

This portfolio of work is to illustrate the knowledge I have on filmmakers techniques. Displaying them in forms of both still and moving images.

The first images are displaying a technique called the 'Rule of thirds' (four vertices). This technique is good to use when trying to put the viewer on edge. In the two images, you can see the sun is placed in two different corners, one is the left and the other the right. When it comes to films viewers eyes will normally focus on the left side of the screen the longest. Therefore placing objects they want to be noticed whereas placing objects or characters on the right is used to upset the balance.

Vanishing point, this is a good use of perspective and is useful when trying to create the illusion of a three-dimensional world on a two-dimensional surface. In these I've used the ending walk of a train's platform and the use of a dark tunnel, never knowing where it ends.

Next Positive and negative space, the positive being the object itself and the negative being the space around it. Having negative space can give the image a feeling of depth, it's a good use to emphasize the main object in the image or scene. In these images, I've used the technique to emphasise certain aspects, such as the tree, the church, and space.

Texture, the use of texture in a film can it expresses the feel of something and also can evoke a response. It both an aspect of materiality, and in the sense of overall fabrication. For example, the images of the waterfall and the emotion of water can make a person feel, relaxed, scared.

Pattern and repetition are shown in these images as how Swansea has grown over the years displaying both historical buildings and new. Along with the repeat of something that has similarities to the first, creating a strength of the image, making the image in overall more interesting as it repeats itself.

Emphasis and the focal point is a good technique to develop interest and to pull the viewers focus on the object, it shows importance. This has been used by making an object the largest in the image, along with highlighting.

When recreating balance I used the image of a building and how they represent equal weight, straight lines, etc. It balances out the image. Whereas some filmmakers or photographers will use this to confuse the audience into finding out where the balance is.

Moving onto the moving images of the portfolio I've taking examples of out the techniques used above while using others mostly illustrated in films. Pan shots, dutch tilt, pov, long angles, low angles etc. These all display the different effects it can convey. For example the use of a slow pan where I've filmed the church, displaying the beauty of the trees around it. Then the low angle of the statue, both setting is as powerful and almost god-like.



