is when you move horizontally (right or left). A quick pan (swish pan) makes a cool transition. A tilt is when you move vertically (up or down).



**Zoom:** When you move the view in or out, by adjusting the lens. Zooming in on something increases its significance. Or you can move the whole camera in (called trucking).



**Dolly:** If you want the camera to move smoothly through a scene, perhaps following a character, you put it on a dolly and tracks. Can't afford it? Try borrowing a wheelchair.



**Hand-Held:** Carrying a camera by hand gives a scene that natural, documentary feeling. It tends to make the movie seem real, like *COPS* or certain Woody Allen pictures.



# LIGHT AND SHADOW

- **We never shoot against the light as this will darken our subject.**
- **We use a window or the sun as an ally, not an enemy.**



# SOUND

- **Choose quiet places and avoid noisy ones**
- **When possible use a microphone with a boom pole**
- **Try to be as close as possible**



# Time for editing



- **Windows Movie Maker**
- **Adobe Spark**
- **iMovie**
- **Adobe Premiere**
- **Final Cut**
- **Filmora**
- **Sony Vegas**
- **Video Studio Ultimate**
- **KdenLive**

# What This Means



- These are the basic elements of film that a director can use to tell his/her story.
- Through editing, these shots are put together to create (hopefully!) a coherent story.

