

**Unit 1****Multiple Choice**

*Identify the choice that best completes the statement or answers the question.*

- \_\_\_\_\_ 1. This term designates the general arrangement of visual elements in a motion picture frame, including all people, objects, settings, and other visuals.
- a. Rule of thirds
  - b. Composition
  - c. Storyboard
  - d. Head room
- \_\_\_\_\_ 2. A change in the distance at which the image is sharp during a shot, which can be done manually on the lens, through the camera, or by a remote device.
- a. Crane
  - b. Fade in
  - c. Focus pull
  - d. Push in
- \_\_\_\_\_ 3. Motion picture language is:
- a. the vocabulary used to describe shots on a movie set.
  - b. communication with the viewer through the visual and sonic elements of movies.
  - c. the type of language that is used to describe movies, such as in film and television reviews.
  - d. the type of description used to introduce movies, whether on posters or short summaries.
- \_\_\_\_\_ 4. A series of still images, usually drawings, representing individual shots arranged in sequences for motion picture production.
- a. Production strip
  - b. Rule of thirds
  - c. Viewfinder
  - d. Storyboard
- \_\_\_\_\_ 5. A camera-stabilizing system introduced by Garrett Brown worn by the operator for steady camera movement.
- a. Steadicam
  - b. Pull-out
  - c. Crane
  - d. Dolly
- \_\_\_\_\_ 6. Continuity editing is:
- a. The specific practice of watching out for mistakes during shooting, such as an illogical change in clothing or other error in a sequence.
  - b. The team of editors who work together to complete the work of editing a feature film.
  - c. The cutting and arrangement of shots designed to make sequences feel continuous in time and space.
  - d. The practice of making a jump cut.
- \_\_\_\_\_ 7. CGI stands for:
- a. Consumer gap illustration
  - b. Continuity generation impulse
  - c. Computer game industry
  - d. Computer generated imagery
- \_\_\_\_\_ 8. This term expresses the emotional qualities, ambiance, and mood of a motion picture. It reflects the attitude of the storytelling, described by such as quiet and reflective or brash and aggressive.
- a. Tone
  - b. Motion picture language
  - c. Screen direction
  - d. Sequence

\_\_\_\_\_ 9. In the following quote from Sidney Lumet, what is he discussing? The term is the missing word from the quote:

*...the way you tell that story should relate somehow to what the story is. Because that's what \_\_\_\_\_ is: the way you tell a particular story. After the first decision ('What's this story about?') comes the second most important decision: 'Now that I know what it's about, how shall I tell it?'*

- |                |          |
|----------------|----------|
| a. Match cut   | c. Style |
| b. Composition | d. Tone  |
- \_\_\_\_\_ 10. This visual principle is demonstrated by dividing the image into thirds horizontally and vertically and distinguishing points of interest at the intersection points of each line.
- |                  |                     |
|------------------|---------------------|
| a. Triangulation | c. Screen direction |
| b. Push in       | d. Rule of thirds   |
- \_\_\_\_\_ 11. This term can refer to: (1) the numerical measurement of film in feet or time; (2) the length of moving images recorded by a camera, in an unedited state.
- |            |                |
|------------|----------------|
| a. Shot    | c. Composition |
| b. Footage | d. Jump cut    |
- \_\_\_\_\_ 12. Moving images featuring living subjects in the physical world, as opposed to animation.
- |                |            |
|----------------|------------|
| a. CGI         | c. Footage |
| b. Live action | d. Feature |
- \_\_\_\_\_ 13. An edit in which an action or visual form in the first shot is linked with one in the second shot to create a smooth transition between the shots.
- |              |               |
|--------------|---------------|
| a. Jump cut  | c. Dissolve   |
| b. Match cut | d. Voice-over |
- \_\_\_\_\_ 14. This is the broad category of films that primarily consist of sequences of events that are linked by cause and effect following continuity of time and space.
- |                  |                            |
|------------------|----------------------------|
| a. Narrative     | c. Screen direction        |
| b. Point-of-view | d. Motion picture language |
- \_\_\_\_\_ 15. The movement of subjects in relation to the camera, particularly to the left or right sides of the screen.
- |                     |              |
|---------------------|--------------|
| a. Screen direction | c. Jump cut  |
| b. The axis         | d. Full shot |

### Completion

*Complete each statement.*

16. This is a shot of a subject's face and upper body in which the lower frame line crosses the person's chest:  
\_\_\_\_\_.
17. The turning of the camera to the left or right, such as when mounted on a tripod:  
\_\_\_\_\_.
18. A shot in which the camera is higher than the subject and tilted down: \_\_\_\_\_.

Name: \_\_\_\_\_

ID: A

19. In filmmaking, this term is used to describe the imaginary line perceived between two or more characters in a scene used for purposes of continuity editing: \_\_\_\_\_.
20. A transition between two shots or sequences whereby the first gradually fades out as the second fades in with some overlap: \_\_\_\_\_.
21. A shot that features a portion or very close view of a subject, such as a detail of a face or a small object: \_\_\_\_\_.
22. When a character is facing to one side of the frame or the other, the \_\_\_\_\_ is the area in the frame between the character's face and the edge of the frame towards which he or she is facing.
23. A series of shots that form a distinct storytelling unit or unified passage in the film, much like a scene in a play: \_\_\_\_\_.
24. The amount of space in the frame that is above the primary character(s) head(s), which is particularly important in a close-up or close shot: \_\_\_\_\_.
25. A \_\_\_\_\_ is an edit between two shots from a single sequence that makes time or space shift abruptly or in a jolting manner: not continuous.
26. Shot filmed at a significant distance from the subject, often with a telephoto lens: \_\_\_\_\_.
27. A \_\_\_\_\_ is a shot in which the face occupies a substantial portion of the image. The top of the screen frames the face from the forehead to near the top of the head while the bottom frames the person below the mouth or chin.
28. An \_\_\_\_\_ shot is taken from the vantage point of behind one of the characters, and including the person's shoulder and/or back of the head.
29. A \_\_\_\_\_ shot is framed at the waist of the subject and includes the entire upper body of the person.
30. A \_\_\_\_\_ shot features a composition that includes the entire human figure.

Name: \_\_\_\_\_

ID: A

## Essay

Answer questions completely to receive full credit. Remember to:

- Be specific! Use appropriate terms to be clear in your discussion.
- Use examples to support your argument.
- If appropriate, use personal perspective - your own observations and experiences - to illustrate your responses.
- If allowed by instructor, employ drawings or diagrams to support your argument.

31. What is “motion picture language?” How does it function?
32. Explain the concept of “the axis” and the principle of “crossing the line.” Make sure to describe:
  - a. both the “right” and “wrong” of the concept of respecting the axis
  - b. why the concept developed and why the principle is use
  - c. why a director would want to respect the axis or to “cross the line”

**Case**

*Filming Assessment*

You will be graded on accomplishing one set of shots correctly, in proper sequence.

Make sure to allow enough time for the complete take to be registered properly and viewable.

You will be separated into appropriate sized groups by your instructor. You are solely responsible for the shots that you direct.

At the beginning of your shoot, fill out a sheet to indicate who is completing each shot.

Do not zoom during your shots.

Unless otherwise indicated, use a tripod.

33. ***At the end of the first shot, hit PAUSE and then simply record the next shot after it.***

*For each of the following sequences, your instructor will assign a single individual to shoot it. Each individual is responsible for a single set: A, B, C, D, or E.*

**A:** 1) Pan right to medium close-up, 2) Medium shot

**B:** 1) Tilt down to wide close-up, 2) Full shot

**C:** 1) Hand-held shot, close shot – character walking down hallway, 2) Medium close-up

**D:** 1) Two shot, medium close shot, 2) Wide close-up

**E:** 1) Over the shoulder, full close-up. 2) Close shot