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# *Visual Media Studies*

## *2. Frame and Montage*

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# Teaching matters

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## Visual Media

### 1. Movie

- Frame (space)
- Montage (time)
- Other (lighting, mise-en-scene, etc)

### 2. Manga

- Frame (space)
- Montage (time)
- Other (dialog, line effect, etc)

### 3. Movie Comics

# Teaching matters

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## 1. Movie

### a. Frame (space)

- Shot size
- Angle
- Composition

### b. Montage (time)

### c. Other (lighting, mise-en-scene, etc)

# Frame and montage

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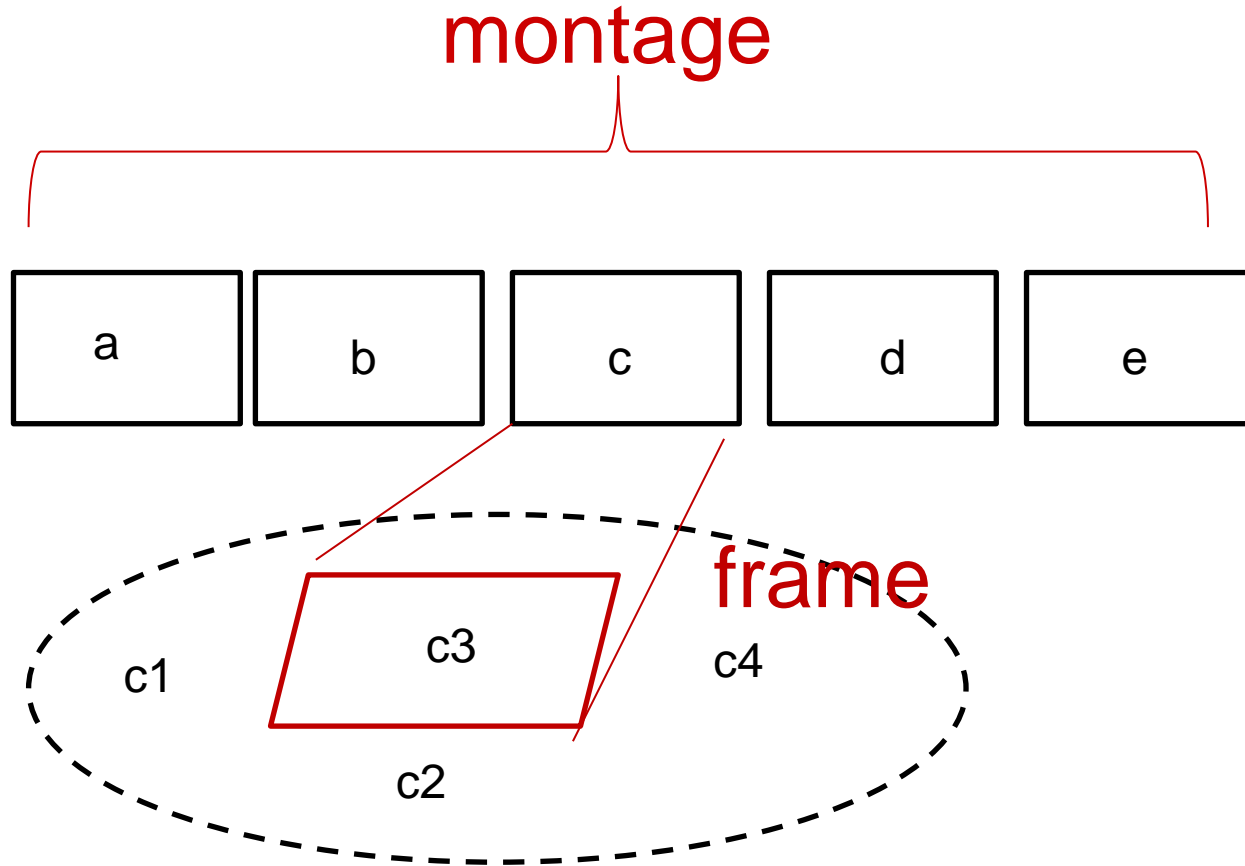
## Frame:

Frame of each single photographic images in a motion picture

## Montage:

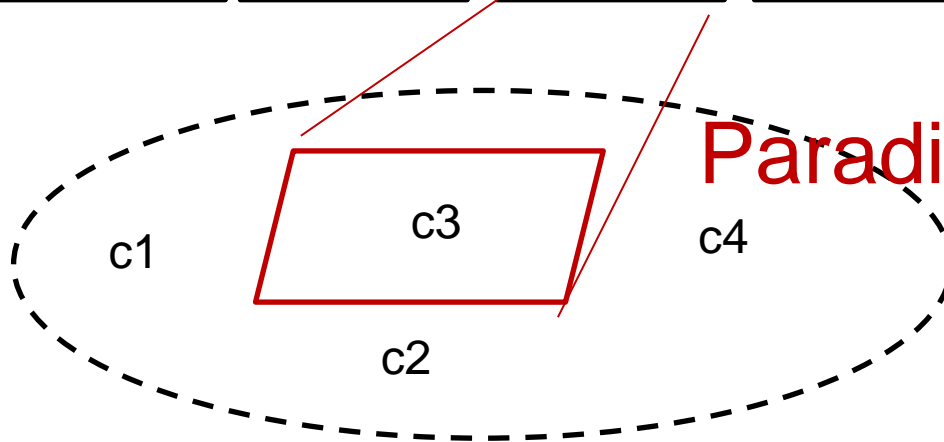
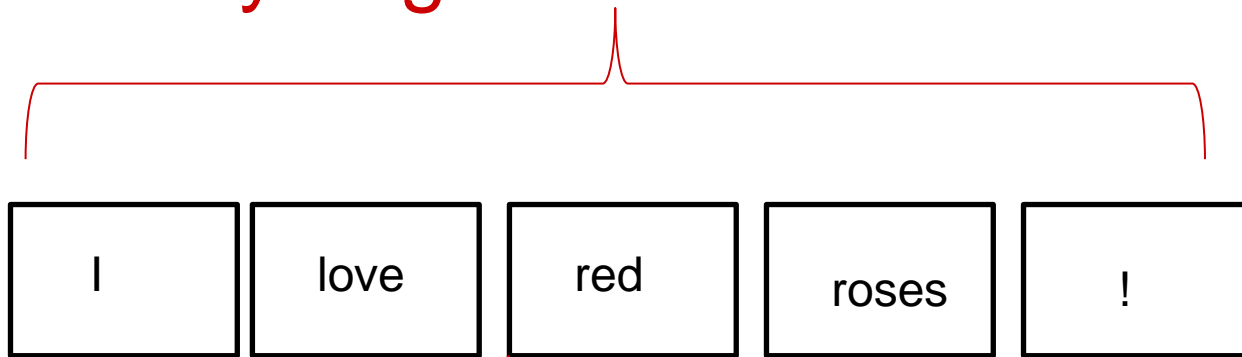
Montage is a technique in film editing in which a series of short shots are edited into a sequence to condense space, time, and information. It is usually used to suggest the passage of time.

# Frame and montage



# Cf. language

Syntagm: connection



Paradigm: selection

# Examples of frame

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## Examples

- **Alfred Hitchcock**, “Rear Window”, 1954
- **Jean-Luc Godard**, “Breathless( A bout de souffle)” 1959

# Shot size

term	object	focus	Audience
Long shot (Full shot)	Character and environment (From the toe to the head)	Situation	Far (Analytical)
Medium shot (Bust shot)	From the knee or the waist upward	Action	medium
Closeup (Super-closeup)	From the shoulder upward (or only the eyes, the mouth, etc)	Facial expression (emotion)	Near (Sympathy)



# Shot size

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## Examples

### 1) Classic

- Hitchcock, North by North West, 1959

### 2) Modern

- Top Gun, 1986 (Tony Scott)
- Typhoon Club, Shinji Somai, 1985