**Visual Progression: Composition and Framing**

**dot line shape form**

**. \_\_\_\_\_\_\_\_**

**This illustration is a simplified way to think about visual progression in film; creating increasingly complex compositions and framing by using the camera to create:**

**1. Depth:**

|  |  |
| --- | --- |
| **3D**  Fore/mid/background  Frame in foreground creates richness | **FLAT**  Lonely, detached, trapped  Boring lifestyle |

**2. Size:**

Hitchcock: The size of the object in the frame determines the importance of that object. If you want the audience to know what is important to your character, think of the space it is occupying in the frame.

**3. Contrast:**

Eyes are naturally drawn to high contrast; shapes, size, colour, brightness.

**4. Shot Type:**

The type of shot will determine the emotional direction of your film. There is a deep psychological component to choosing how audience sees your story through your shot list.

**5. Balance:**

Rule of 1/3

Level Camera

Heads in Frame

Looking into the frame

**6. Distance:**

Between characters

Between the camera and subjects/objects

**7. Height:**

Looking up/ Looking down.

Assignment:

Create a 90 to 120 second short film that considers all of these composition and framing ideas, but concentrates on 2 in particular, your choice.

Sound: Only if absolutely necessary.

Dialogue: Only if truly essential.

Costume & Prop: Yes please.

Use the power of the camera to tell your story; don’t rely on words!!