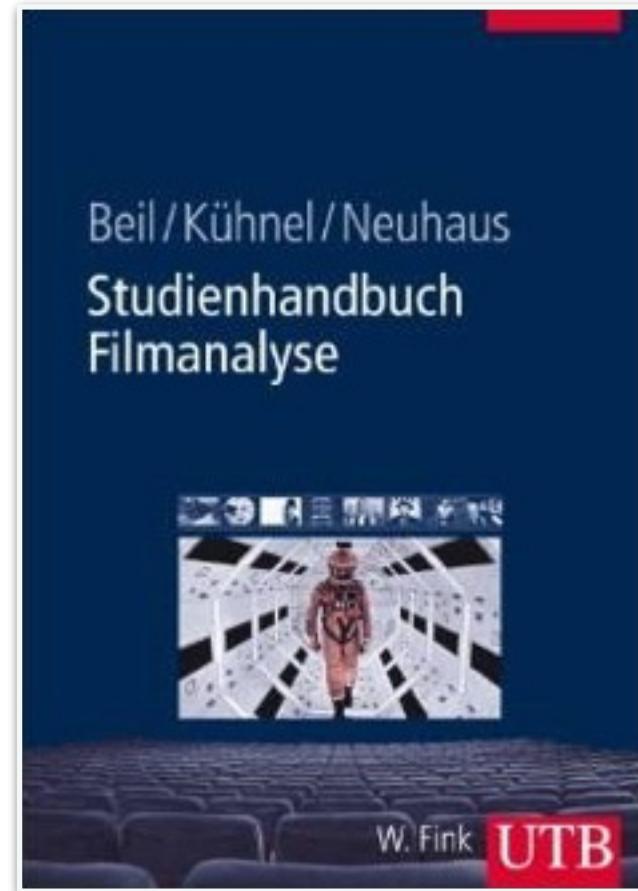
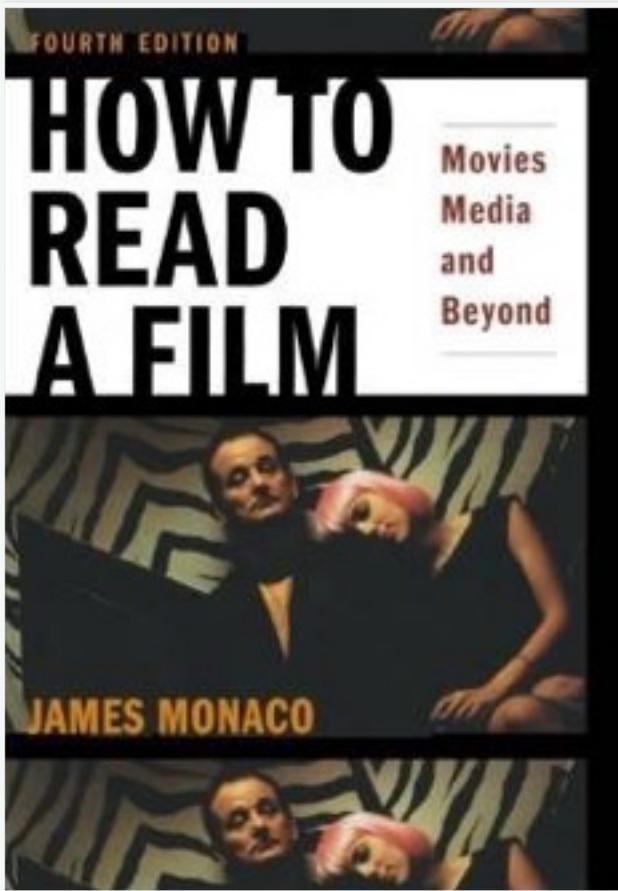
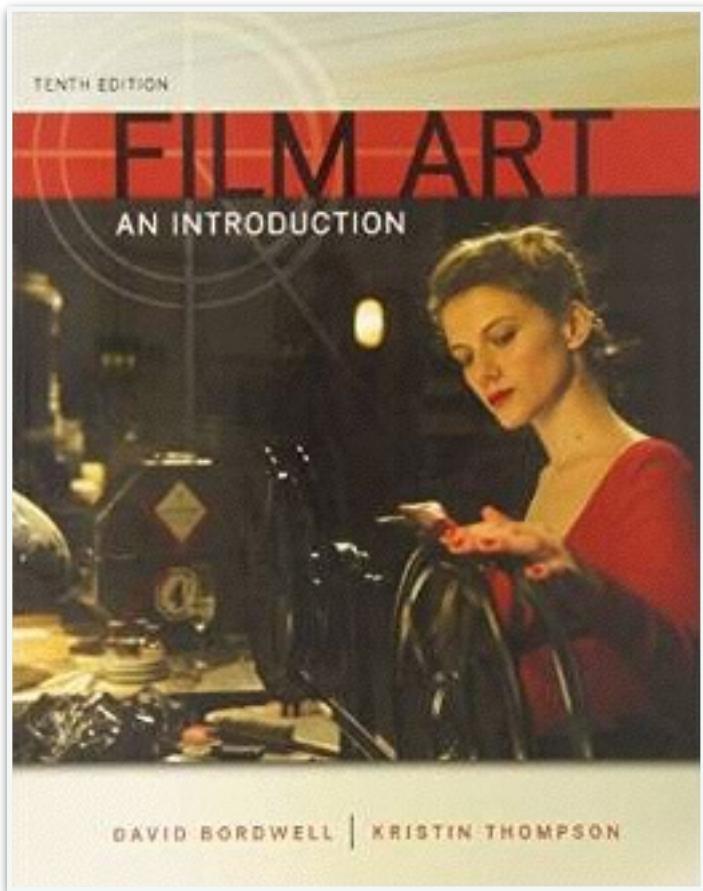


# Filmästhetik

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# Filmästhetik





# Filmästhetische Merkmale

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

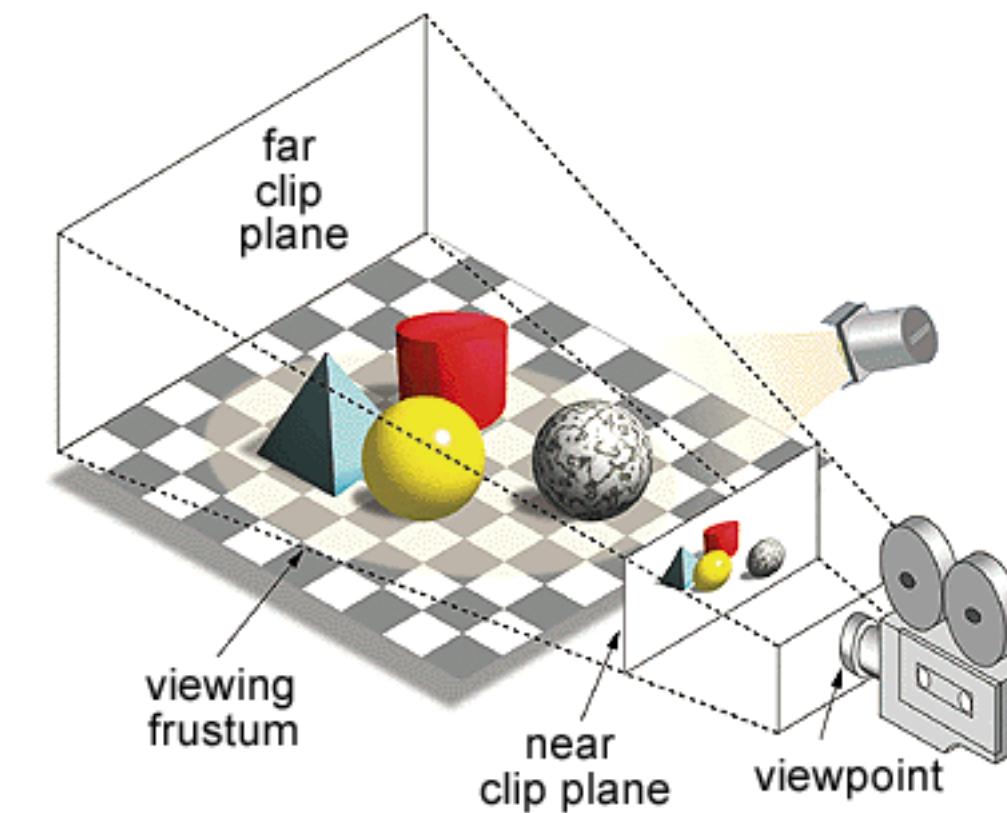
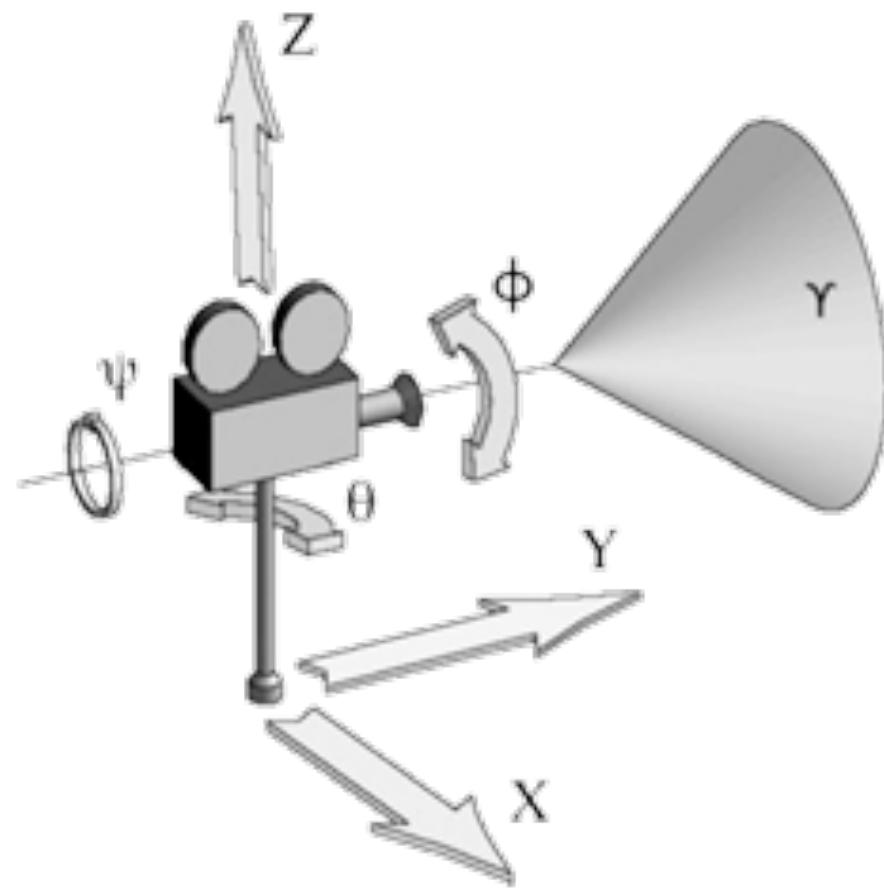
Mise en Scène  
Bildaufbau  
Ausstattung  
Licht

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



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

IGN.COM



Over the Shoulder:  
Resident Evil 4

# Tilt-Shift: Sim City



2:03 PM ►► Gigantomania



75,754

+4,249 / HR

40,295

# Mise en Scène

Bildaufbau, Ausstattung, Beleuchtung

Goldener Schnitt  
Skyrim



# Gegenlicht

## Fallout: New Vegas





Tiefenschärfe  
FIFA 2013



Symbolik  
Spec Ops: The Line

# Licht und Farbe



High Key: Bioshock Infinite



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Mid Key: Gran Turismo 5



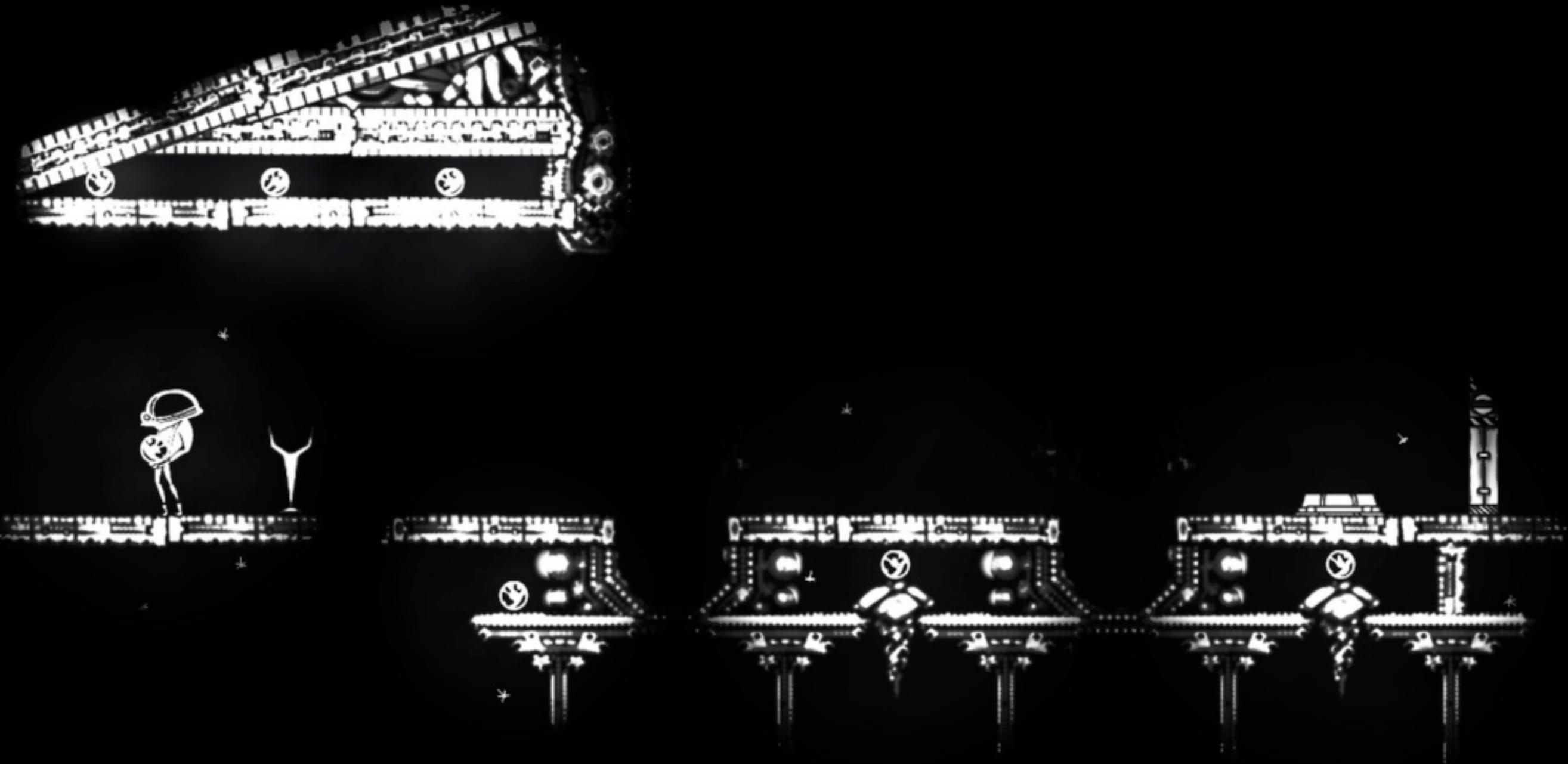
Low Key: Slender



Vignette: Limbo



Gegenlicht: Journey



Licht als Spielelement: Closure