

Videografi

IGP Wiranegara

Media Film/Televisi

- ❁ Merupakan media yang sangat *powerful* untuk menyampaikan informasi, edukasi, maupun indoktrinasi.
- ❁ Elemen visual dari film dan televisi memiliki kekuatan dan daya komunikasi yang universal.
- ❁ Tidak seperti melihat kejadian sehari-hari atau menonton pertunjukan teater di panggung, menonton film kita disajikan potongan-potongan gambar yang disusun sedemikian rupa sehingga membentuk sebuah cerita. Setiap potongan gambar tersebut disebut SHOT.

SHOT

- ❁ SHOT : Merupakan unit informasi terkecil yang ditangkap kamera dalam satuan waktu tertentu yang menunjukkan sebuah adegan atau peristiwa.
- ❁ Untuk membuat SHOT ada 3 hal yang harus diperhatikan:
 - Aspect Ratio
 - Shot Size / Type of Shot
 - Camera Angle

ASPECT RATIO

- ❁ Academy Standard 1.33 : 1
- ❁ Wide Screen Eropa 1.66 : 1
- ❁ Wide Screen Amerika 1.85 : 1
- ❁ Sinemascope 2.35 : 1

**1x1
Box**

**1.33:1
4x3 SD**

**1.66:1
European**

**1.78:1
16x9 HD**

**1.85:1
Widescreen
Theatre**

2.40:1 Anamorphic

TYPE OF SHOT

Extreme Close Up (ECU)



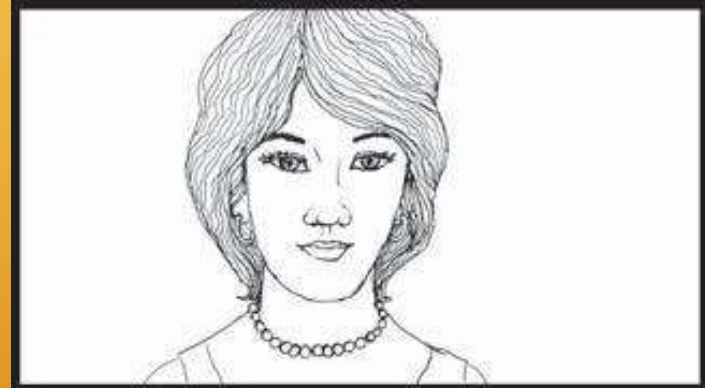
TYPE OF SHOT

Big Close Up (BCU)



TYPE OF SHOT

Close Up (CU)



Medium Close Up (MCU)

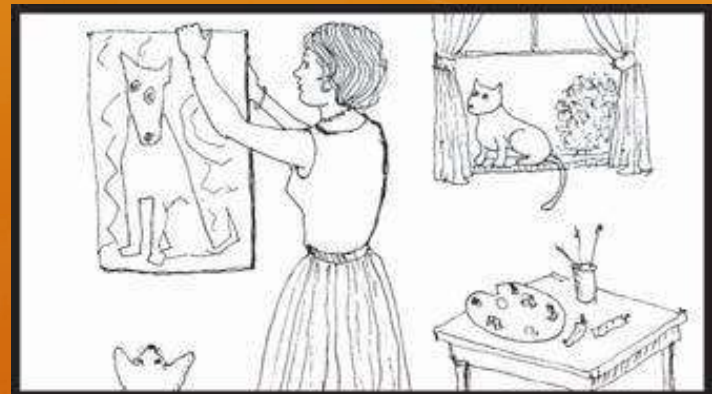


TYPE OF SHOT

Medium Shot (MS)



Medium Long Shot (MLS)



TYPE OF SHOT

Long Shot(LS)

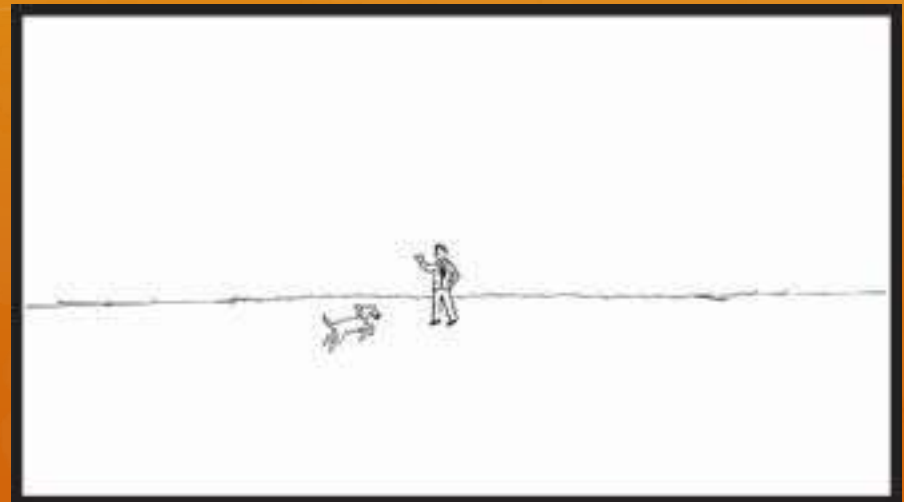
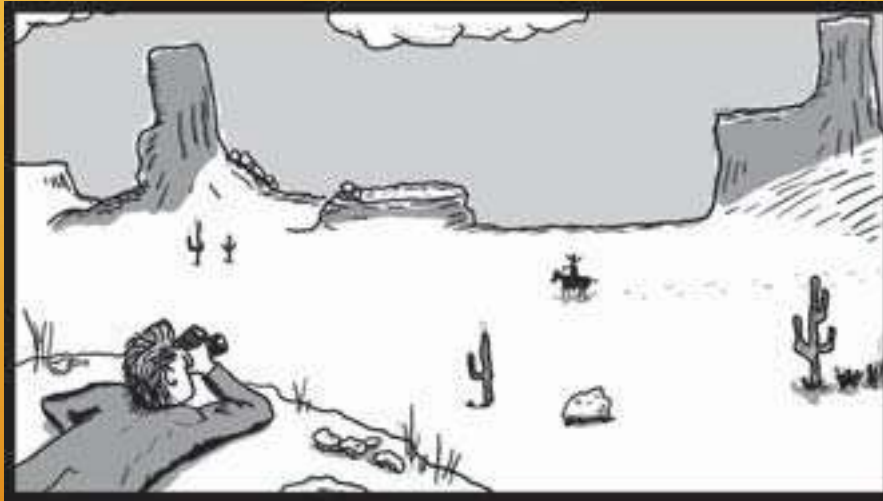


Very Long Shot (VLS)



TYPE OF SHOT

Extreme Long Shot(ELS)



TYPE OF SHOT

Two Shot (2-Shot/2S)



Group Shot

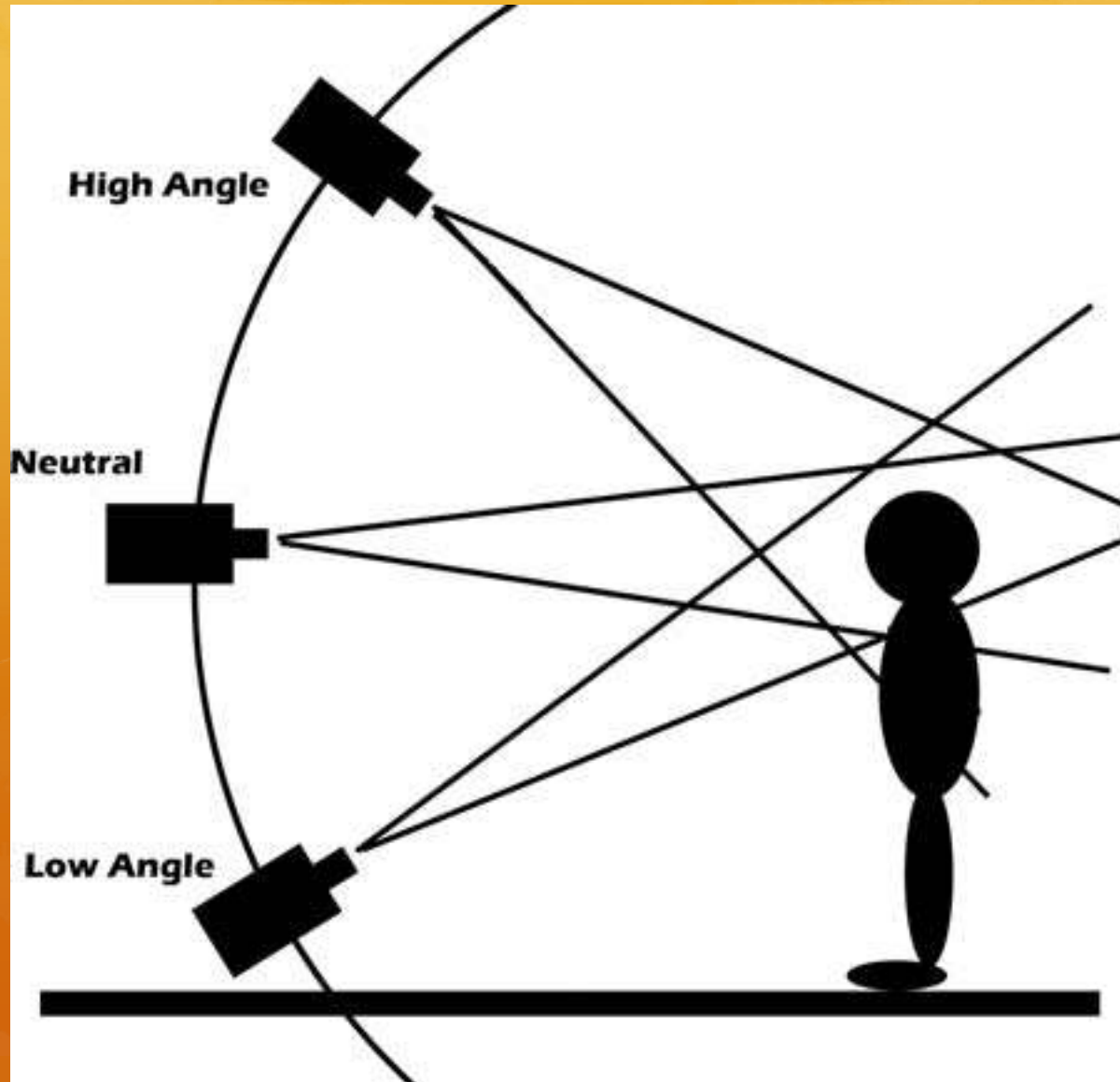


TYPE OF SHOT

Over-the-Shoulder Shot (OTS/OSS)



CAMERA ANGLE



CAMERA ANGLE

High Angle

Posisi kamera lebih tinggi/di atas subyek, menghasilkan gambar yang memberi kesan subyek tersebut menderita, kalah, pasrah, sedih, dan lain lain.



CAMERA ANGLE

Eye Level Angle

Posisi kamera sejajar dengan subyek, menghasilkan gambar yang memberi kesan wajar apa adanya.



CAMERA ANGLE

Low Angle

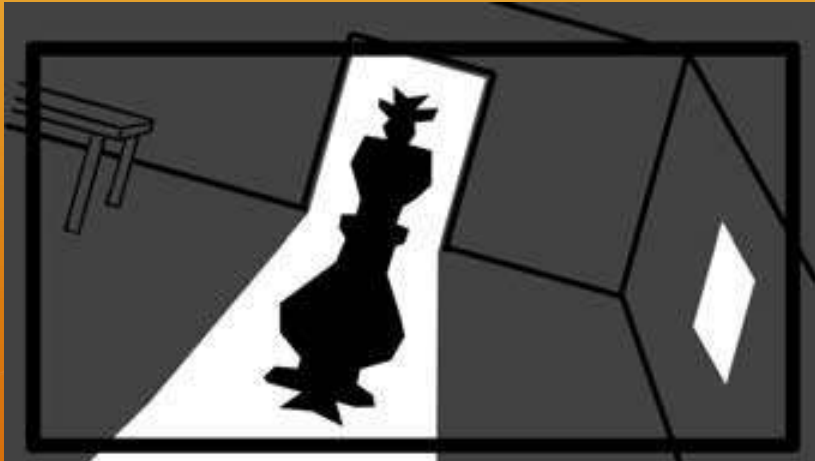
Posisi kamera di bawah subyek, menghasilkan gambar yang memberi kesan subyek tersebut gagah, sombong, berkuasa, menang.



CAMERA ANGLE

Dutch Angle/Dutch Tilt/Canted Angle/Oblique Angle

Posisi kamera tidak sejajar horizon, menghasilkan gambar subyek dan latar belakang yang miring, memberi kesan subyek sakit/mabuk/dalam suasana tidak nyaman.



HEADROOM & LOOK ROOM

Headroom



Look room / Looking room / Nose room

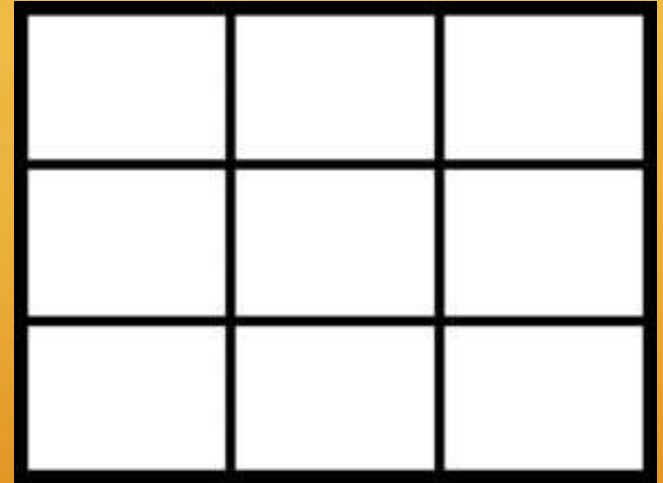
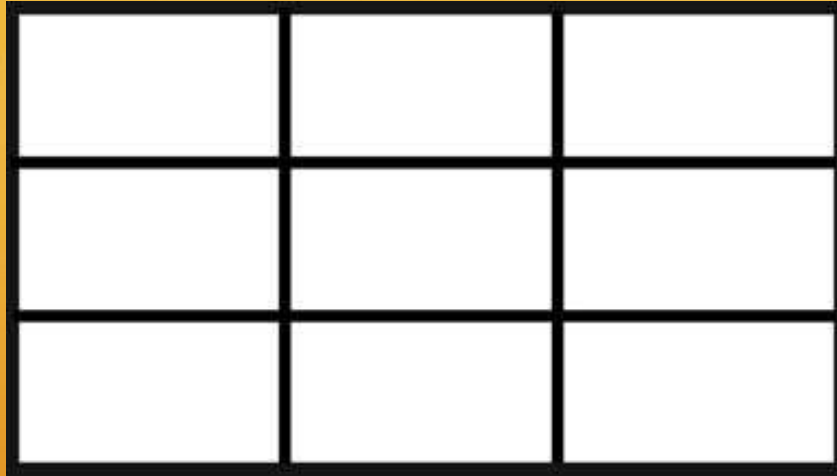


RULE OF THIRD

Aspect Ratio

16 : 9

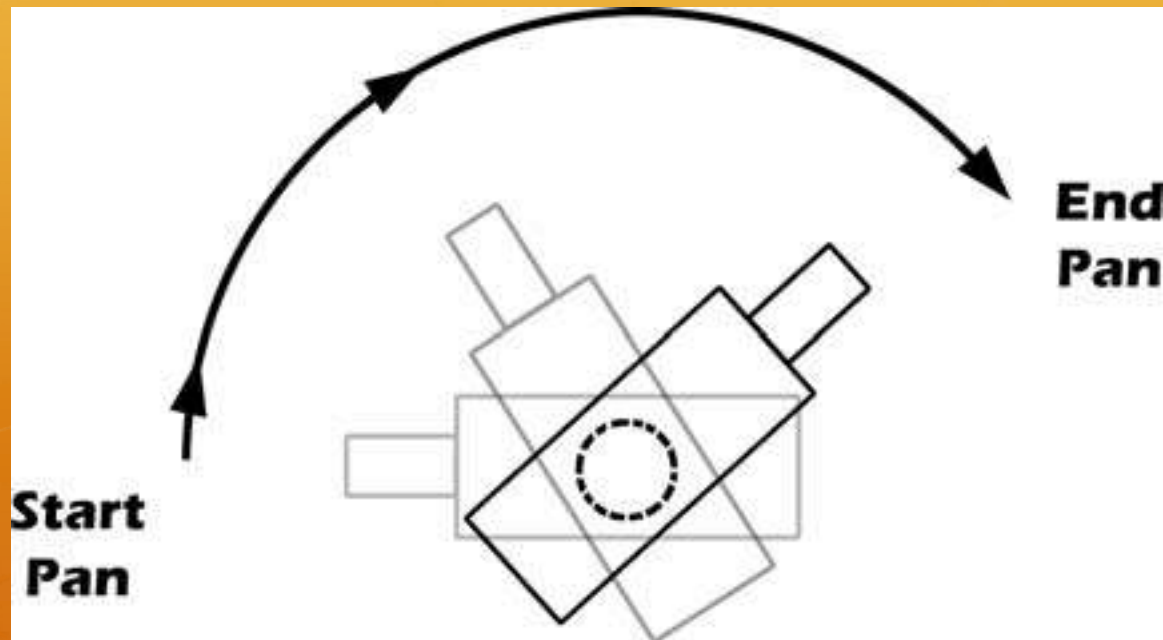
4 : 3



BASIC CAMERA MOVEMENT

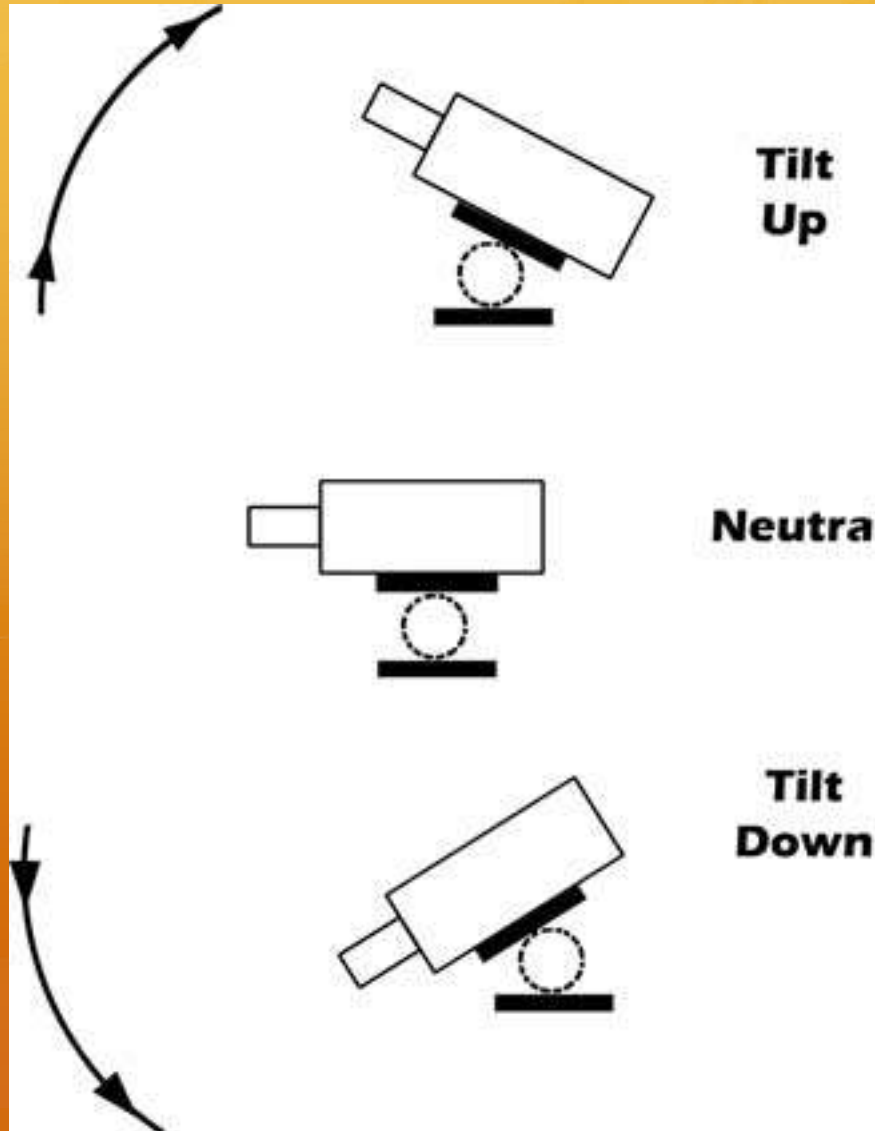
PAN (Panoramic)

Pan Right



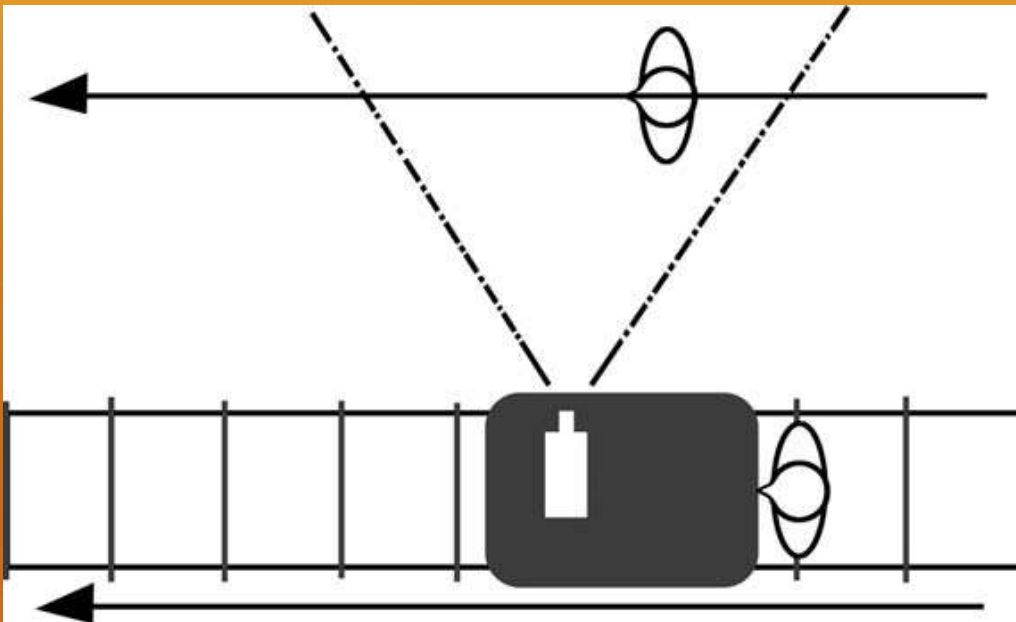
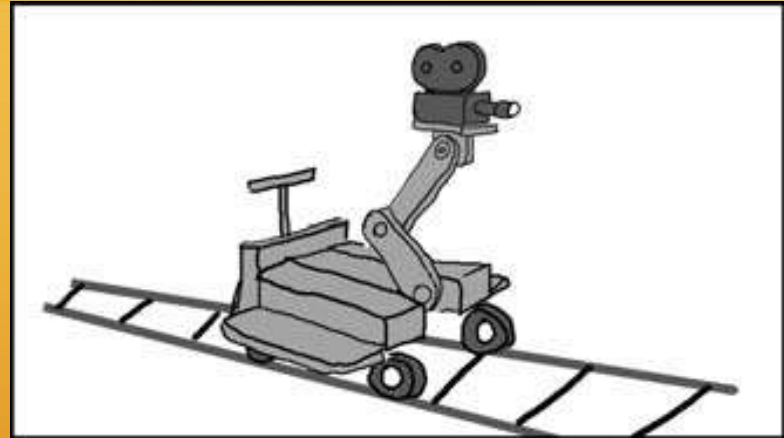
BASIC CAMERA MOVEMENT

TILT



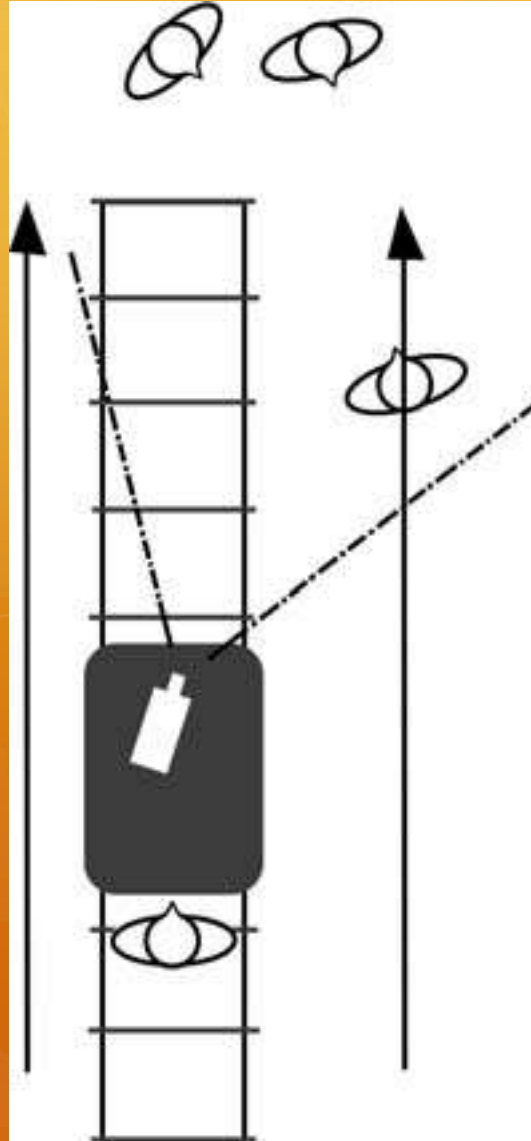
BASIC CAMERA MOVEMENT

CRAB



BASIC CAMERA MOVEMENT

TRUCK



Tracking In

BASIC CAMERA MOVEMENT

CRANE



BASIC CAMERA MOVEMENT

ZOOM



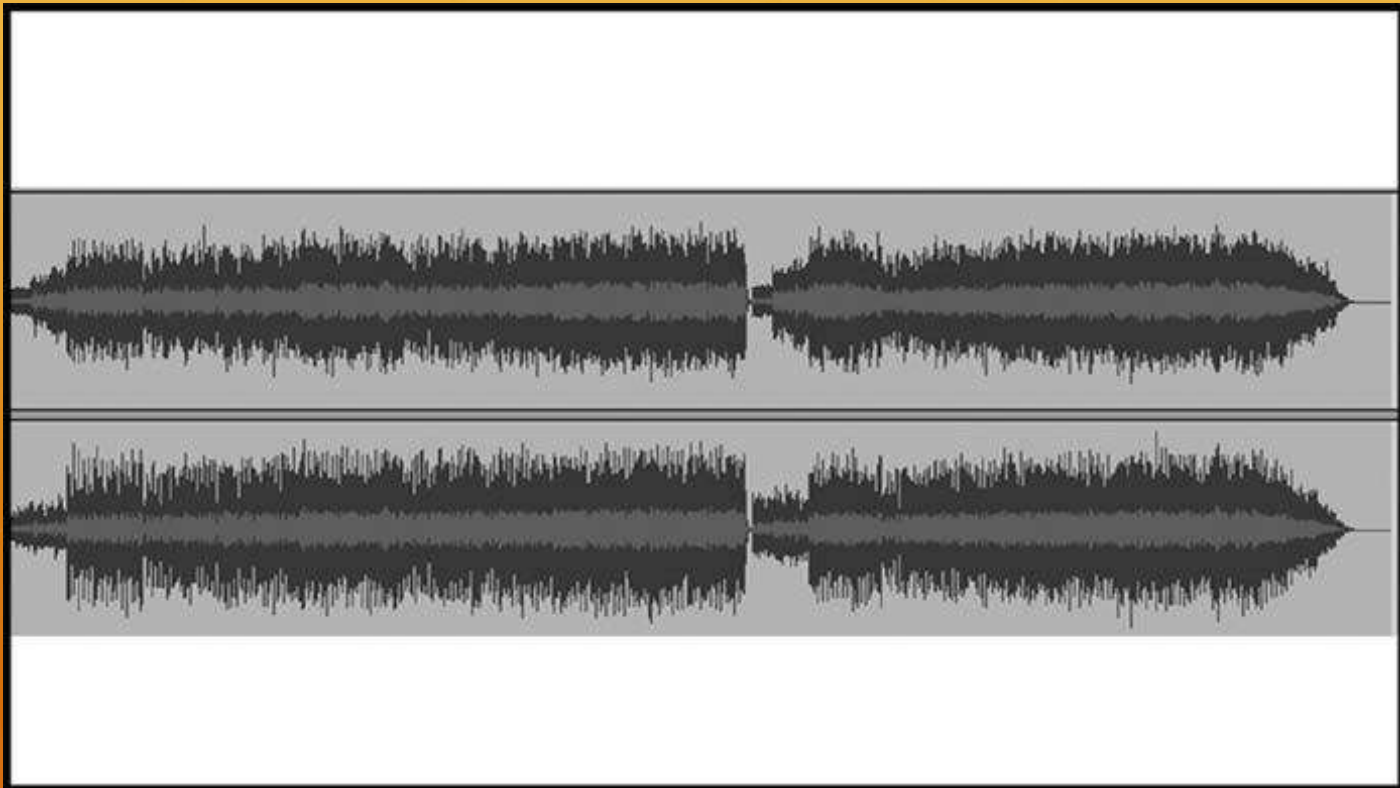
SHOT : Perhatikan...

FOCUS



SHOT : Perhatikan...

KUALITAS AUDIO



SHOT : Perhatikan...

EXPOSURE & COLOR TEMPERATURE



SHOT : Perhatikan...

FRAMING & KOMPOSISI



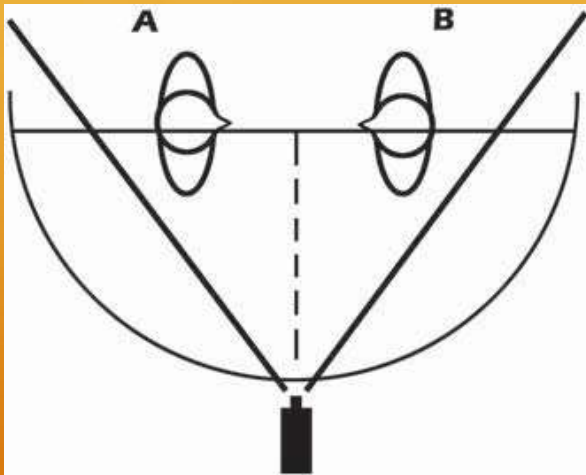
SHOT : Perhatikan...

SCREEN DIRECTION



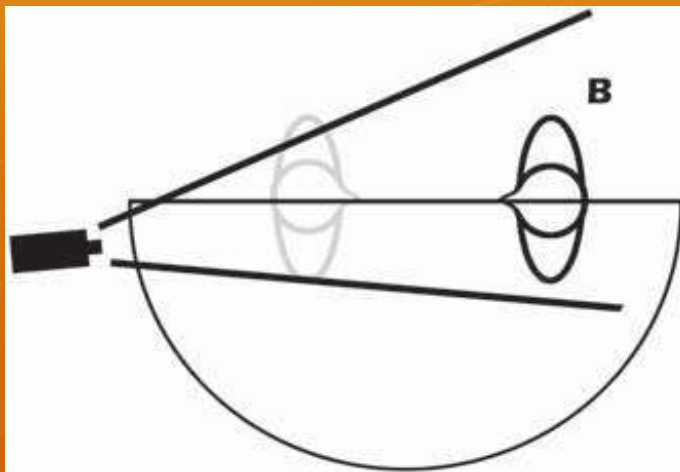
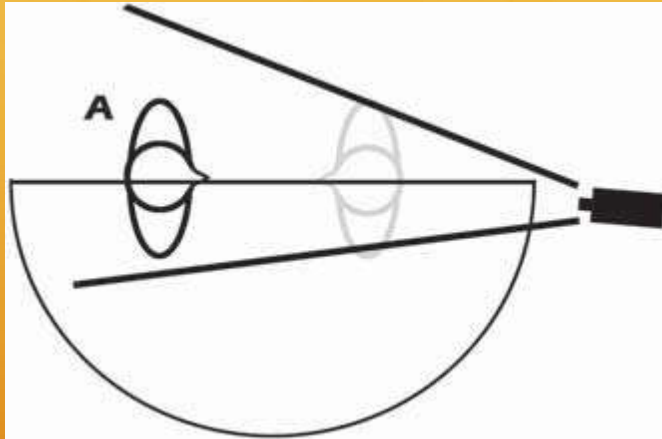
SHOT : Perhatikan...

SUMBU AKSI / GARIS 180 derajat



SHOT : Perhatikan...

SUMBU AKSI / GARIS 180 derajat



SHOT : Perhatikan...

SUMBU AKSI / GARIS 180 derajat

