

# Recipe for a movie

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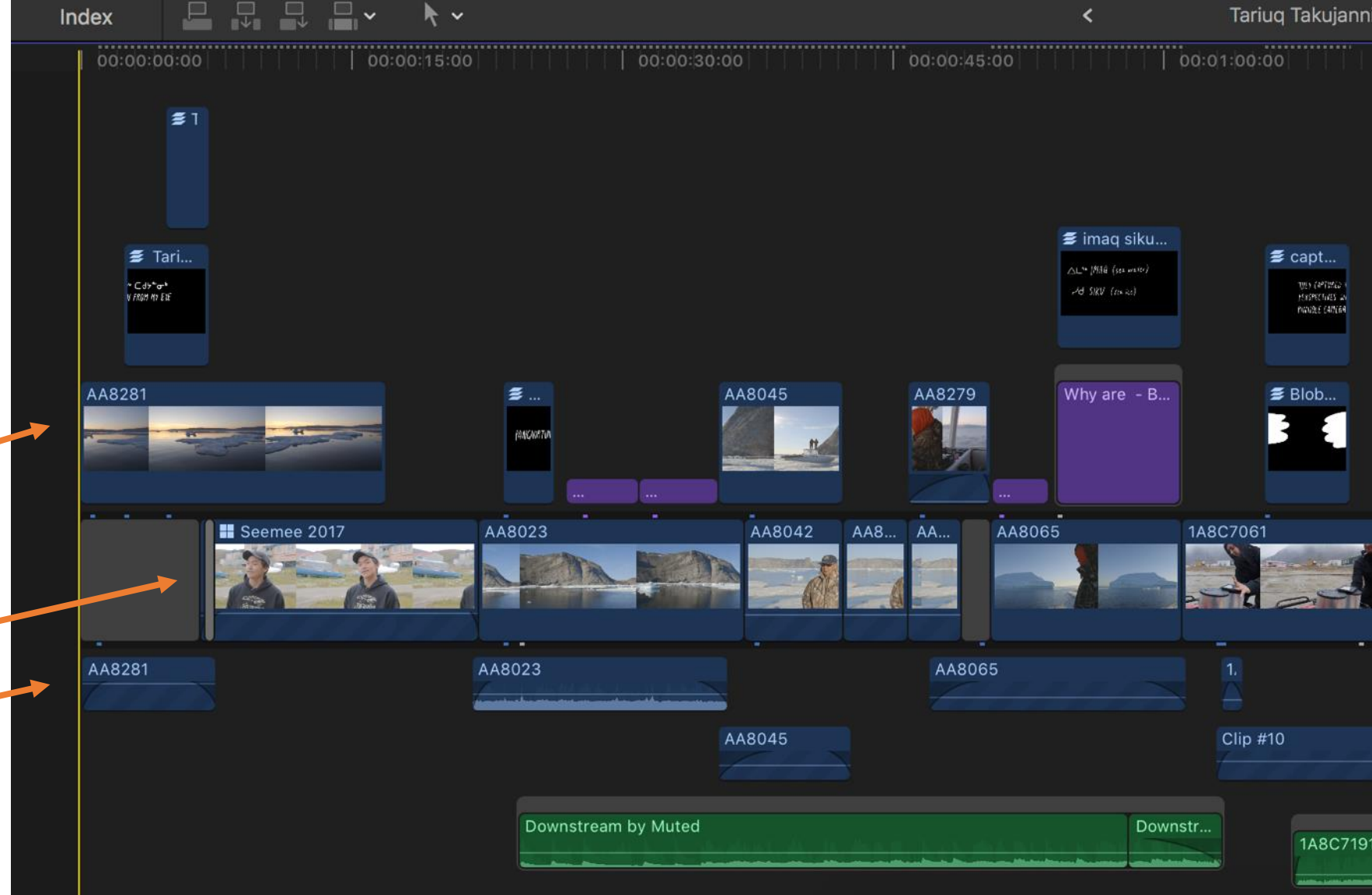
Knowledge Mobilization Working Group

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# THE OCEAN FROM MY EYE

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Graphics

B-roll

Interview track

Sound

Music

# Interview

- Rule of three
  - Camera 1 (wide angle)
  - Camera 2 (close-up)
  - Camera 3 (b-roll\*)
- Rule of thirds
- Eye level

# Static interview



# Choosing the right background



- Choosing the right background:
- What is she talking about?  
Where is she?

# Light source

- Image stressors
  - Not enough light
    - Back lit (sunset)
    - Artificial light (indoors)
  - Too much light
    - 10am-3pm
- Good light = Natural light
  - Indoors: by a window
  - Outdoors: cloudy, early/late in the day



# Active interview





# Sightline



# Sound

- Don't underestimate the sound! 80% of a movie is sound.
  - Equipment
  - Location
- Sound stressors
  - Distance\*, echo
  - Industrial
  - Wind
  - Traffic, sirens
  - Anything loud.



# B-roll

- Composition
  - Angle
  - Rule of thirds





