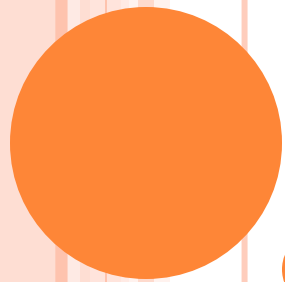


TODAY'S AGENDA

11-7-2011

- Review and Apply Lighting Concepts
 - Key Lighting
 - Quality of Light
 - Direction of Light
- New Concepts: Contrast, Depth, Texture, Perspective
 - Journal Entry
 - Notes on Concepts
 - Application In Visual Activity
- QUIZ WARNING: QUIZ in near future.





VISUAL- THINKING ACTIVITY 3-5

Shots and Significance

DIRECTIONS (CONTINUED)

- You will view 4 movie stills from “To kill a Mockingbird” on the DVD.
- Study the stills and while the images are displayed, answer the questions that you will write down from the following slides.
- Use COMPLETE sentences where necessary.





CHAPTER 3: FILM LANGUAGE AND ELEMENTS OF STYLE

Contrast, Depth and Texture

JOURNAL ENTRY

MONDAY, 11-7-2011

- Without speaking out loud, or to others, write down everything you see in the following image.
 - Specifically the objects and placement of those objects to one another.





THINGS IN THE IMAGE

- Desk
- Pipe
- Buildings
- Street
- Books
- People
- Bowl
- etc



WHAT IS IMPOSSIBLE ABOUT IT?



WHAT IS IMPOSSIBLE?

- The city in ON a desk!
- M.C. Escher created many “impossible” worlds through the use of perspective and composition.
- And so do film makers to make both the impossible and the impossible.



DIRECTIONS

- Text in **RED** is for your notes
- Text in **BLACK** is extra information
- Copy any graphic organizers into your notes now, or on your own time.



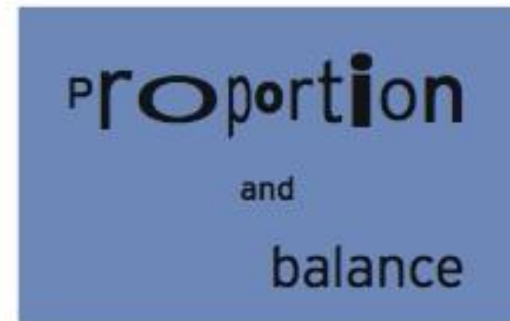
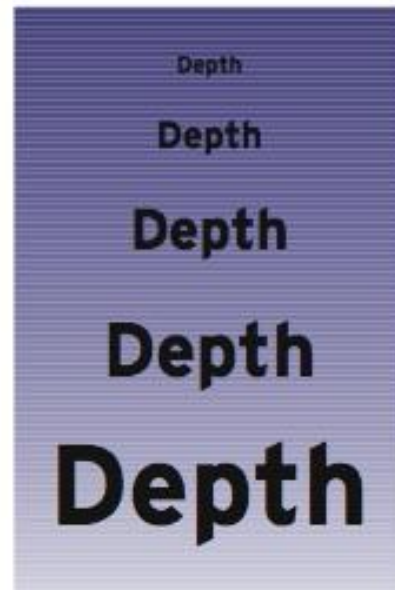
PERSPECTIVE

- Perspective - technique for representing three-dimensional space on a flat surface.
 - Examples of a flat surface
 - TV screen
 - Movie Screen
 - Wall for a mural
 - Canvas for a painting
 - Photograph
 - The surface is flat, but a film maker must create the illusion of depth



Three Principles of Visual Design

The principles of design explain the qualities of an artwork. They describe the organization and relationships of the elements of design.

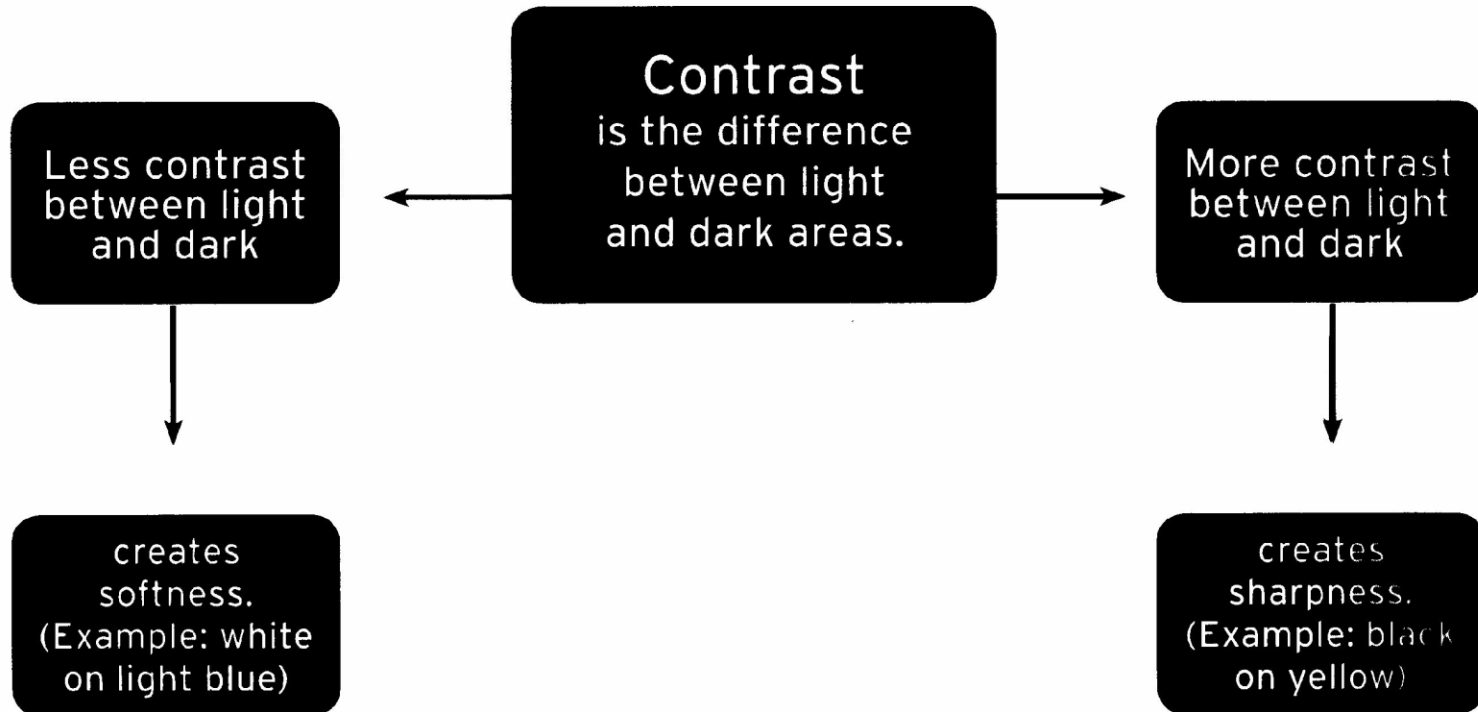


KEY TERM: CONTRAST

- Contrast - the difference between light and dark areas.
 - High Contrast – light and colors are sharp and clearly defined
 - Low Contrast – light and colors are not sharp or clearly defined



What Is Contrast?



DEPTH

- Depth - the distance of something.
- Key Terms for Depth:
 - FOREGROUND – Close to the lens and/or in the lower half of the frame.
 - BACKGROUND – Farther away from the camera and/or upper half of the frame.
- In film making it is the PERCEPTION of distance; how far away the subject APPEARS to be. (The projector screen is 2 dimensional is always the same distance from you in the theater).



PROPORTION AND BALANCE

- Proportion - the size or shape of something.
 - In paintings or photographs, proportion results when the sizes and shapes of elements within the composition are combined harmoniously.
- The “weight” of the visual image.



What Are Depth and Texture?

Depth

is the illusion of distance.



Techniques:

- Diagonal lines, running from foreground to background, create perspective.
- Lighting creates shadows.
- Objects in foreground are larger; objects in background are smaller.

Texture

is the way something feels when you touch it.



Techniques:

- Lines create patterns and shapes.
- Lighting creates shadows and detail.
- Placement of objects within the frame: Closer objects reveal more detail; objects farther away have less detail.

IN YOUR NOTES.....
WRITE ANSWERS TO THE FOLLOWING
QUESTIONS.....



CONTRAST, DEPTH AND TEXTURE TO KILL A MOCKINGBIRD FRAME

- Where is the contrast in this still?
- How is the depth (distance) created in this frame?
- What texture do you see in this frame?



WRAPPING UP CONTRAST, DEPTH AND TEXTURE.....

- Why do you think Robert Mulligan (the director) filmed TKM in black and white?

