

# Geschichte und Ästhetik der audiovisuellen und digitalen Medien II

Filmästhetik

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# Filmästhetische Merkmale

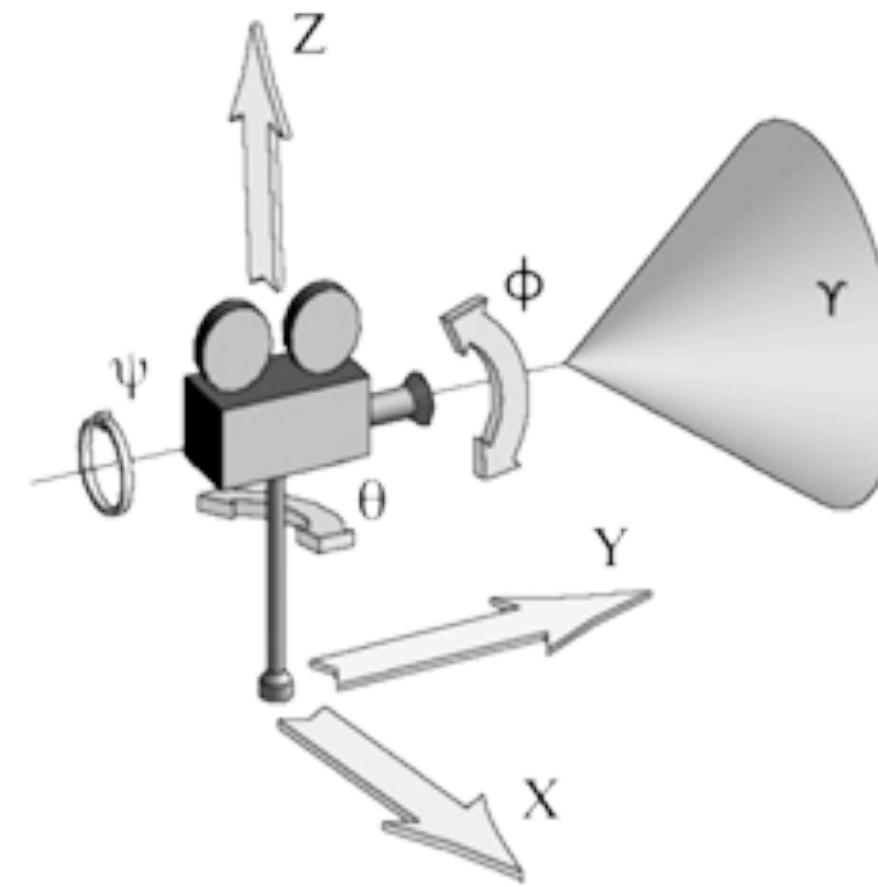
Mise en Scène  
Bildaufbau  
Ausstattung  
Licht

Kamera  
Einstellung  
Bewegungen  
Sichten

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  $\psi$ ,  $\theta$  and  $\varphi$  angles), and field of view ( $\gamma$ , which represents the zoom).



Heavy Rain

Tomb Raider





L.A. Noire

# Red Dead Redemption





Mafia 2

# Grand Theft Auto IV



# Heavenly Sword





Myst 4



Resident Evil 3



Mirror's Edge

IGN.COM



Resident Evil 4

Ashley

Leon



Sim City



City

II  
2:03 PM

Gigantomania



75,754

+4,249 / HR

40,295



# Mise en Scène

Bildaufbau, Ausstattung, Beleuchtung

A composite image from The Elder Scrolls V: Skyrim. The left side shows a vast, misty mountain range under a golden sunset. The right side features a large, detailed stone statue of a dragon perched on a snow-covered mountain peak. A massive dragon is captured in mid-flight above the statue, its wings spread wide. The sky is filled with soft, warm light from the setting sun.

Skyrim

# Fallout: New Vegas





FIFA 2013



Spec Ops: The Line

Licht



Bioshock Infinite



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Gran Turismo 5



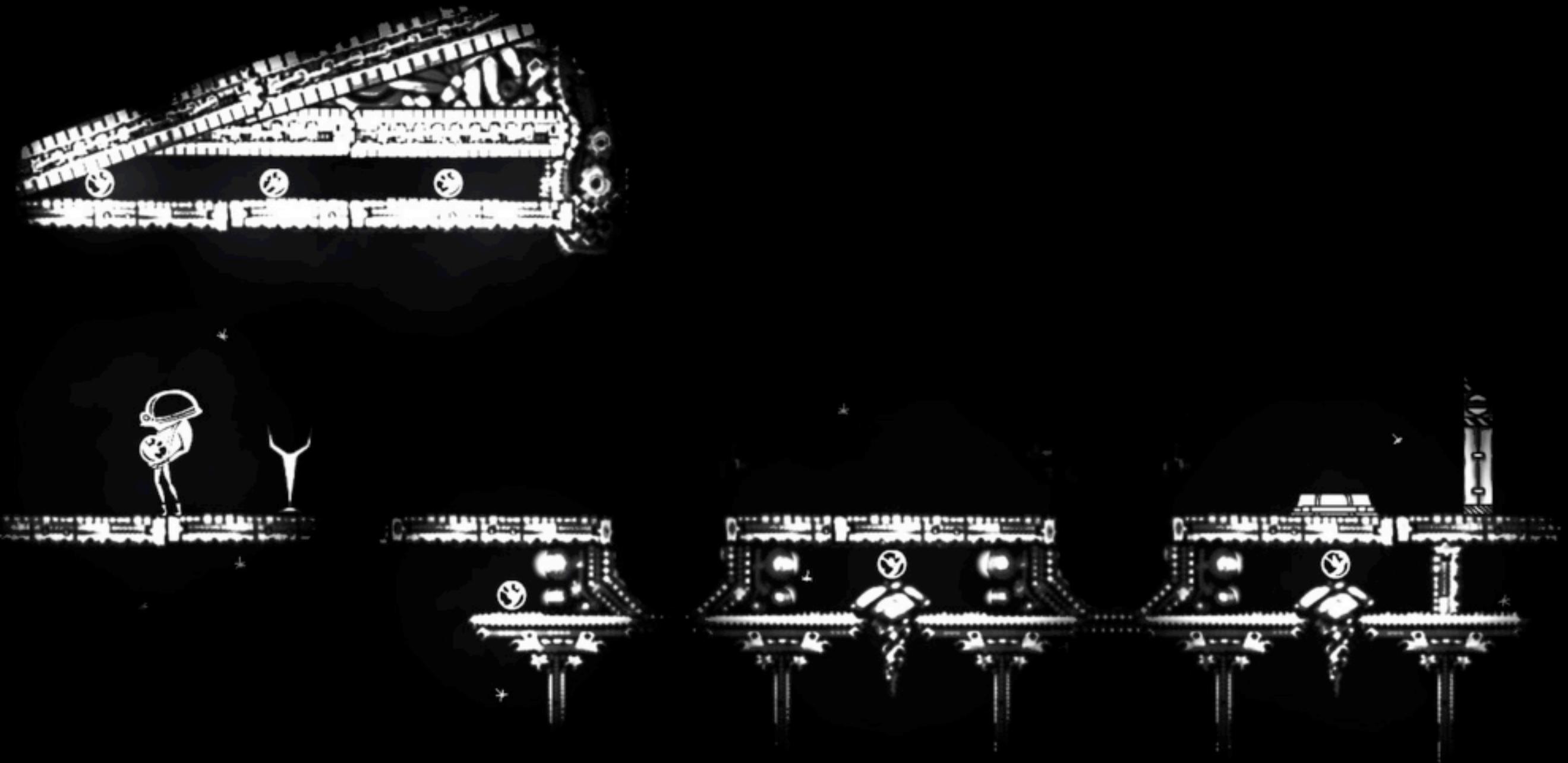
Slender



Limbo



Journey



Closure