

3. Eibonacci numbers relationship: $F_n = F_{n-1} + F_{n-2}$,

► characters, objects

► headroom; space above character

$$F_1 = 1, F_2 = 1$$

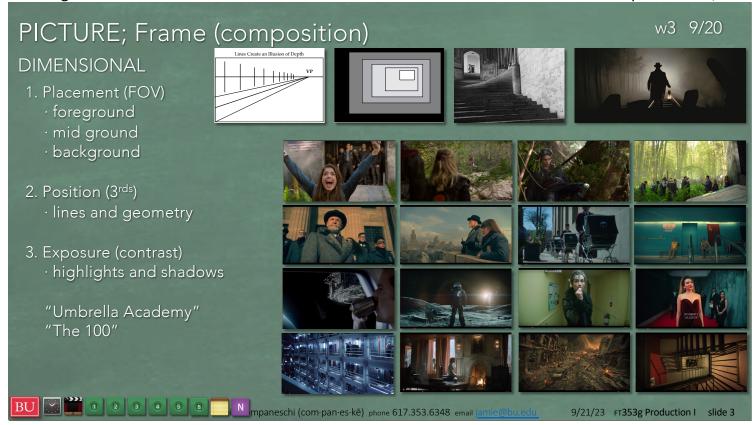
• lead room; space leading characters action-attention crowding the frame edge story-scene, plot-theme, character (crowded-uneasy-off balance)

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REFERENCE

Title; subject

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PICTURE; Frame (composition)

week 3 (9/20)

DIMENSIONAL

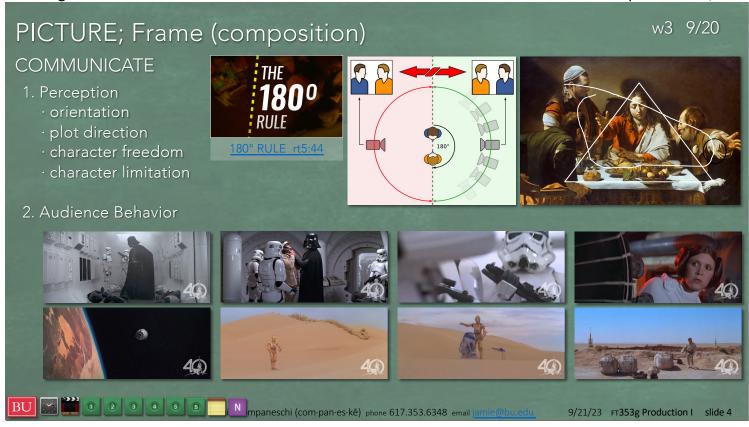
- 1. FOV Depth
 - objects, elements "order" placement foreground elements/objects middle ground elements/objects background elements/objects
- 2. Geometric Depth
 - ►objects, elements "positional" placement
- 3. **Perception** (communicate-inform)
 - ▶attention to action, object, character...
- 4. Contrast* (for Dimension)
 - exposure brightness (more with lighting lessons)

REFERENCE

Title; subject

Photo references by David H. Lyman, Founder of Maine Photo Workshops https://www.mainemedia.edu/about/about-us-history/

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ePICTURE; Frame (composition)

week 3 (9/20)

COMMUNICATE

- 1. Perception (communicate-inform)
 - ► shot orientation: line of action: 180° rule
 - frame direction: story-scene plot (characters action)
 - empty-open space: story-scene theme-message character(s) free to act and make choice
 - ► trapped-confined space: story-scene theme-message character(s) limitation to act and make choice
- 2. Behavioral (culture, age) Theoretical but notable. Insignificant for FT353 productions.
 - order of information comprehension information revealed with audience frame scan (clockwise; left-right-down-up)
 - •understand your audience

REFERENCE

NewScientist; Can culture dictate the way we see? www.newscientist.com/article/dn11785-can-culture-dictate-the-way-we-see

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