

PICTURE; Frame (movement)

w10 11/08

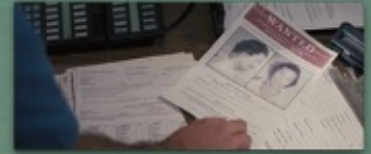
FRAME LANGUAGE

1. Shot

- EST
- MED
- CU
- INSERT
- POV

2. Angle

- Low
- High
- Neutral
- Overhead



Jamie Companschi (com-pan-es-kè) phone 617.353.6348 email jamie@bu.edu

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REVIEW FRAME FOV LANGUAGE (week 3 – 9/20)

1. Frame Shot

- ▶ EST-WIDE-LS (establish-wide-long); location, setting, environment
- ▶ MED (medium); relationship
- ▶ CU (close up); emotion
- ▶ ECU (extreme close up); importance
- ▶ INSERT; emphasis on detail or exposition
- ▶ POV (point of view); subject perception of story-message

2. Frame Angle

- ▶ Low; character superiority, power
- ▶ High; character inferiority, weak
- ▶ Neutral; eyeline, no psychological implication
- ▶ Overhead (Birds Eye); audience objective view of scene-action

REFERENCE

StudioBinder, "The Shot List" ep. 6 <https://youtu.be/liyBo-qLDeM>

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MOVING FRAME

1. Pan
2. Tilt
3. Track, Truck, Dolly
 - push in to narrow FOV
 - pull out to wider FOV
4. Boom
5. Random Movement "shaky"
6. Camera Control and Operation



Jamie Companschi (com-pan-es-kē) phone 617.353.6348 email jamie@bu.edu

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PICTURE; Frame (movement)

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MOVING FRAME LANGUAGE

1. Pan: change FOV on frame X axis from a fixed perspective
 - ▶ direct audience attention to story theme and plot (action/events)
 - ▶ expose: revealing story information and/or action on frame
 - ▶ follow: maintain showing of story information and/or action
2. Tilt : change FOV on frame Y axis from a fixed perspective
 - ▶ direct audience attention to story theme and plot (action/events)
 - ▶ expose: revealing story information and/or action
 - ▶ follow: maintain showing story information and/or action
3. Track, Truck, Arc: change FOV by moving frame perspective on X axis and/or Z axis
 - ▶ change audience perspective of story theme and plot (action/events)
 - **Push In** to story on Z axis
 - **Pull Out** of story on Z axis
 - ▶ expose: revealing information and/or action through foreground, midground, background
 - ▶ follow: maintain showing of information and/or action through foreground, midground, background
4. Boom: change FOV by moving frame perspective on Y axis
 - ▶ change audience perspective of story theme and plot (action/events)
 - ▶ expose: revealing information and/or action from shot angle
 - ▶ follow: maintain showing of information and/or action shot angle
5. Random
 - ▶ influence audience perspective of story theme and plot (action/events)
 - ▶ expose: revealing information and/or action from shot angle
6. Camera Operation/Control

Tripod	Gearhead	Handheld
Dolly	Crane	Jib
Steadicam	Easyrig	Stabilizer; Gimbal (DJI - Ronin)

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MOVING FRAME NARRATIVE

1. Correct or Change

- composition
- action line (180° rule)

2. Communicate

- theme from story context
- plot from within story

3. Connection

- perspective within story
- perspective as a character

4. MUD clip discussion

- What perspective is story told?
- What characters have authority?
- How does frame support story plot/theme?
- Shots, Angles, Composition, Movement



Jamie Companeschi (com-pan-es-kè) phone 617.353.6348 email jamie@bu.edu

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PICTURE; Frame (movement)

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MOVING FRAME NARRATIVE

1. Correct or Change

- composition
- line of action (180° rule)

2. Communicate

- theme within the context of the story
- plot from within the story, as it unfolds, in real time

3. Connection

- perspective within the story
- perspective as a character

4. MUD clip

Pan: 00:00 following action, character destination

POV-Tilt: 00:18

Tilt: 00:55 gun reveal

Track: 02:05 – perspective of character, audience is on the journey with characters in story

Boom: 01:20 - Mud perspective of power, story from Muds perspective

Angle: eyelines, boys looking up to Mud

Time Compression: 03:45 – edit to keep story moving forward to end frame

Mud always takes a knee, why? – puts himself at level of boys

REFERENCE

MUD, Lionsgate, PlutoTV <https://pluto.tv/de/on-demand/movies/mud-2012-1-1>