

Geschichte und Ästhetik der audiovisuellen und digitalen Medien II

Filmästhetik

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Filmästhetische Merkmale

Kamera

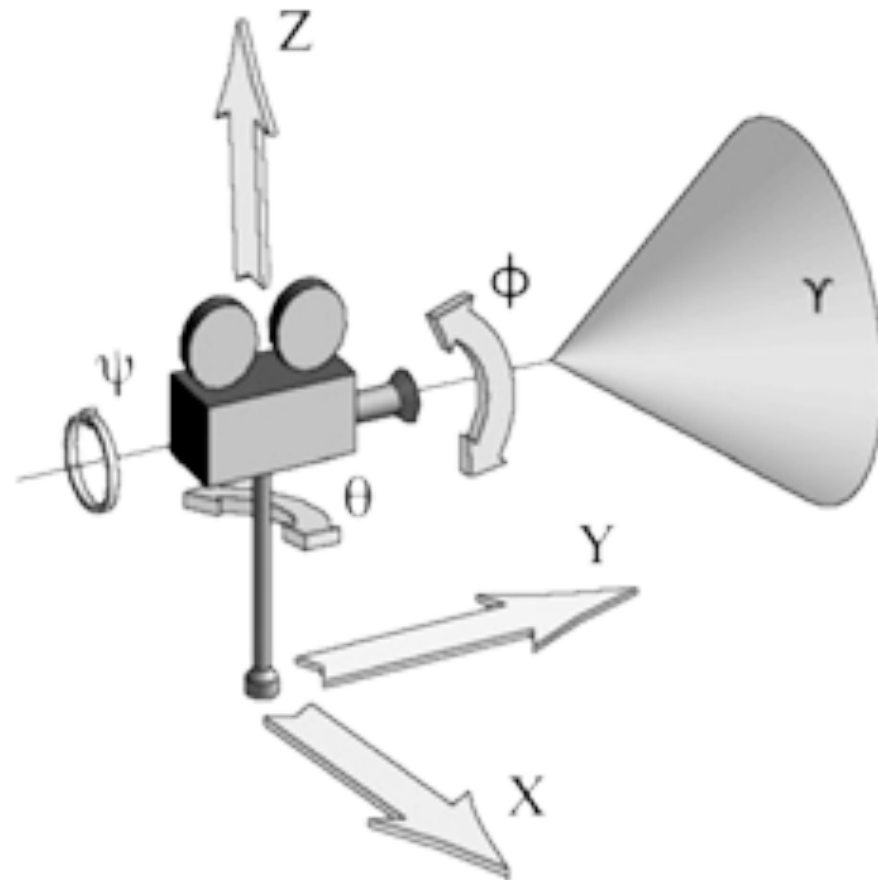
Einstellung
Bewegungen
Sichten

Mise en Scène
Bildaufbau
Ausstattung
Licht

Schnitt

Narration

Virtuelle Kamera



In its most common form, a virtual camera is a geometric object which can be defined through seven parameters: position (x , y and z), aiming (through the ψ , θ and ϕ angles), and field of view (γ , which represents the zoom).



Heavy Rain

Tomb Raider





L.A. Noire

Red Dead Redemption





Mafia 2

Grand Theft Auto IV



Heavenly Sword





Myst 4





Mirror's Edge



Resident Evil 4

Ashley

Leon



Sim City

City

City management icons: Police, Fire, Education, Health, Power, Water, Sewer, Land Use, Industry, Transportation, Parks, and Environment.

City Name: Gigantomania

Time: 2:03 PM

Population: 75,754

Income: +4,249 / HR

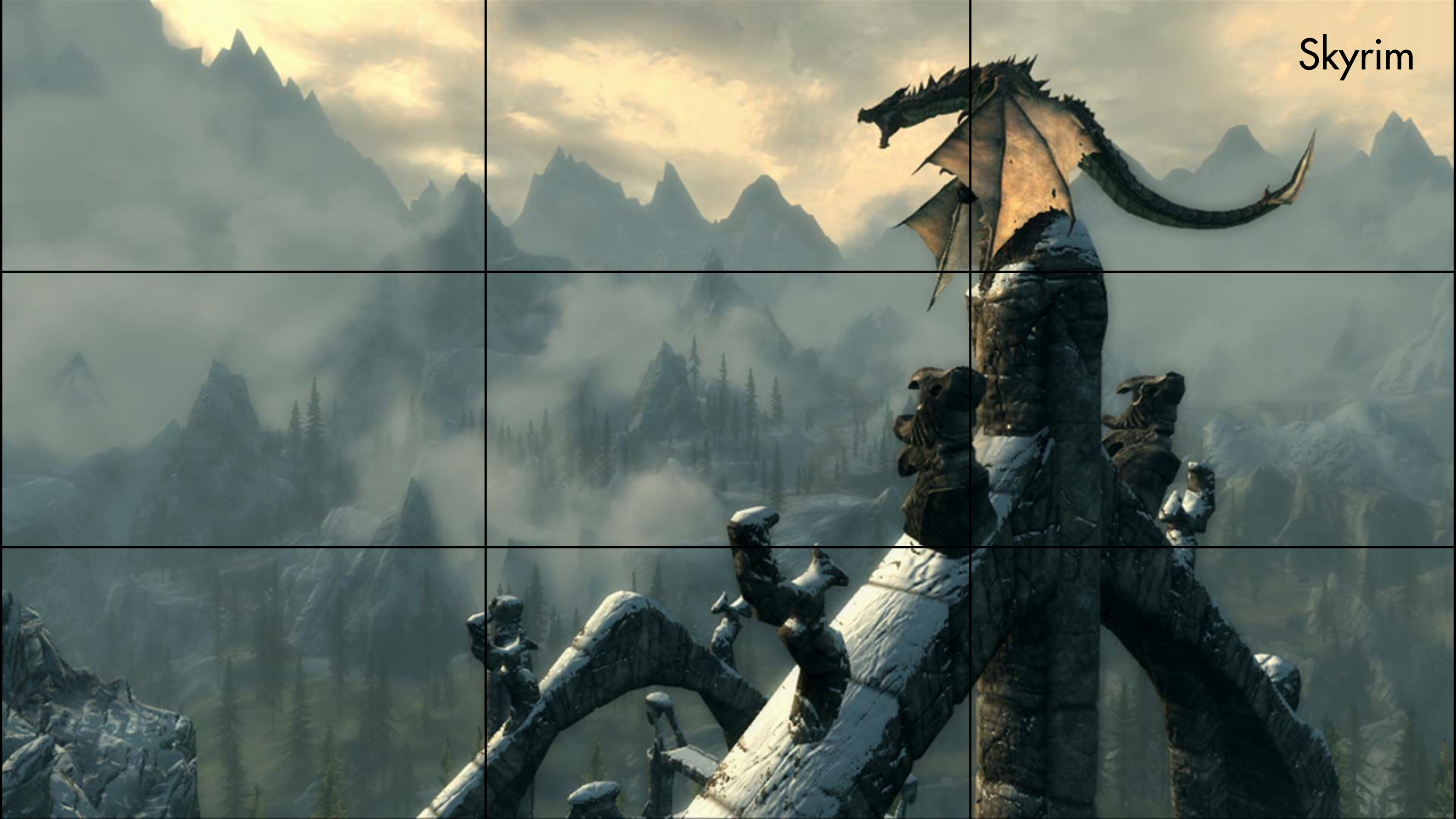
Police: 40,295

Progress bars for Police, Fire, and Education.

Mise en Scène

Bildaufbau, Ausstattung, Beleuchtung

Skyrim



Fallout: New Vegas





FIFA 2013



Spec Ops: The Line

Licht



High Key: Bioshock Infinite



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Mid Key: Gran Turismo 5



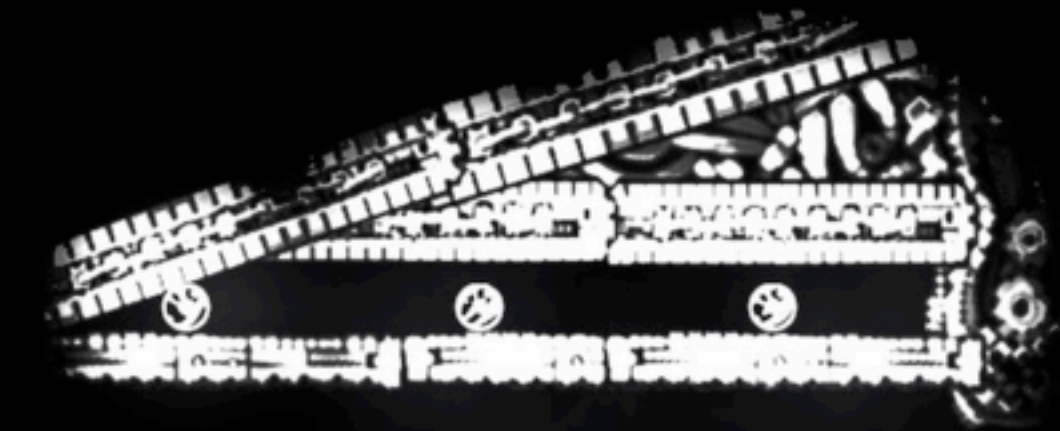
Low Key: Slender



Vignette: Limbo



Gegenlicht: Journey



Licht als Spielelement: Closure