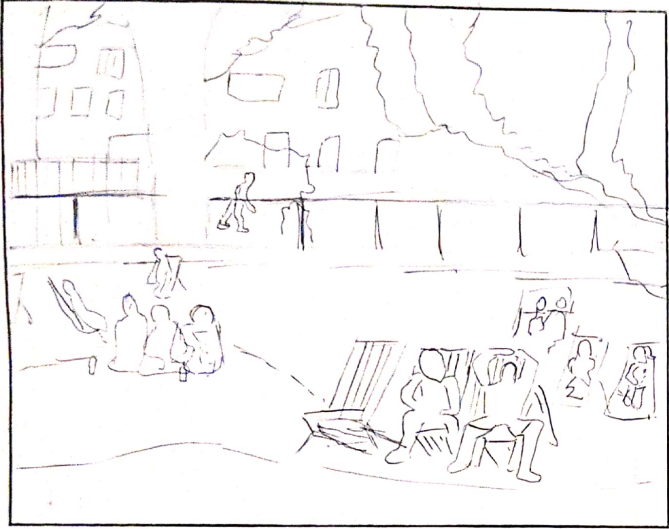


Mira Sachdeva



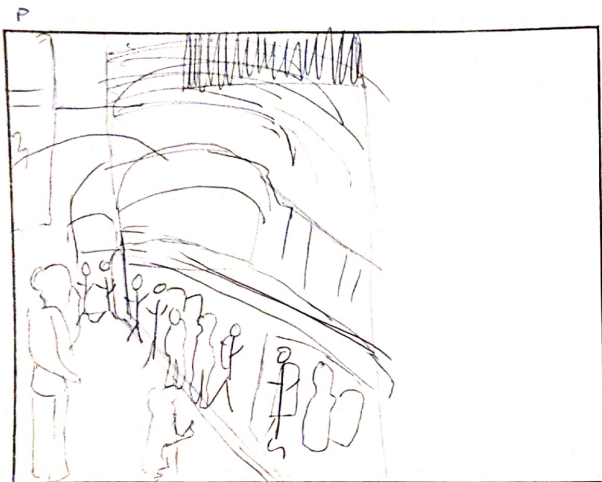
Lazy, thoughtful, relaxed

- 1) Design Principle: The high horizon and multiple pairs in the shot, highlighted a lot of different kinds of interactions waiting.
- 2) Shot: The Establishing Shot. This image establishes the subject, the tone and aesthetic of my essay. It is a wide angle.
- 3) Interaction
The next piece focuses on two men as well. The similar subjects provided an easy transition to a more urban landscape from a park.



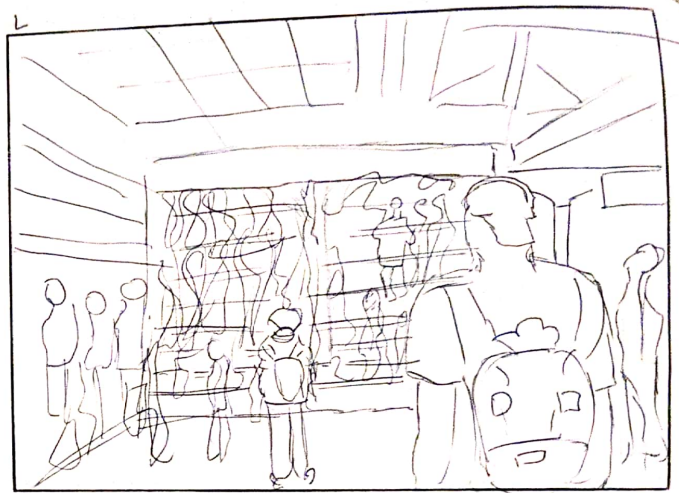
impatient, still, busy

- 1) Design Principle: wanted to include a shot in transition from hectic to calm to hectic. Lots of interesting and leading lines that give movement and symmetry.
- 2) Shot: This shot is a portrait, while it ~~is~~ includes other people into the essay, it focuses on the two figures in the foreground and their place in the shot.
- 3) Interaction
This is a transition shot, moving from place to place. It captures some of the calm of prev. shot and the ^{business} ~~of the~~ next.



Contrasting, in touch, ruffled

- 1) Design Principle
The forced perspective and movement contrast the stillness of the last two pics
- 2) Shot: Full, landscape shot
- 3) Interaction
Establishes the business captured in intro & contrasts the first photos quiet



Paused, Blurred, transported

- 1) Design Principle
The leading lines, & common use in my photos, give movement. Yet the individual paused adds contemplation
- 2) Shot: This shot would most likely be the signature photo. It directly contrasts anything the subject with the issue.
- 3) Interaction
moves the subject out of Tube into another public space & brings back some quiet



slowing, colorful, structured

1) Design Principle:

The bright color and close subject gives a personality & humanness to the piece

2) Shot: This photo is a medium interaction shot while it does not include any other characters, it focuses on the interaction of the volunteer with the person on

3) Interaction
Leads back to the waiting ^{the} phone
in public space amongst ^{best}
Also shifts to a younger subyisness



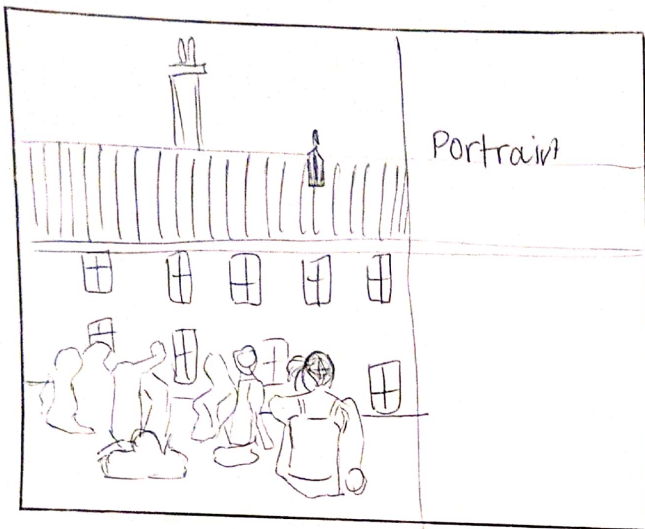
lines, neon, dazed

1) Design Principle

The geometric quality of the photo is eye-catching and different

2) Shot: Another signature photo that tracks the stop and ponder in the streets of London.

3) Interaction
The subjects increase in age giving a more gradual transition to the last photos ^{also helps move}
^{back to the park}



Exhausted, Gossip, Balanced

Design Principle:
The photo contains different types of interaction, body shapes but also balances people with landscape
Shot: This would be an interaction shot. The individuals in the photos are talking to one another and shown in the group activity of chatting

Interaction

Skillose This photo hits on the quietness of the photo's and the close look of the next wander apparent in this photo



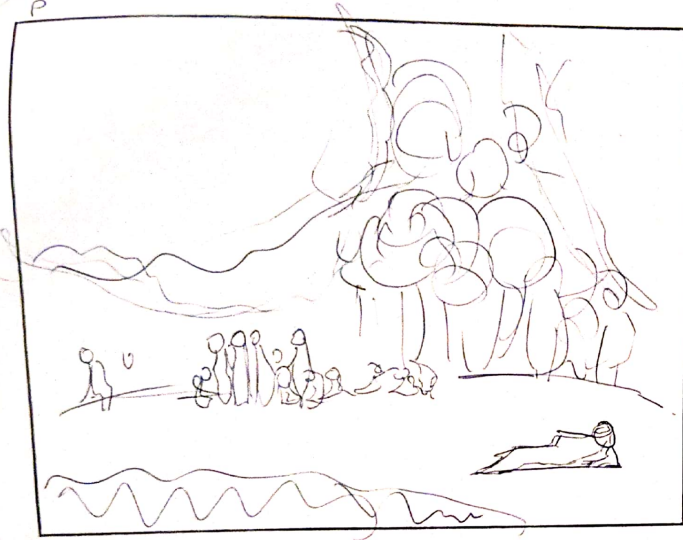
Watchful, Light, messy

Design Principle
Good amount of contrast between the hair and lightness of the background and eyes.

Shot: This was the close up. It focuses on a character and their pondering look. It is tight on the face and highlight the wandering eye

Interaction

The searching look connects to the last photo and the next provide a nice break. Also continues passage of time + age



Graduation, Parked, Gathered

1) Design Principle: Use the rule of thirds to draw attention to the group also lots of nature filled light
 2) Shot type: Another interaction shot that focuses on this groups relaxation and celebration in the park.
 3) Interaction: After we finally rest, the audience must leave. The clincher sums up the impermanence of this state



exit, and, arrival

1) Design Principle: The symmetry of the trees & central placement of the subject indicate possible movement
 2) Shot type: This shot is the clincher, the photo reflects back on a character's waiting and shows them eventually moving on
 3) Interaction: It finally states the concept & is striking enough to make a statement. It also connects to a subject previously caught wandering