

Story telling with images

TNGD10 - Moving media

Story telling - narratives

- ✦ Breaking the rules
- ✦ Planting
- ✦ Stereotypes, archetypes
- ✦ Create expectations



Content & narratives

- ✦ Content - What the movie is about, the made up reality
- ✦ Narratives - How the movie is told



Content & narratives

- ✦ Content elements - handlingsplan
- ✦ Narrative elements- berättarplan

Content elements

- ✦ Bodily expression
- ✦ Acting
- ✦ Costume, make-up
- ✦ Realistic motivering
- ✦ Dramatic motivering
- ✦ Other?



Content elements

- ✧ Props



- ✧ Realistic motivering

- ✧ Dramatic motivering

- ✧ Other?



Content elements

- ✧ Props
- ✧ Environment
- ✧ Realistic motivering
- ✧ Dramatic motivering

✧ Other?



Content elements

- ✧ Time
- ✧ Weather
- ✧ Realistic motivering
- ✧ Dramatic motivering
- ✧ Other?



Content elements

- ✧ Spatial relations

- ✧ Movement

- ✧ Realistic motivering

- ✧ Dramatic motivering



Content elements

- ✧ Real colors
- ✧ Natural lights
- ✧ Realistic motivering
- ✧ Dramatic motivering
- ✧ Other?



Content elements

- ✧ Real sound, and real music
- ✧ Realistic motivering
- ✧ Dramatic motivering
- ✧ Other?



Content elements

- ✧ Real sound, and real music
- ✧ Dialogue
- ✧ Realistic motivering
- ✧ Dramatic motivering
- ✧ Other?



Narrative elements

- ✦ The format - TV or cinema or webb
- ✦ Camera scenics
 - ✦ Image composition
 - ✦ Focal length and sharpness
 - ✦ Image size/camera shots
 - ✦ Camera angle
 - ✦ Camera movement

Focal length

- ✦ Focal length is the förstoringsgrad of the optics
- ✦ A longer focal length means a greater förstoringsgrad
- ✦ Zoom in mm
- ✦ Tele = long focal length (75-200 mm)
- ✦ Wide = short focal length (15-35 mm)
- ✦ Focal length of the eye 50 mm
- ✦ Focal length is not perspective

Focal length

- ✦ Foc

- ✦ A lo

- ✦ Zoo

- ✦ Tele

- ✦ Wic

- ✦ Foc

- ✦ Foc



Camera shots

- ✦ Extreme long shot
- ✦ Long shot
- ✦ Mid shot
- ✦ Closeup
- ✦ Extreme close up



Depth of field

- ✧ Size of aperture
- ✧ Distance
- ✧ Focal length



Camera angle

- ✧ Bird's eye
- ✧ Worm's eye



Low Angle

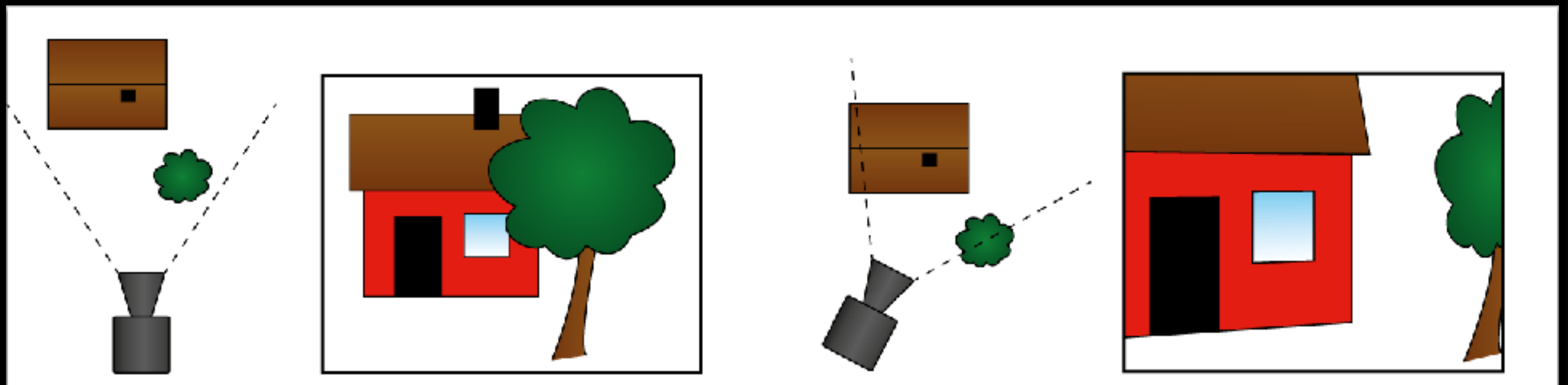


High Angle



Perspective

- ✦ Photography is a two-dimensional reproduction of three-dimensional objects.
- ✦ Perspective is the relation between the camera and the object.
- ✦ A change in perspective affects the two-dimensional relationship between the camera and the object.



Perspective

- ✦ The two-dimensional relationship between camera and object = perspective.
- ✦ Bird's eye vs frog's eye = camera angle.



Camera movement

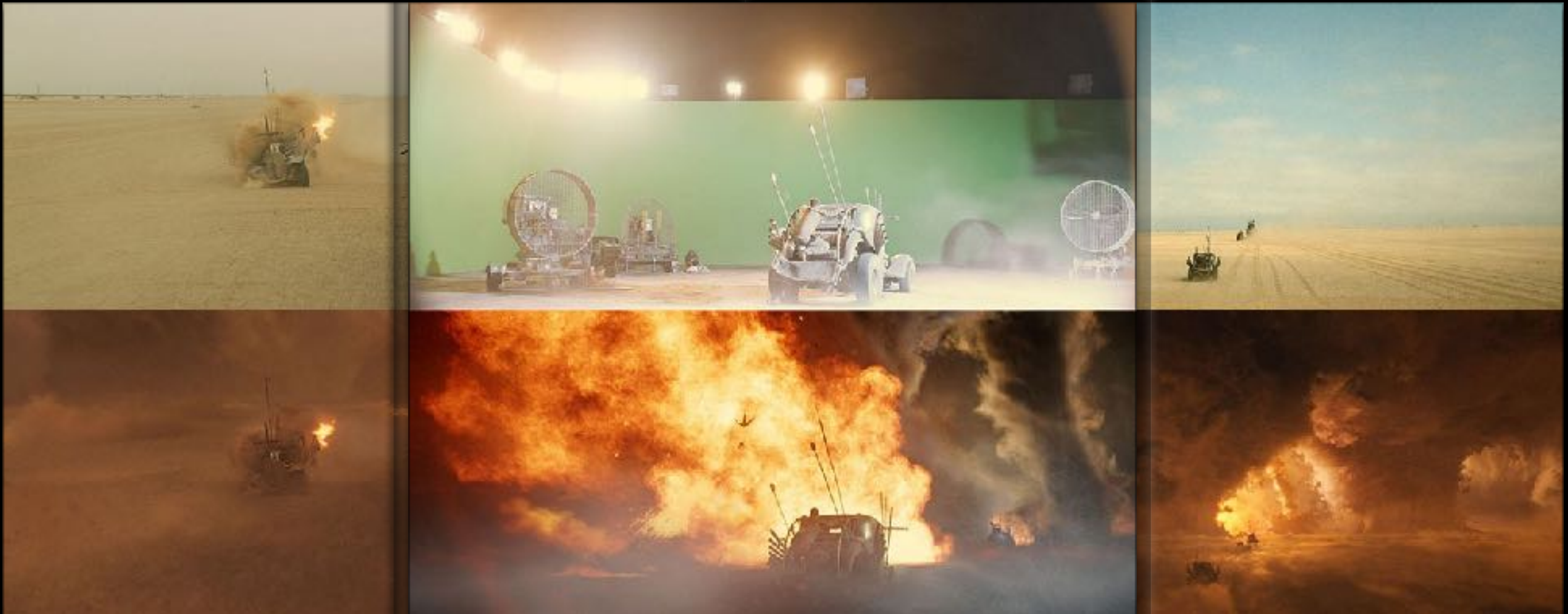
- ✦ Pan - left- & right turn
- ✦ Tilt - upward & downward tilting
- ✦ Pedestal - lifting straight up or down
- ✦ Dolly - camera movement on rails
- ✦ Floating stabilizer device - steadycam
- ✦ Crane or boom - camera mounted on a crane or boom
- ✦ Handheld - handheld camera
- ✦ Zoom - a change of the focal length
- ✦ Rack focus - change of focus

Narrative elements

- ✦ Color effects and black/white
- ✦ Artificial lighting
- ✦ Film type and exposure
- ✦ Special effects
- ✦ Editing
- ✦ Sound effects and movie score (film music), and voice over
- ✦ Texts
- ✦ Title

Color effects

- ✧ Color correction
- ✧ Emphasis of colors



Artificial lighting

Artificial lighting

- ✧ Emphasise details
- ✧ Create the right impression/feeling
- ✧ Show the time
- ✧ White light, coloured lights



High key

- ✧ Light shades dominates
- ✧ Low contrast
- ✧ Not overexposed
- ✧ Less dynamics, more drömsk

Low key

- ✧ Darker shades dominates
- ✧ Emphasis of the contrasts
- ✧ More clear contrasts
- ✧ More tension, mor dynmics

Hard and soft light

- ✧ The border of the shadow
- ✧ Soft light - larger light source
- ✧ Hard light - smaller light source
- ✧ The distance between light and object
- ✧ Background color and light

Chroma key

- ✦ Blue screen/green screen
- ✦ Color information, green is sampled twice as often
- ✦ Blue requires more light
- ✦ Blue has more leakage



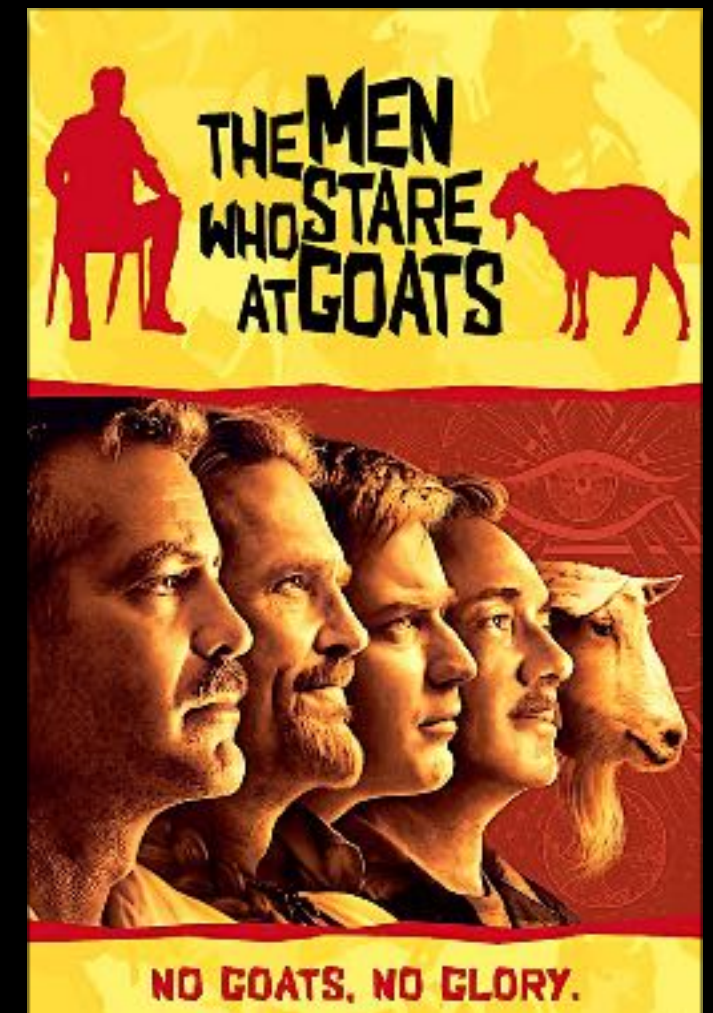
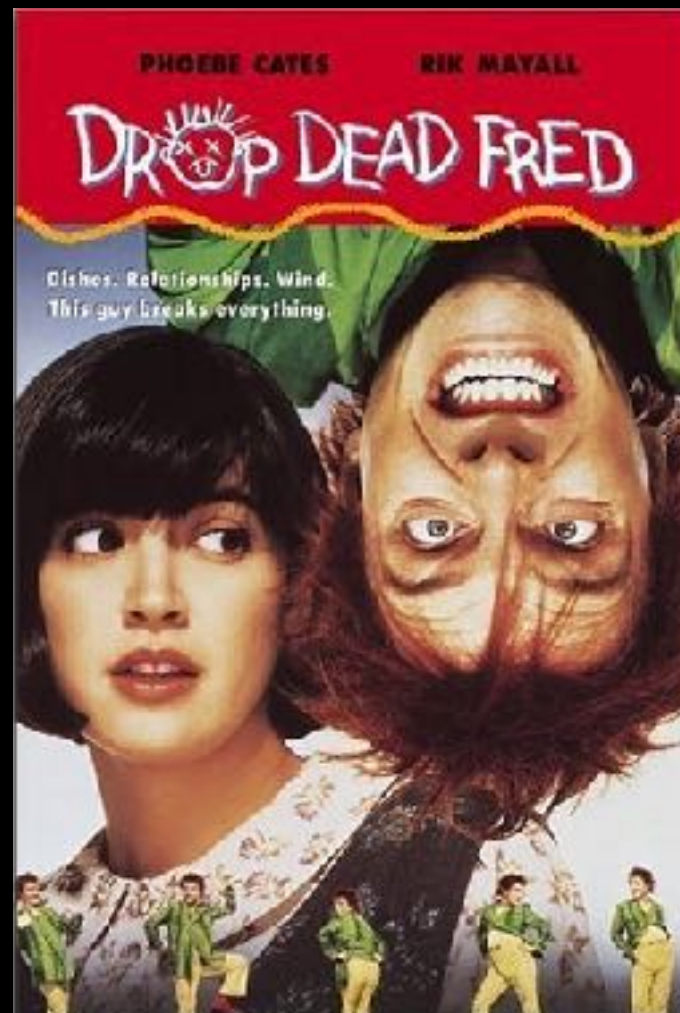
Texts

- ✧ Opening titles and closing titles
- ✧ To present time
- ✧ To present location
- ✧ For other effects...



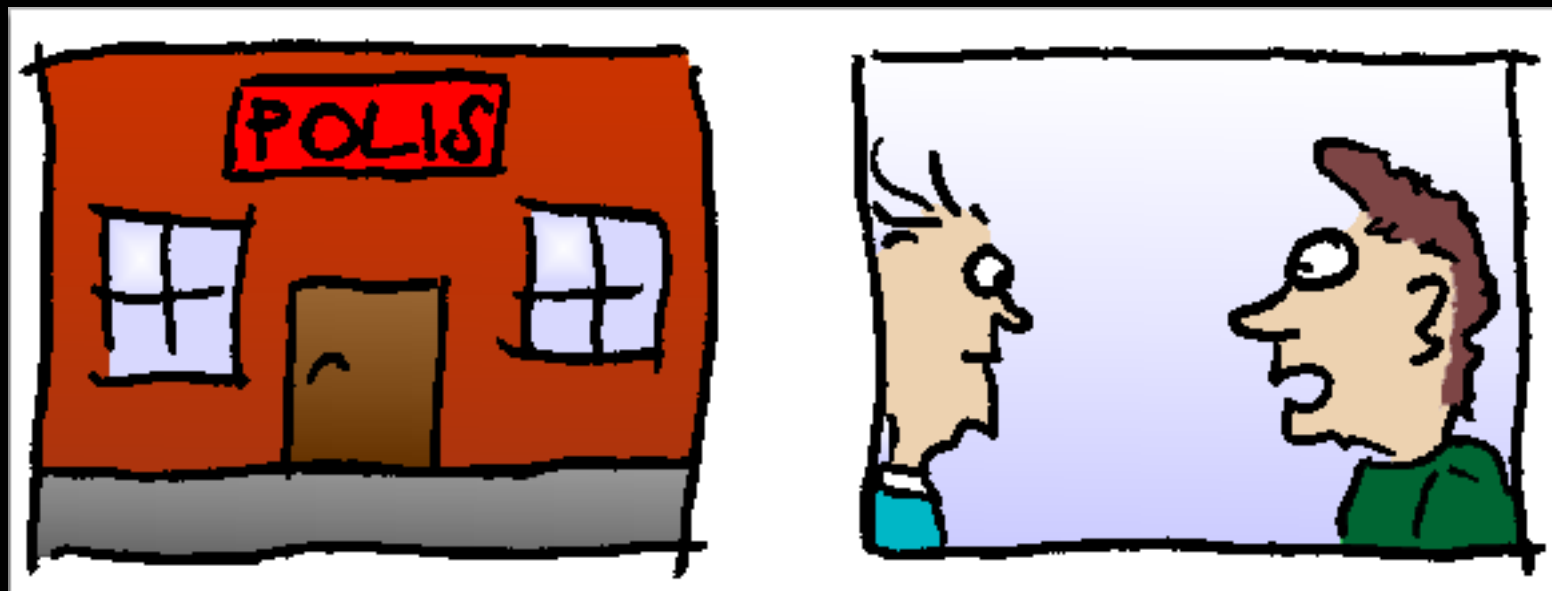
Title

- ✦ Sell the movie
- ✦ Tell something about the movie...



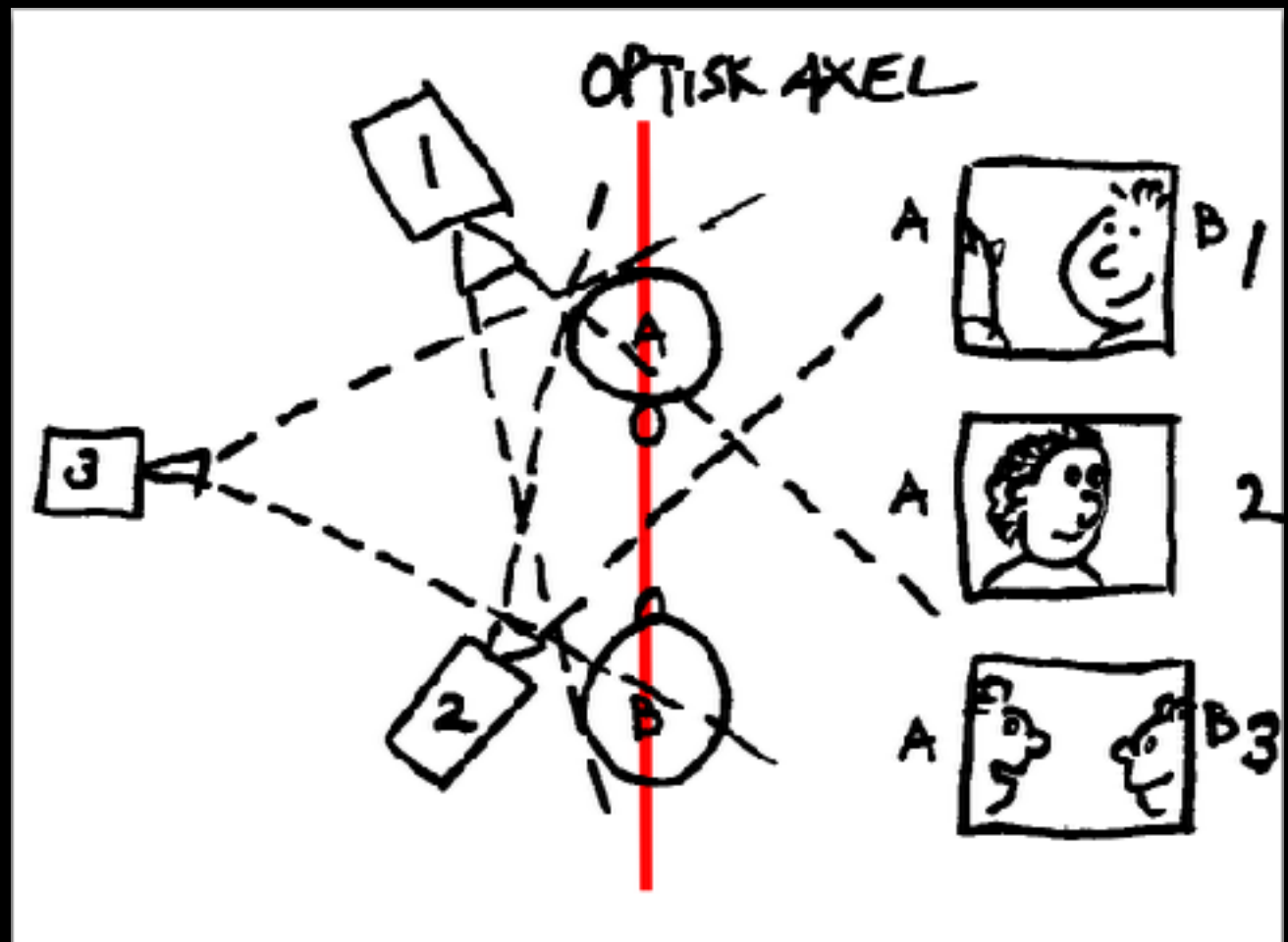
The movie room

- ✦ Everything shown in the picture, but also just outside
- ✦ Explains the three-dimensional room
- ✦ Always (?) start with etableringsbild
- ✦ Then detail images, close ups, half, OTS



The optical axes/ 180°

- ✧ Optical axis for orientation
- ✧ It's possible to break this rule, but...



Movie time

- ✧ The time in the movie (experienced, kairos) vs real time (measured, kronos)
- ✧ Time cuts, visible or invisible
- ✧ Time prolongation

