Filmästhetik

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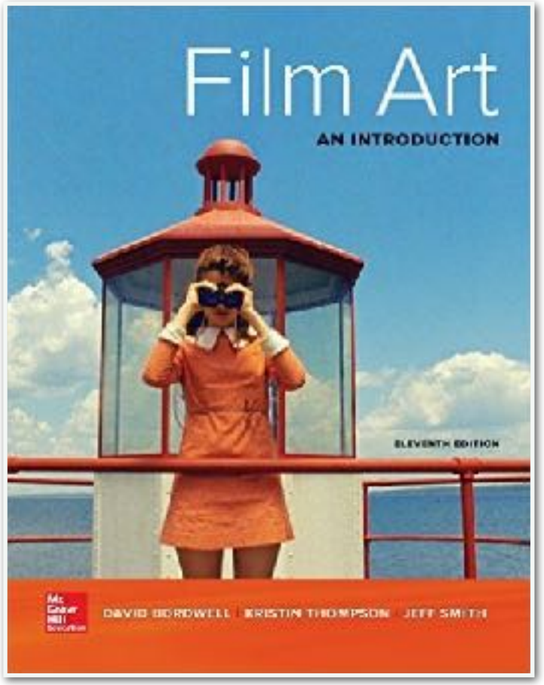
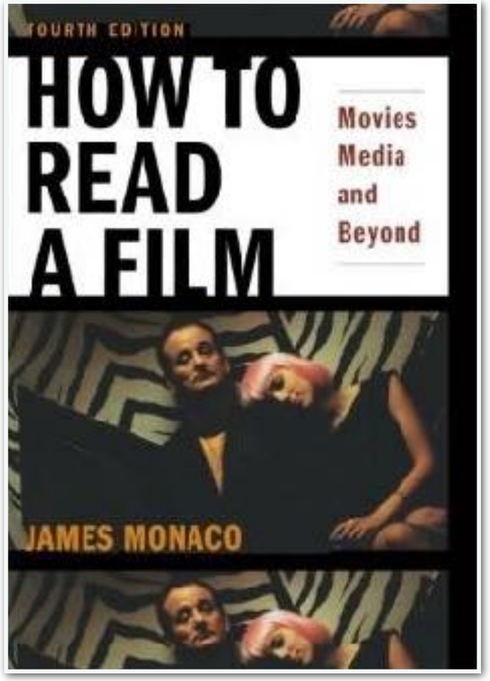
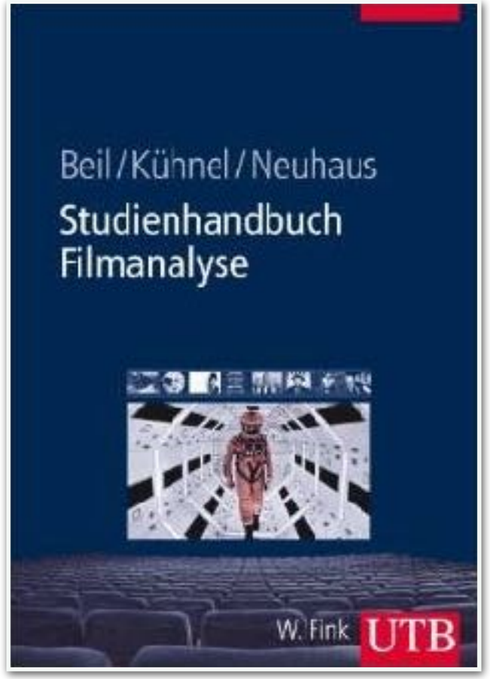




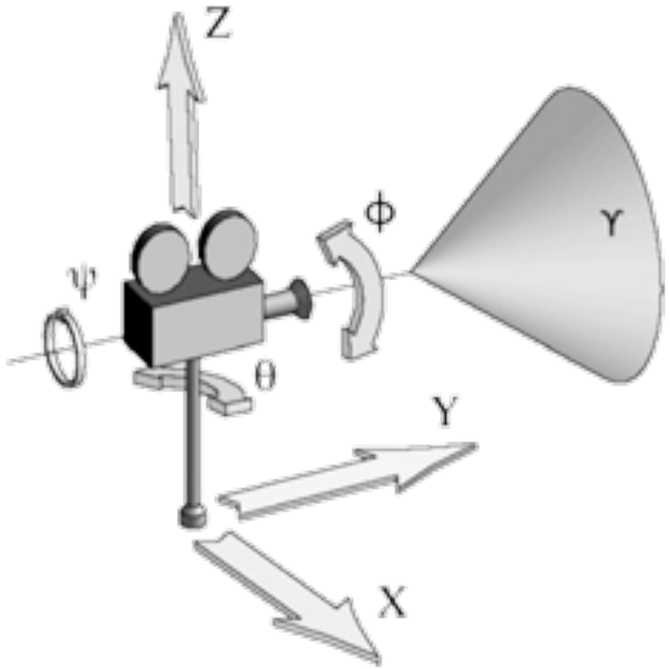


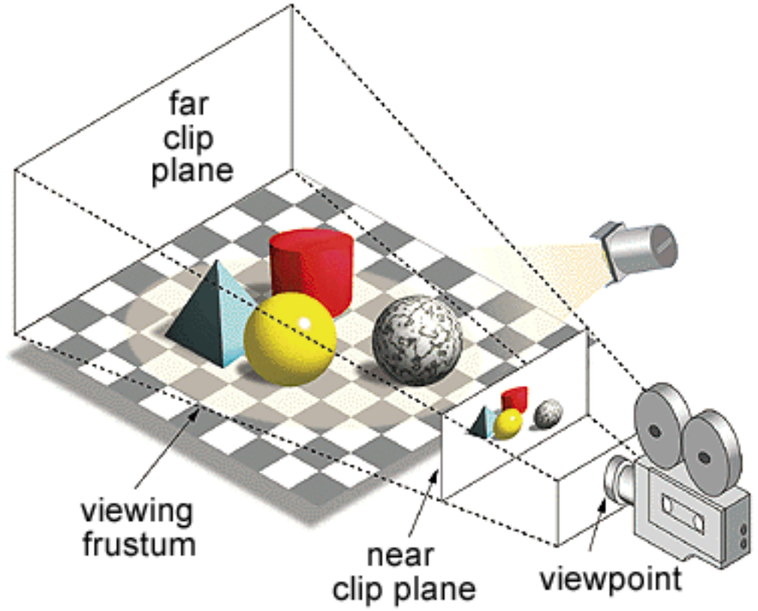
Filmästhetische Merkmale

http://medienwissenschaft.uni-bayreuth.de/lehre/vergangene-semester/wintersemester-2010-11/geschichte-und-sthetik-von-film-fernsehen-und-neuen-medien-i/

- Kamera
  - Einstellung
  - Bewegungen
  - Sichten
- Mise en Scène
  - Bildaufbau
  - Ausstattung
  - Licht
- Schnitt
- Ton
- 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).

http://cameracontrol.org/blog/what-is-virtual-camera-control/

Italienische: Heavy Rain

Großaufnahme: Tomb Raider

Nahe: L.A. Noire

Amerikanische: Red Dead Redemption

Halbtotale: Mafia 2

Totale: Grand Theft Auto IV

Supertotale: Heavenly Sword

Establishing Shot: Myst 4

Perspektiven:
Resident Evil 3

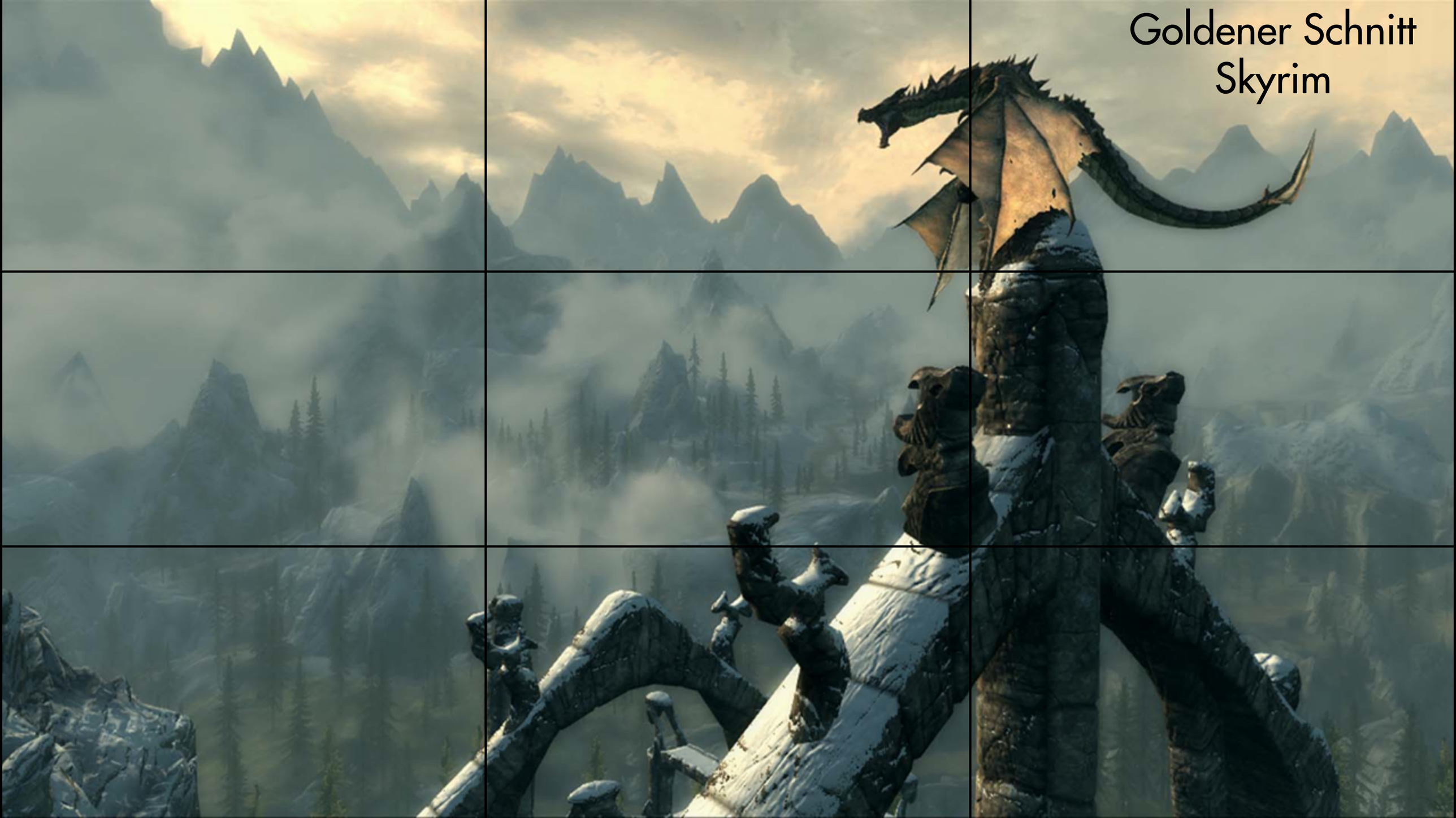
Point of View:
Mirror's Edge

Over the Shoulder:
Resident Evil 4

Tilt-Shift:
Sim City
BUS
THEATRE
BUSIN
City
2:03 PM
Gigantomania
75,754
+4,249 / HR
40,295

Mise en Scène

Bildaufbau, Ausstattung, Beleuchtung


Goldener Schnitt
Skyrim

Farbpalette
Firewatch

Tiefenschärfe
FIFA 2016

Symbolik
Spec Ops: The Line

Licht und Farbe

High Key: Bioshock Infinite

Mid Key: Gran Turismo 5

Low Key: Slender

Vignette: Limbo

Gegenlicht: Journey

Licht als Spielelement: Closure

Video Game Tourism

Screenshot-Wettbewerb

Einreichung bis 29. Mai 2017

http://computerspielwissenschaften.uni-bayreuth.de/spielkultur/vgt/