

Cinematography

Definition, Cinematography v. Mise en Scene, Cinematographer = Dir. of Photography (DP)

Shot Types (know what looks like and when/why used)

- extreme long, long, medium, close-up, extreme close-up, over the shoulder shot, point of view shot

Camera Angles (know what looks like and when/why used)

- eye-level, high angle, low angle, dutch angle/tilt,

“Depth” - deep-focus composition, rule of thirds, illusion of depth

Camera Movement (is/how is camera moving; when used)

- pan, tilt, dolly/tracking shots, crane/“boom”/jib shots, hand-held and steadicam shots, the zoom

Lighting – know what it looks like/how created and its function/the meaning it conveys

key, fill, back light low key & high key lighting hard & soft light

Aspect Ratio (what is it, what does it affect)

Sound

Describing film sound:

Source of sound

Type of sound

Perceptual characteristics

- pitch (frequency), amplitude (loudness), quality, fidelity

Terms:

Ambient sound

Diegetic v. non- diegetic sound

On-screen v. off-screen sound

Silence

Post-synchronization

Function of sound and music in film (what can it do in a for a film)

Editing

Definition, why so significant, editor’s job

Kuleshov Effect

Editing and the presentation of plot time on-screen (flashback, flash-forward, ellipsis, montage)

Editors and the rhythm of a film

Continuity and Discontinuity editing (define)

Continuity Editing: master scene technique and screen direction

- shot/reverse shot, match cuts, parallel editing, point-of-view

Other transitions between shots: jump cut, fade, dissolve, wipe, iris shot, freeze-frame, split screen