

ZETTL - STUDY GUIDE - CHAPTER 11

1. What is VISUALIZATION? What are the GOALS of visualization?
2. Explain the DEDUCTIVE APPROACH and the INDUCTIVE APPROACH to film and video production (shot selection and sequencing).
3. Explain CAMERA PERSPECTIVE, including OBJECTIVE CAMERA; REPORTORIAL CAMERA; SUBJECTIVE CAMERA.
4. Explain WAYS OF LOOKING; LOOKING AT AN EVENT; LOOKING INTO AN EVENT; CREATING AN EVENT.
5. Explain FIELD OF VIEW? How does field of view apply to the various shots used in television and film?
6. Define XLS; LS; MLS; MS; MCU; CU; XCU.
7. Explain POINT OF VIEW from an aesthetic perspective (as opposed to a story perspective), including LOOKING-UP and LOOKING-DOWN CAMERA POSITIONS. What is the effect of each on a screen event?
8. What are OVER-THE-SHOULDER and CROSS-SHOOTING?
9. How can a viewer ASSUME A CHARACTER'S POINT OF VIEW?
10. What is BEING DISCOVERED camera position?
11. What is DIRECT ADDRESS camera position?
12. Explain how you would use ANGLES in a screen event, including ANGLES FOR CONTINUITY; MULTIPLE VIEWPOINTS; POV CLARIFICATION; EVENT INTENSIFICATION; STYLE.
13. Explain the CIRCLE OF ACTION and how it can be used in design and production. (NOT IN TEXT)
14. Explain PARAPROXEMICS and FRAMING VARIABLES. How can they be used in design and production?
15. What is a SCRIPT? What is a STORYBOARD?