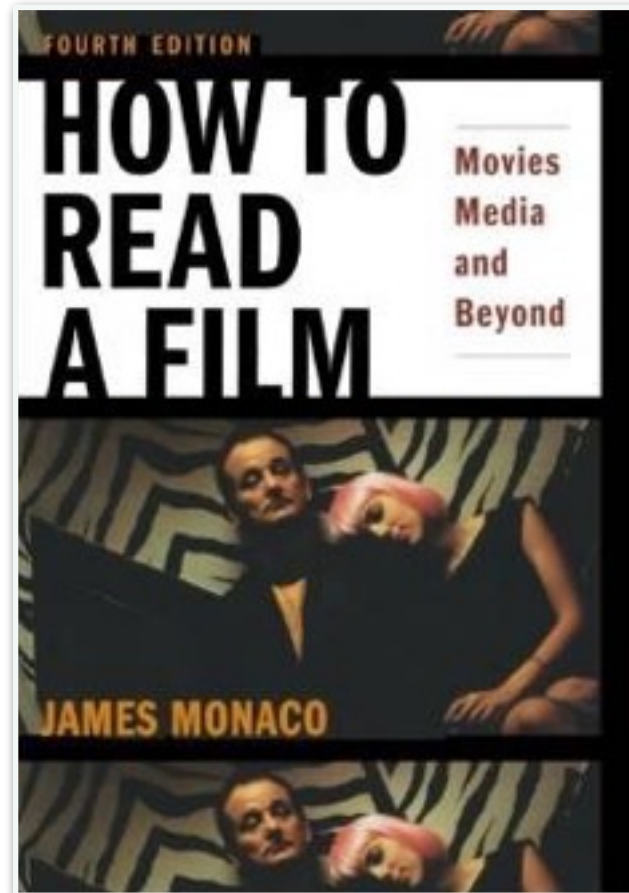
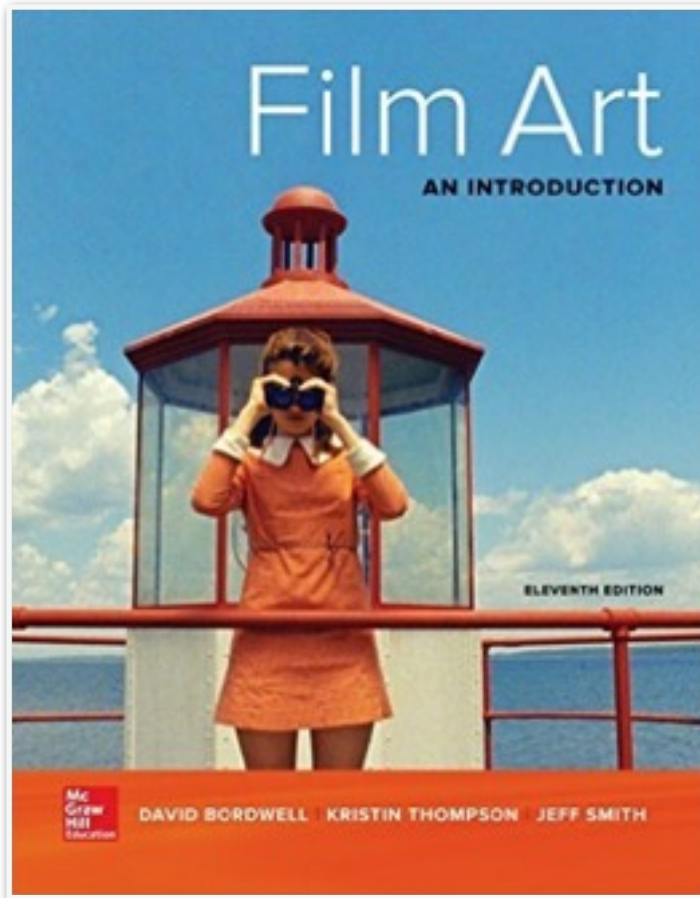


Filmästhetik



Filmästhetik





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

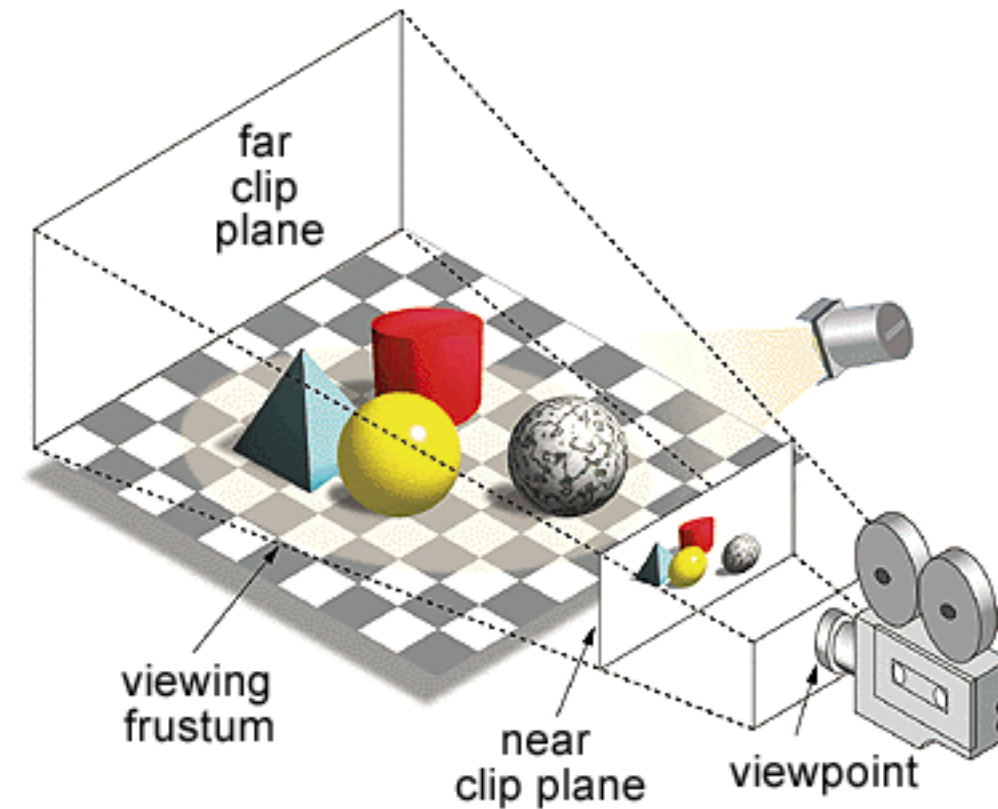
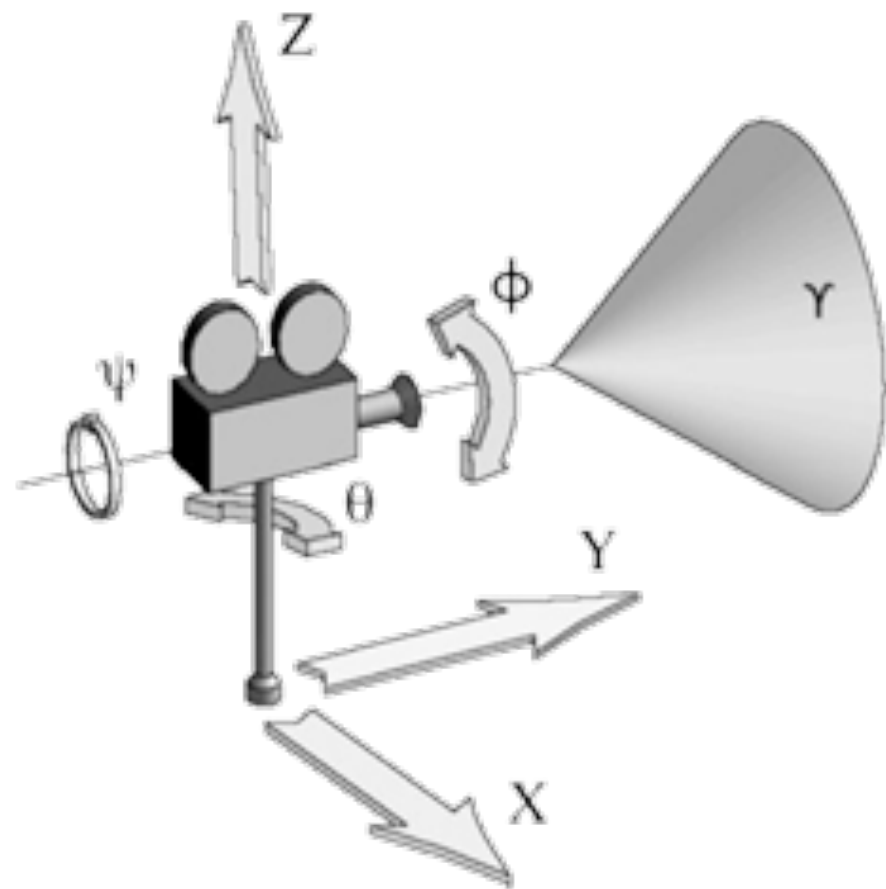
Licht

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).



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

Ashley

Leon



Tilt-Shift: Sim City

Mise en Scène

Bildaufbau, Ausstattung, Beleuchtung

Goldener Schnitt Skyrim



Gegenlicht
Firewatch





Tiefenschärfe
FIFA 2016



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