

Figurer til opgave i screen-dance (LN / NG)

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It is the effect of a series of continually altering frames that makes up what we call a 'shot'. A shot has duration, whereas a frame is a moment caught in time.

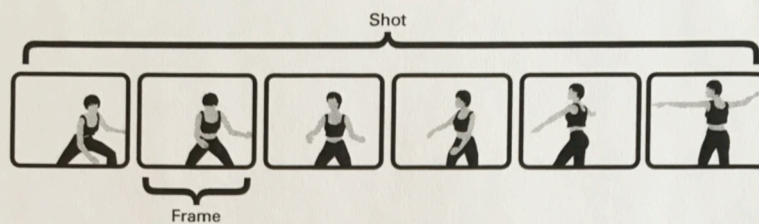


Figure 2.3 The frames become a shot

How to describe a shot

Video dance-making usually involves many different people working together and sharing a vision of what is being created. The communication of that vision is essential, and therefore it is useful to use a shared vocabulary to describe what the camera sees and how it is framed.

The terms most commonly used to describe shot types define how the camera positions the viewer in relation to the subject of the frame. For example, in a 'wide-shot', the subject is framed with space around it. This creates the impression that the viewer is standing back from the subject, taking a wide view. A 'close-up' implies that the viewer is positioned close to the subject, with the subject filling the frame.

Page 29 shows a list of shot types and how their names are shortened when written. Figure 2.4 shows how these shots may look relative to each other.

Figure 2.4 (opposite): Shot types and their descriptions

Tænk over det du vil have med i rammen

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The subject of the frame does not have to be placed in the middle; the rectangle can be filled in many different ways, and the composition of the frame will encourage the viewer to see things in a certain way.

Framing that frustrates the audience's view of the 'whole', by showing only a small fragment of, for example, the body in motion, forces the viewer's imagination to come into play.

It is often what is excluded from the frame, rather than what is included in the frame, that will create interest and energy in the design of a shot.

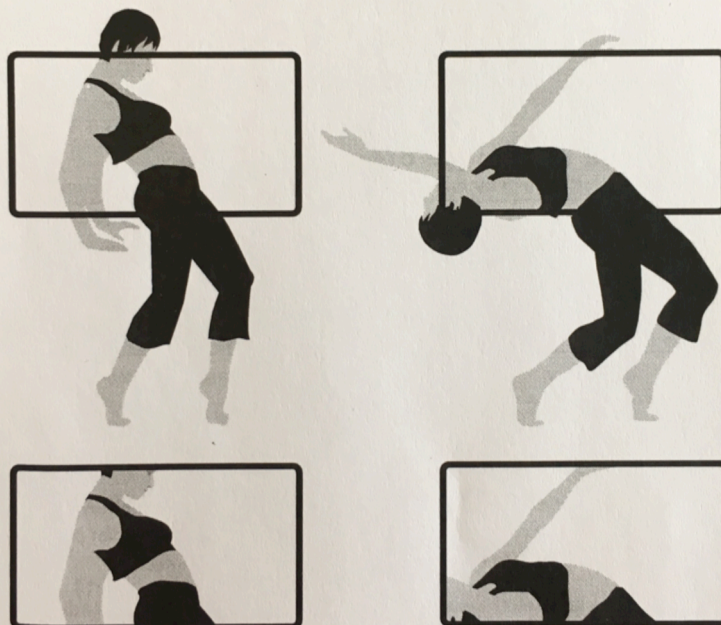
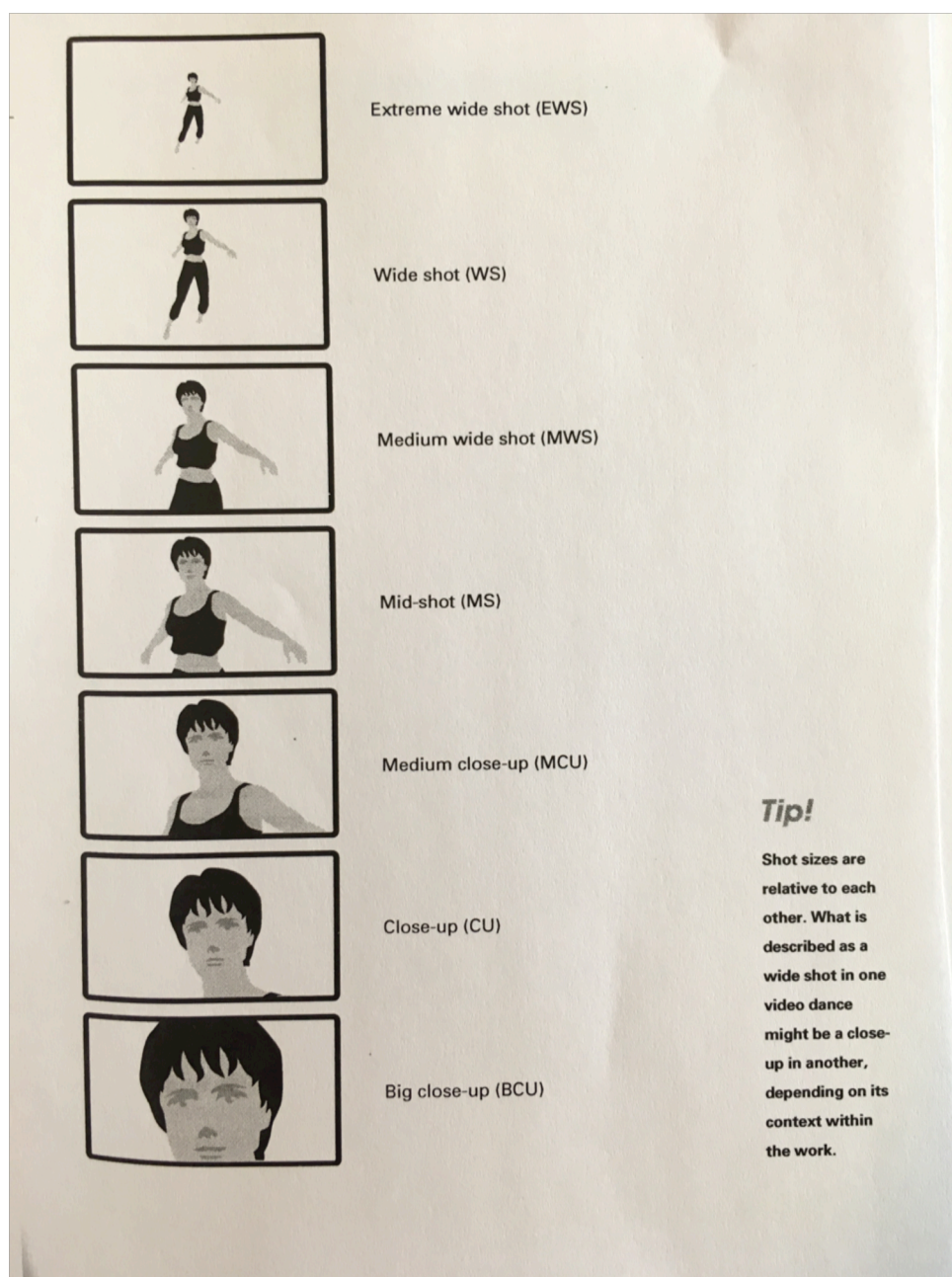


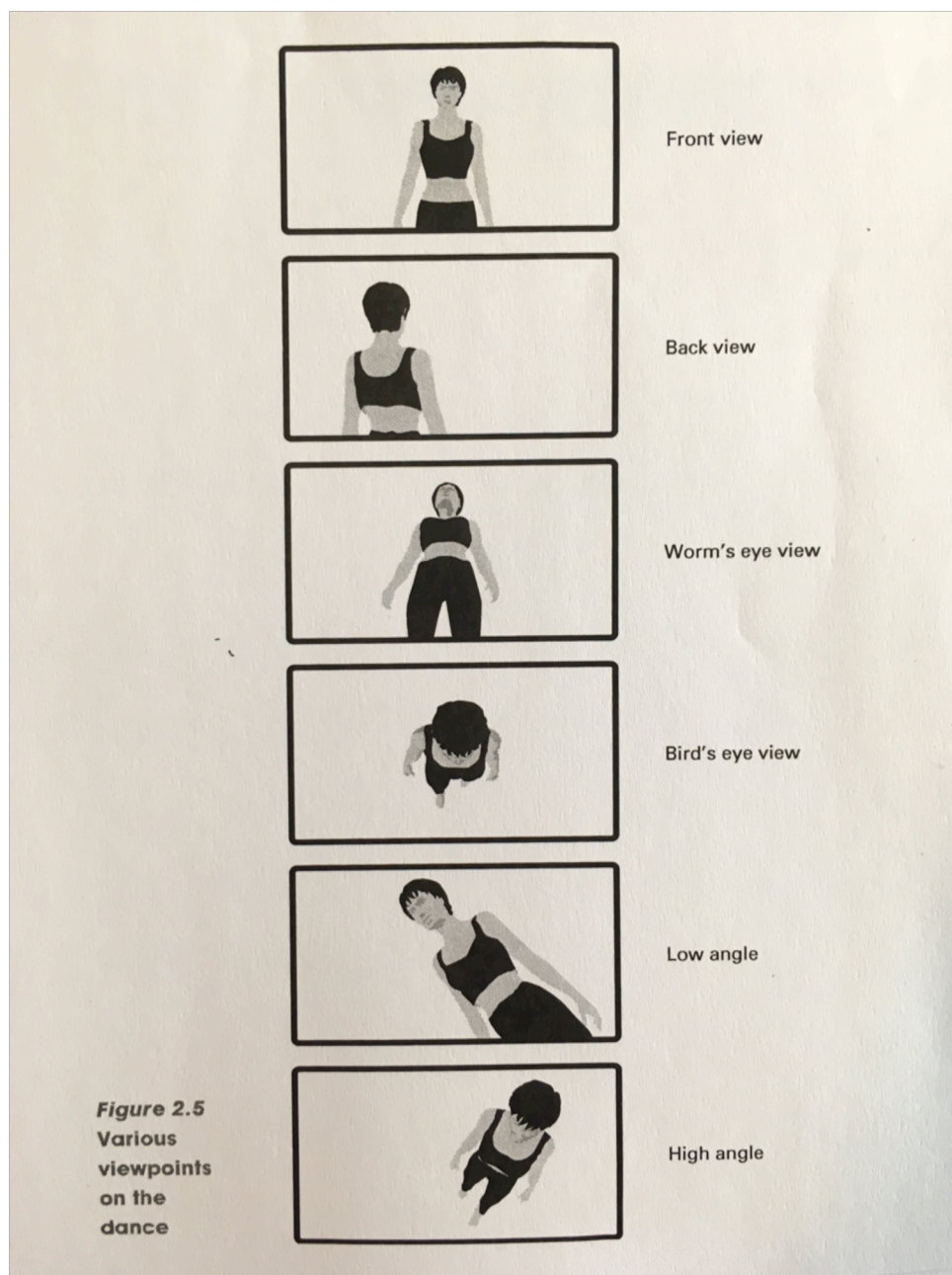
Figure 2.1 Framing that frustrates the audience's view

The kind of questions that you will ask yourself when you are looking at a frame might include:

Afstanden til objektet – hvor langt fra og tæt på skal der filmes?



Man kan filme fra mange vinkler – lige fra fugleperspektiv til frøperspektiv



Kameraets position ved de forskellige vinkler

