

assignment #10 – third-person continuity (2-camera path)

Working in groups of 3-4, shoot a path from the third-person perspective, using two cameras simultaneously. This gives you the opportunity to capture wide or medium shots and close shots simultaneously and cut back and forth between them.

It also allows you to cut back and forth between different (third-person) points of view. For example, you can shoot a person walking around a corner from the back and front simultaneously, or shoot a person jumping off a wall from high and low angles.

Shooting

Shoot in groups of 3-4. Plan your shots carefully. Experiment and rehearse with different angles, and use a tripod for all panning, tilting, and still shots. You should have at least 5 different shots, and at least 10 edited clips in the final sequence. The final project should be no more than 90 seconds long.

Editing

Edit individually — each person will have their own cut of the project. When editing, focus on continuity of motion and composition from one shot to another. Use the following techniques to keep continuity across your shots; each of these can serve as a bridge to take the viewer seamlessly from one clip to the next:

- Match on action
- Cut on action
- Match on camera motion
- Eyeline match
- Diegetic sound match (sound from the environment)
- 180-degree rule (shooting)