
Visual Media Studies

4. Montage of action

Masakatsu KANEKO

Teaching matters

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

1. Movie

a. Frame (space)

- Shot size
- Angle
- Composition

b. Montage (time)

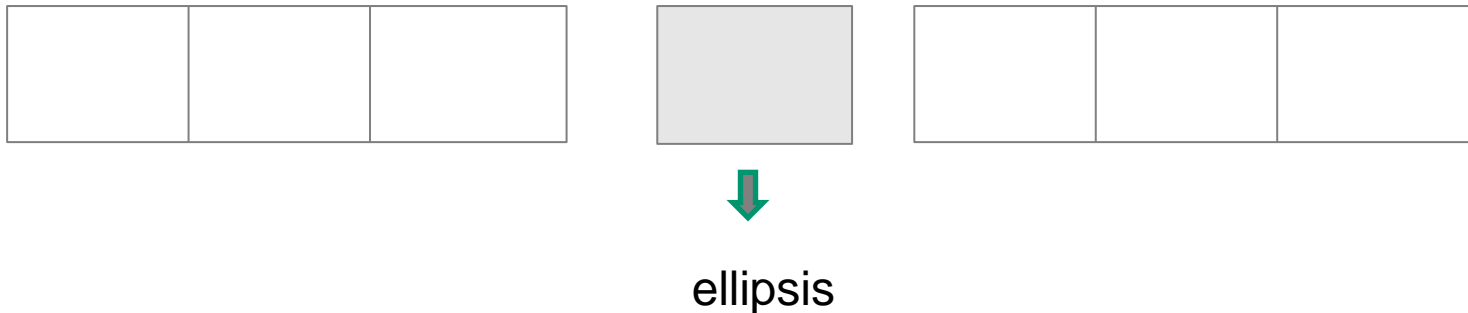
- **Action / reaction**
- Story

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

Cut and continuity

Cut

- You can cut a continuous action and skip a part of that action (ellipsis)
- The problem is to know where you cut and how you edit to keep the continuity (of time, of story)



Cut and continuity

Cutting on action (match on action)

- A cut which splices two different views of the same action together at the same moment in the movement
- From 1st cut to 2nd cut, you can change the view (size, angle, etc)

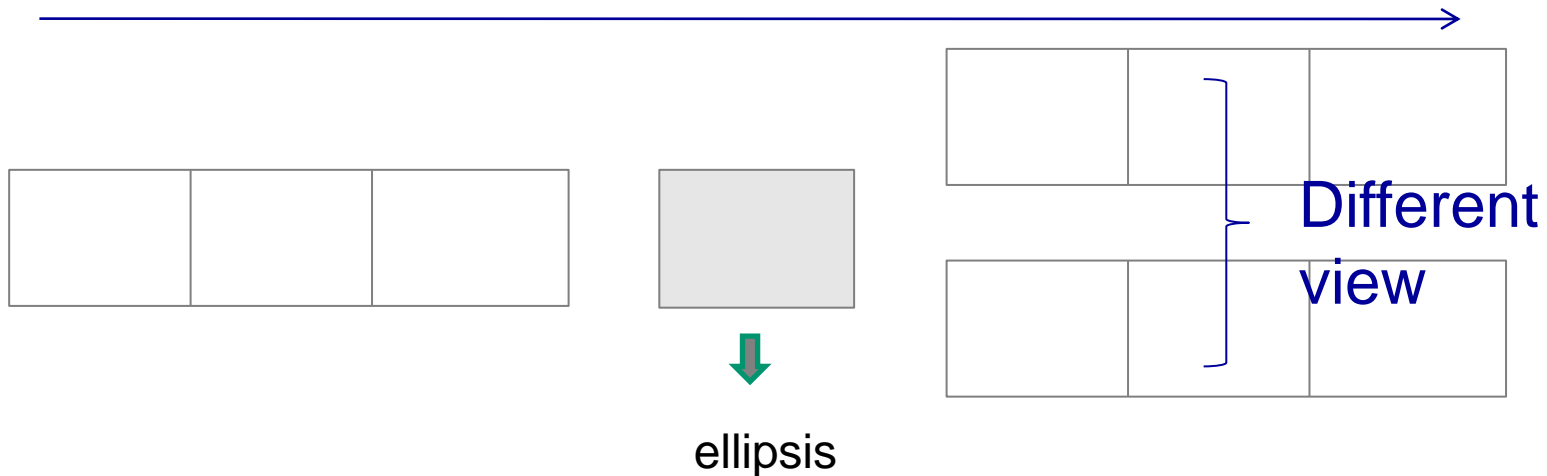


Cut and continuity

Cutting on action (match on action)

-

Temporal continuity



Cut and continuity

Jump-cut

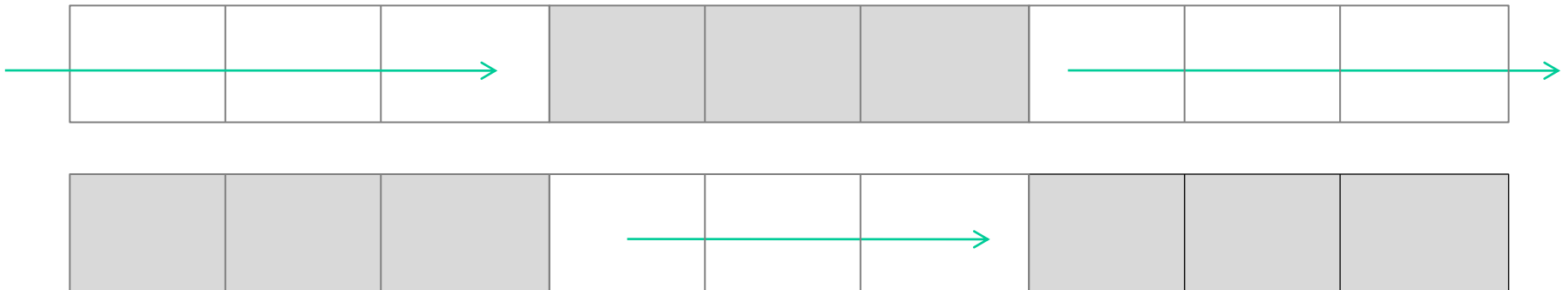
- a cut in which two sequential shots of the same subject are taken from camera positions that vary only slightly
- Not recommended



Cut and continuity

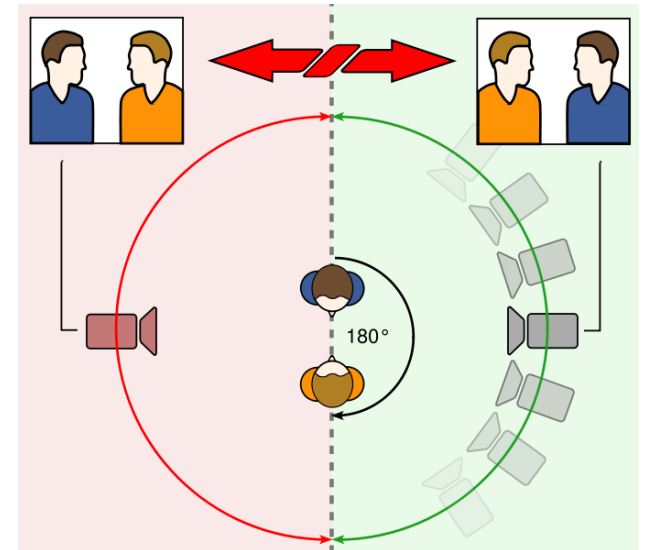
Cross-cutting (flash-back)

- a technique which conveys an undeniable spatial discontinuity. It can be achieved by cutting back and forth between shots of spatially unrelated places.



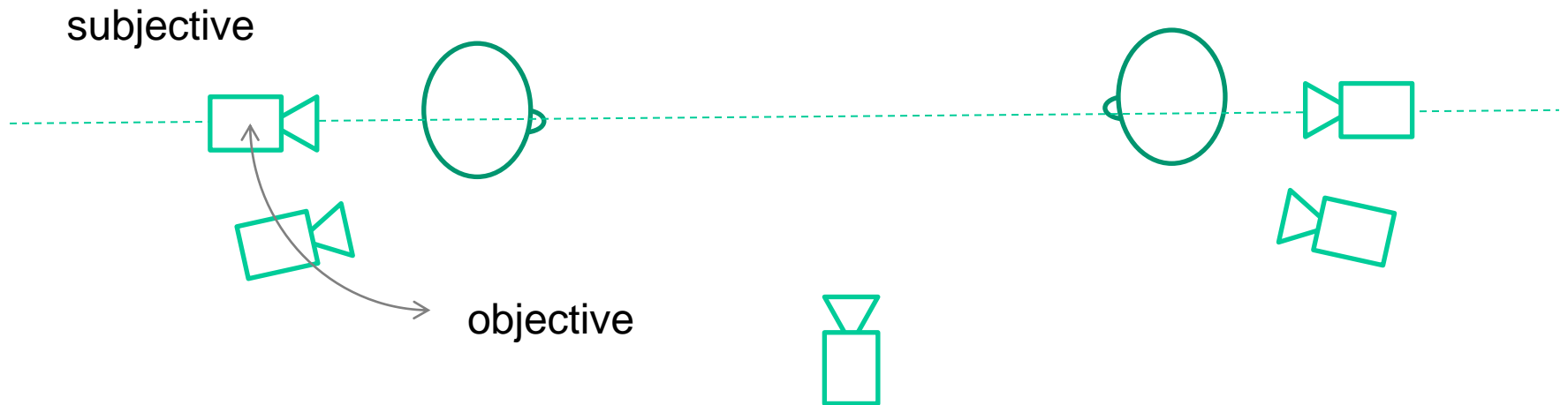
180 degree rule

180° rule is a basic guideline in film making that states that two characters (or other elements) in the same scene should always have the same left/right relationship to each other. If the camera passes over the imaginary axis connecting the two subjects, it is called **crossing the line**. The new shot, from the opposite side, is known as a **reverse angle**.



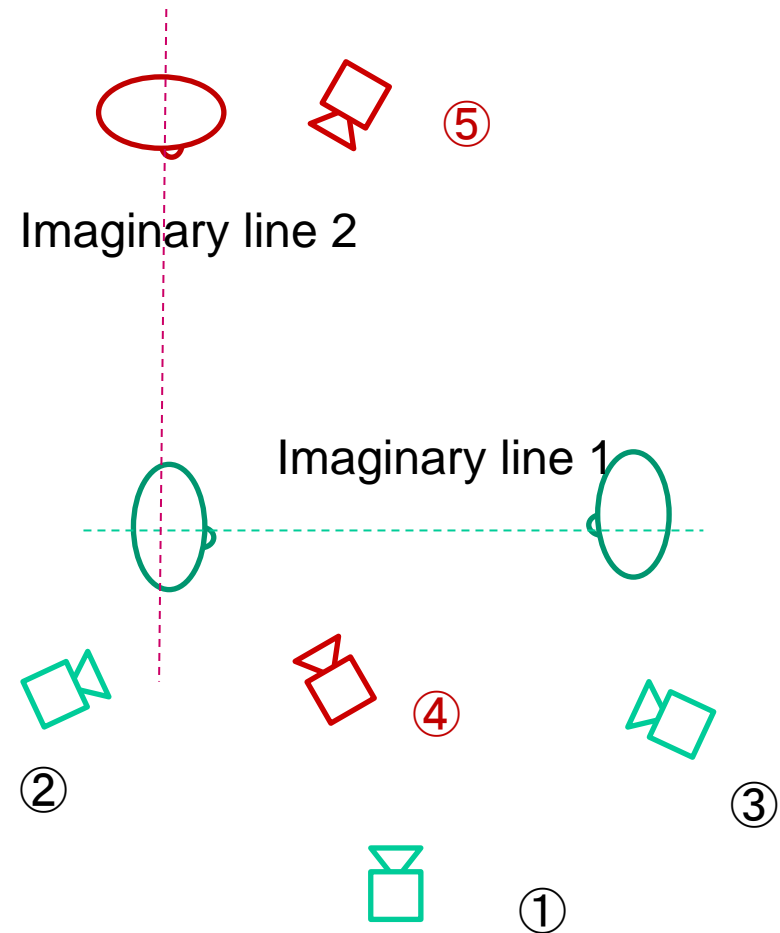
Shot reverse shot

Shot reverse shot (or **shot/countershot**) is a film technique where one character is shown looking at another character (often off-screen), and then the other character is shown looking back at the first character.



Shot reverse shot

Shot reverse shot can be composed of more than two characters. In that case, each imaginary line is generated for each two characters



Examples

1) Running

- one shot, cutting on action, imaginary line

2) Talking

- imaginary line, shot reverse shot, three characters