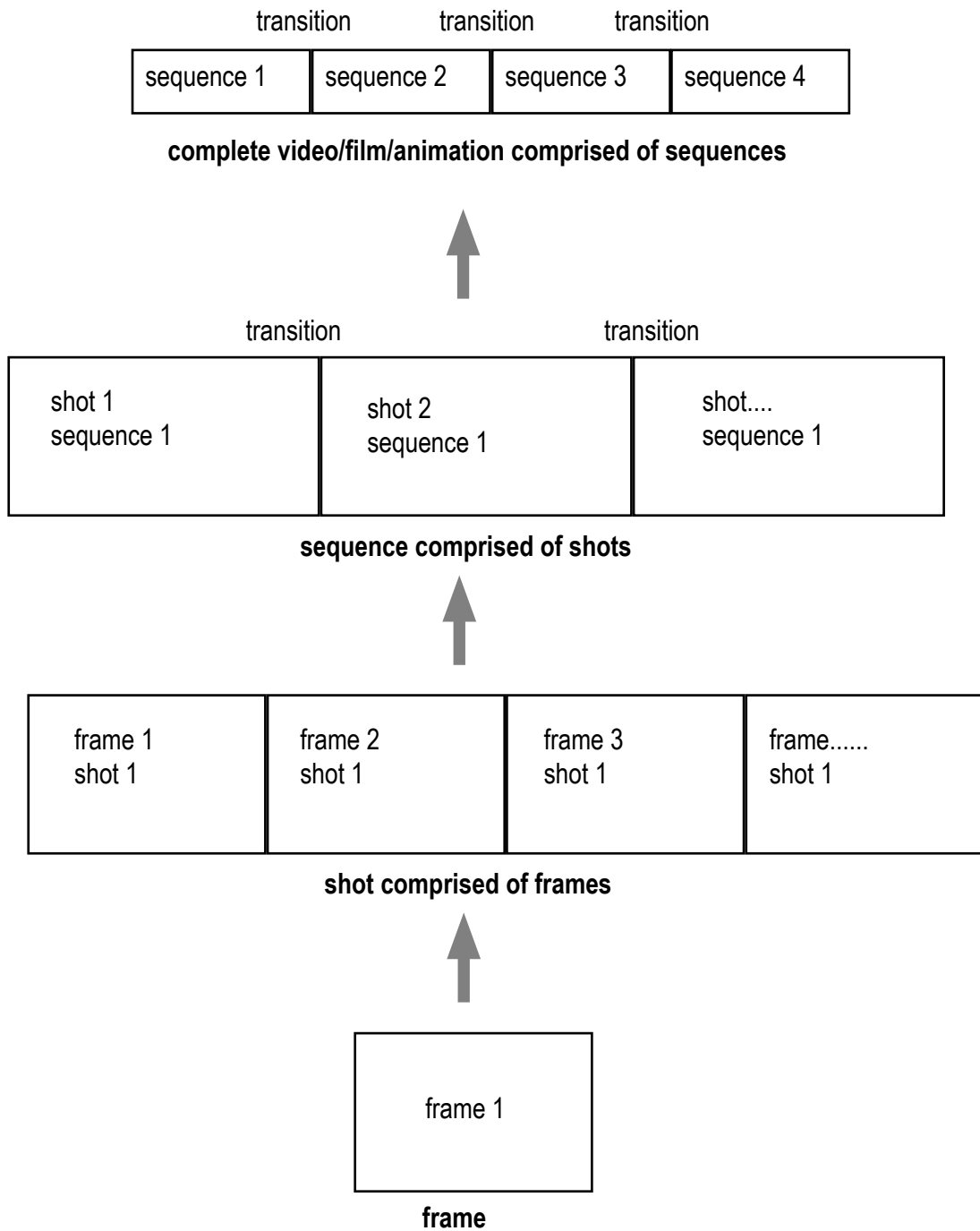


Cinematography and Animation Notes

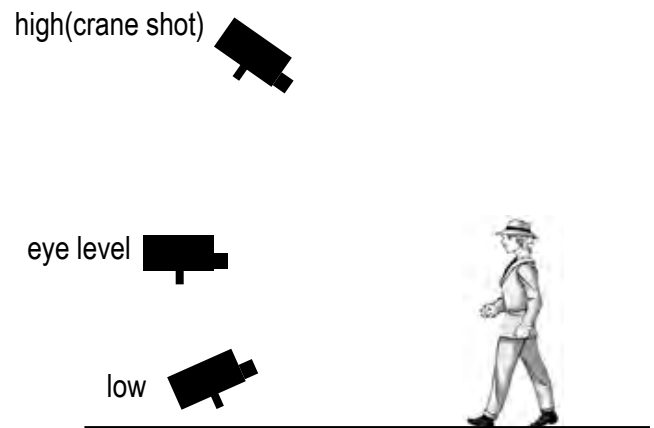
Don Ritter 2011.9.2011

Structure of Moving Imagery

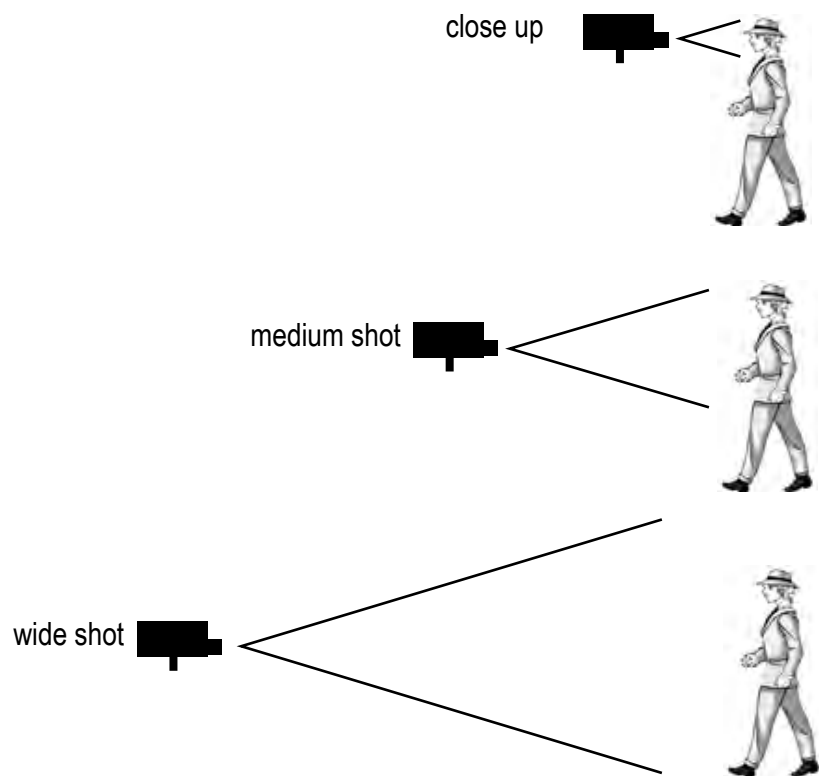


Elements of the Shot

1. Point of view (POV): location of camera in space



2. Distance of camera from subject:



3. Lens setting: Focal Length

- short focal length (20mm): fish eye lens, exaggerated perspective
- normal focal length (45mm): perspective similar to human eye
- long focal length (200mm): telephoto lens, flattened image, small perspective effect,

4. Lens setting: Iris

- large iris: small F stop (F 2.0), lets in more light, creates small depth of field; fast exposure
- small iris: small F stop (F 2.0), lets in more light, creates large depth of field; long exposure

5. Lens setting: Focus

- focus: in focus or out of focus,
- pull focus: change from out of focus to in focus

6. Depth of Field: area of the shot that is in focus

CAMERA MOTION

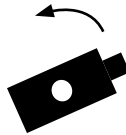


side view of camera

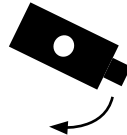


top view of camera

Panning



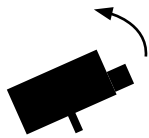
pan left



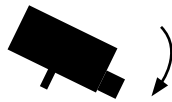
pan right

camera rotates left or right on its vertical axis; panning can be at different speeds with or without acceleration

Tilting



tilt up



tilt down



camera rotates up or down on its horizontal axis; tilting can be at different speeds with or without acceleration

Tracking



track left



track right

whole camera moves left or right; tracking can be at different speeds with or without acceleration

Dollying

dolly in



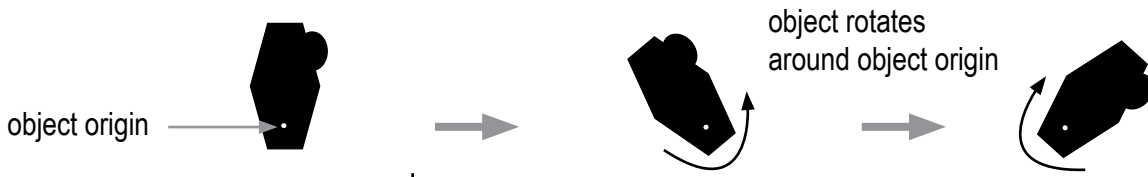
dolly out



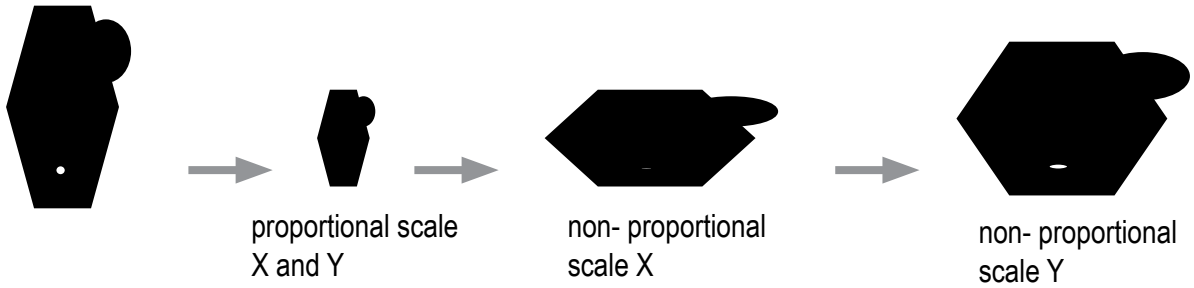
whole camera moves forward or back or right; the dolly can be at different speeds with or without acceleration

2D OBJECT ANIMATION

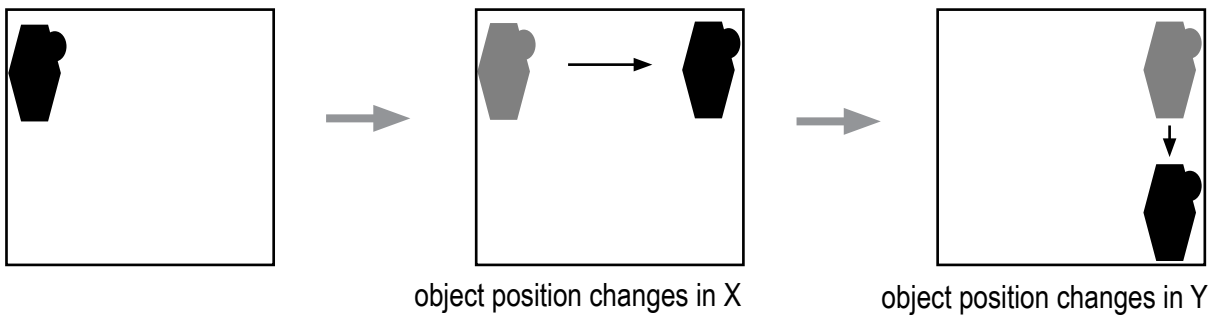
Object Orientation



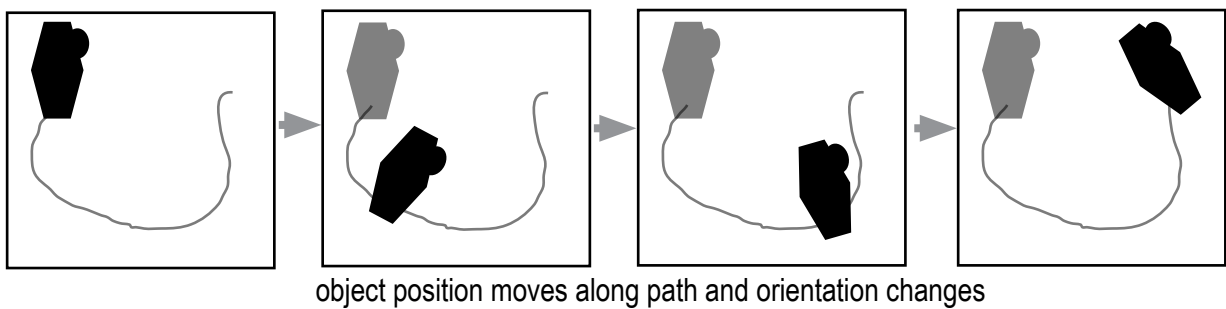
Object Scaling - Size



Object Position - X and Y Motion



Object Position - Path with change in orientation



Object Form Transformation

