

Geschichte und Ästhetik der audiovisuellen und digitalen Medien II

Filmästhetik

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Filmästhetische Merkmale

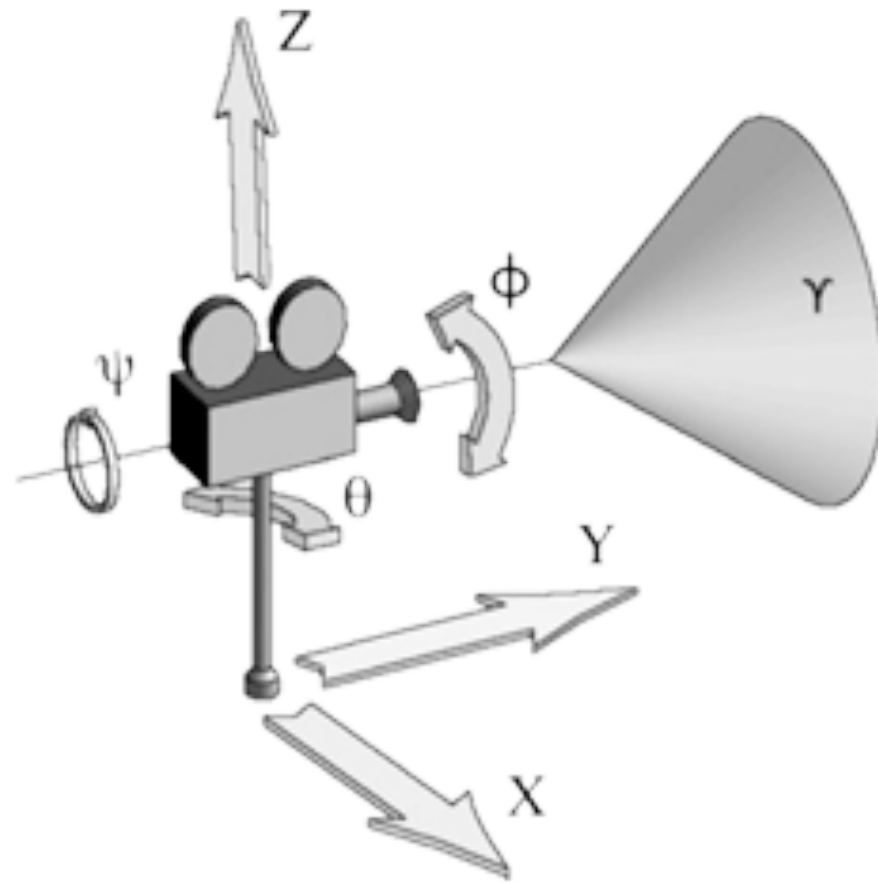
Mise en Scène
Bildaufbau
Ausstattung
Licht

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 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



Resident Evil 3



Mirror's Edge



Resident Evil 4



Sim City

City

Gigantomania



75,754

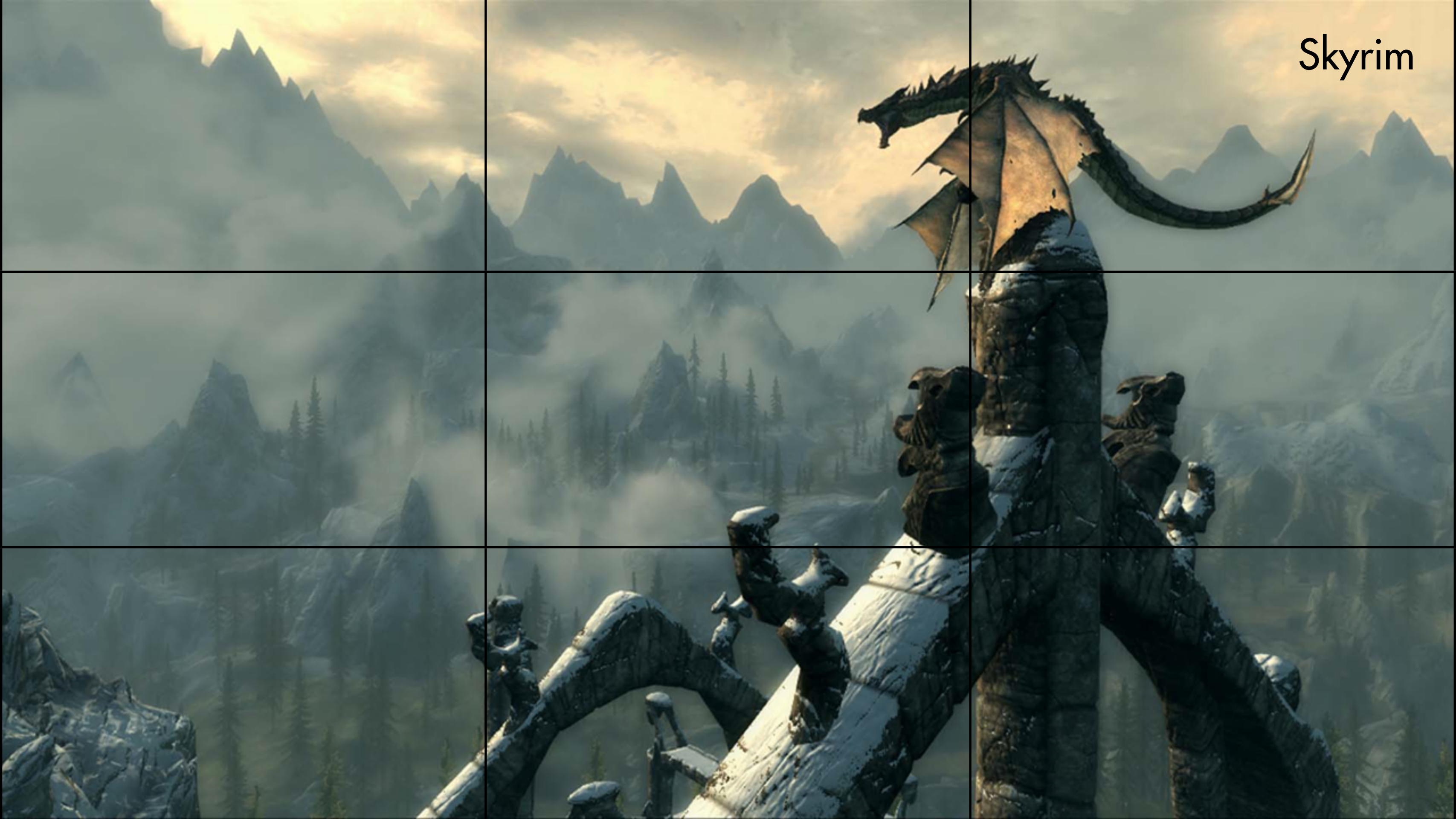
+4,249 / HR

40,295

Mise en Scène

Bildaufbau, Ausstattung, Beleuchtung

Skyrim



Fallout: New Vegas





FIFA 2013



Spec Ops: The Line

Licht



Bioshock Infinite



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Gran Turismo 5

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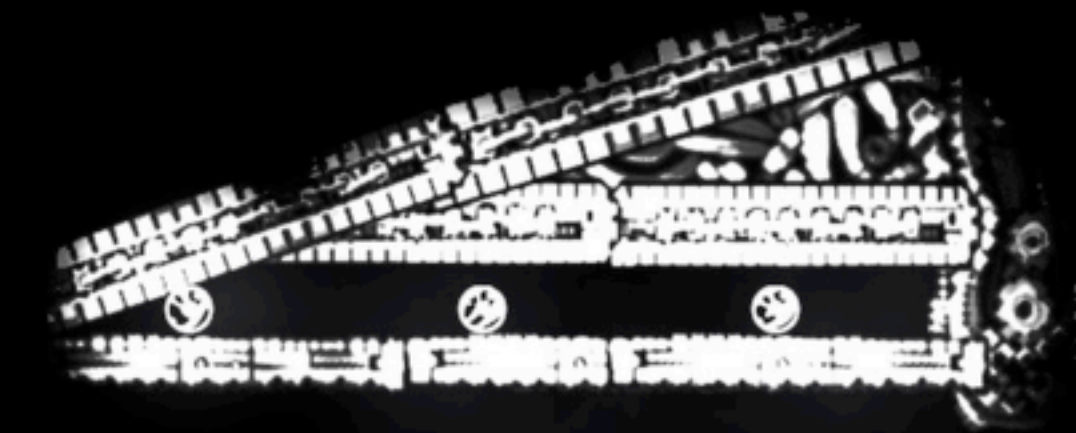
Slender



Limbo



Journey



Closure