

Storyboarding Science

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Editing

The film is written more than one time

- Literal, novel
- Step-outline
- Treatment
- Script (dialogue and action)
- Storyboard (picture)
- Filming (shot)
- Editing

Story

- Oral
- visual (graphic, drawing)
- written
- performed (theatre)

Film...only 100 years old...but this include all the others (oral, visual, written, performed)...plus editing

Editing...??? Assembling??? Cutting???



Hitchcock explains CUTTING

Sequence Shot
vs
Fast Cut



Sequence Shot vs Fast Cut

According to **Walter Murch**, editor and author of “In the Blink of an Eye”, **the ideal cut** satisfies six criteria at once:

1. It must be true to the **emotion** of the moment
2. It **advances the story=information**
3. It occurs at a moment that is **rhythmically interesting=not visible**
4. It acknowledges what is called “**eye-trace**” (the concern with the **location and movement of the audience’s focus of interest within the frame**)
5. It allows the **transition** from **three dimensions** into **two dimensional photography=180 rule**
6. It respects the **three-dimensional continuity** of the actual space (where are the people in the room and in relation to one another)

If the **emotion is right and the story (information) is advanced**, the audience will be forgiving and unconcerned about the other four criteria that relate to chronological continuity.

Murch suggests **cuts work**

1. because they resemble the way images are **juxtaposed** just like the way we **think and dream (e.g zoom does not exist anymore)**.
2. film-cutting mirrors **how our language works**. Our language divides the world up into things. Those are the cuts in our **“speaking metaphor”**, you are narrating **one thing at a time**, the ideas of your story.

Narrative Context

Question and answer editing pattern

1. Straightforward **Question...Answer** editing

Narrative context: **Our scene takes place in the woods on a summer day. Laura, a teenager, is looking for her old brother Tom.** At his point in the story we have not yet seen Tom and so we do not know what he looks like.

Shot A: Laura enters the woods.

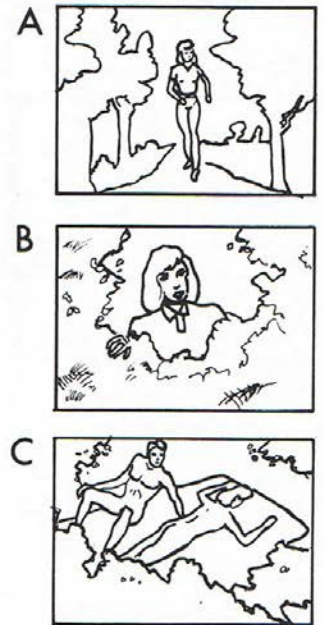
Question: “Where is Tom?”

Shot B: Laura stops short a few yards from a clearing.

New Question: “What has she found?”

Shot C: Tom and a girl lying naked on a blanket in a clearing

Answer: “Laura has found her brother”.



2. Placing an Answer before the Question

In this case the viewer would share a secret with the filmmaker by knowing that Tom is nearby in a compromising situation.

Shot A: Laura enters the woods.

Question: “Where is Tom?”

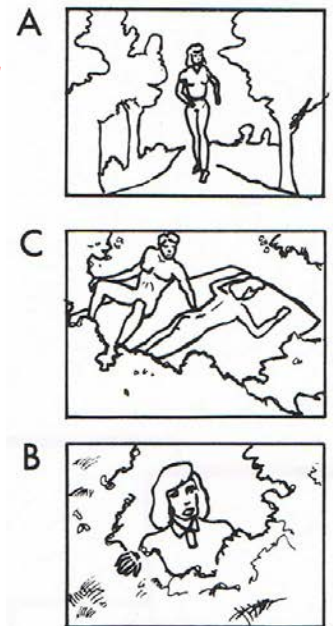
Shot C: Tom and a girl lying naked on a blanket in a clearing.

Answer: “Tom is here”.

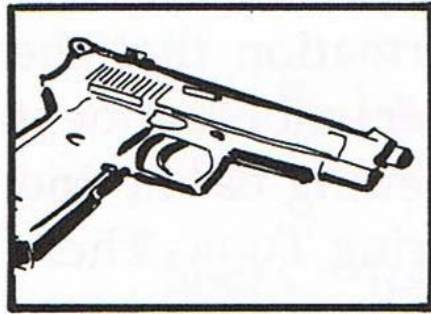
New Question: “Will Laura find Tom?”

Shot B: Laura stops short a few yards from the clearing.

Answer: “Laura has found Tom”.

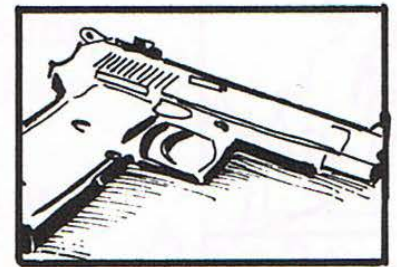


R-Evolution



3. Delaying the answer

The look in the **first shot** would ordinarily be answered by a shot of the **gun**. However, the answer has been **postponed** while shots 2 and 3 show the man **turning on the light**.



Expressive: psychological effect

Kuleshov Effect

Shot of an actor
with a neutral
expression



A shot of soup



The audience...

...felt the **pensive mood**
of him looking at the
soup

A shot of dead
woman



...were **touched** at the
way he looked at the
woman in the coffin

A shot of a girl
playing with a toy



...liked the **light smile**
he displayed watching
the girl playing

The whole is greater than the sum of the parts



Kuleshov Effect

Hitchcock explains the expressive effect

The Silence of the Lams

Kind of story telling technique with Editing

- 1 Linear story
- 2 Backwards
- 3 Teaser
- 4 Sub Story
- 5-Inner Cutting



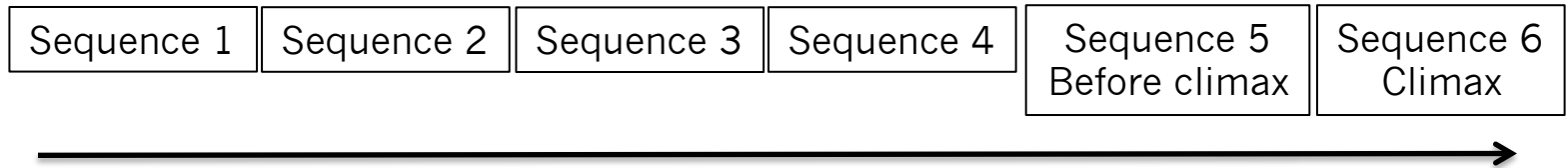
Story Telling Techniques

1. Linear story

Telling a story from **beginning to end** as it happened

- Sometimes reality is just that **good**
- The **best way** to tell the story “could” be from beginning to end
- It makes it **easy** for the audience to **follow** the story
- The intrigue is created by the story itself unfolded

Film: Great Expectation



Linear

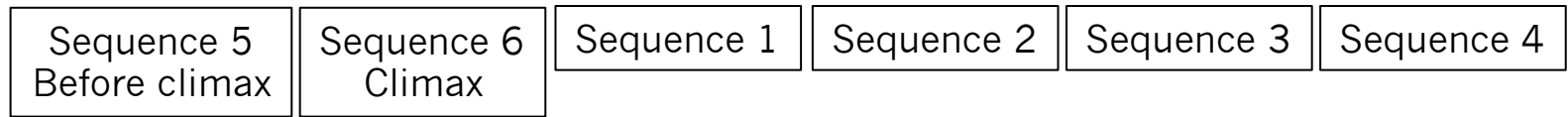
2. Backwards

Showing the ending first, then work your way back to the beginning

- This is used when the journey of your story is the most intriguing part....not the destination

Film: Mar a Dentro

Film: Old Boy.....the part of the prison

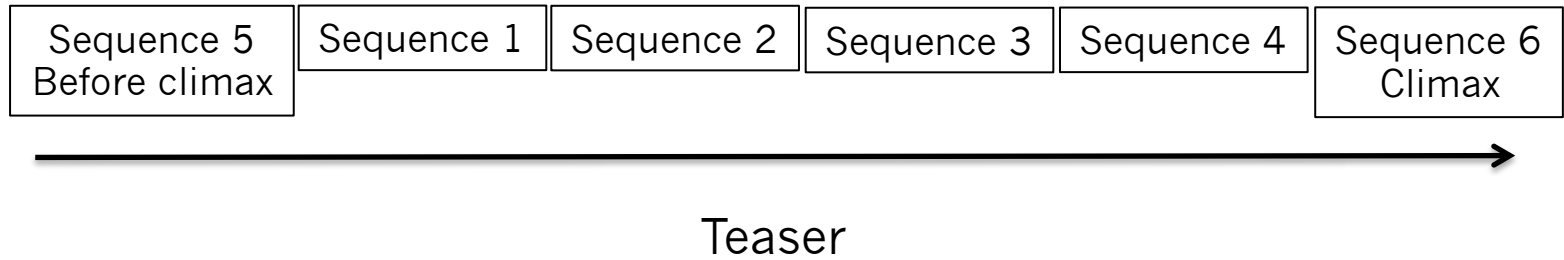


3. Teaser

Show **the beginning of the climax**, cut before the climax happens, then start at the beginning and work back up to the climax.

- **Very common** in films and television
- Used to create **audience intrigue** by showing a piece of the climax “of the context” as the beginning of a film
- Gives the viewer **a reason to keep watching**

Film: Melancholia, Into the Wild



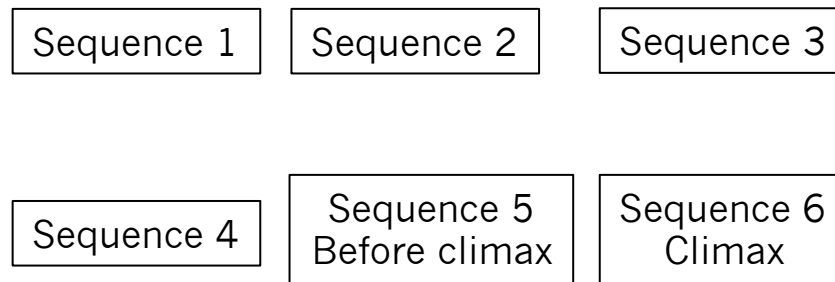
4. Sub Story

One story acts as **a vehicle to move the main story** from point A to point B

- Allows you to **travel through time**, in your film, without any need of justification

Film: Adaptation

King's Speech



Sub-story

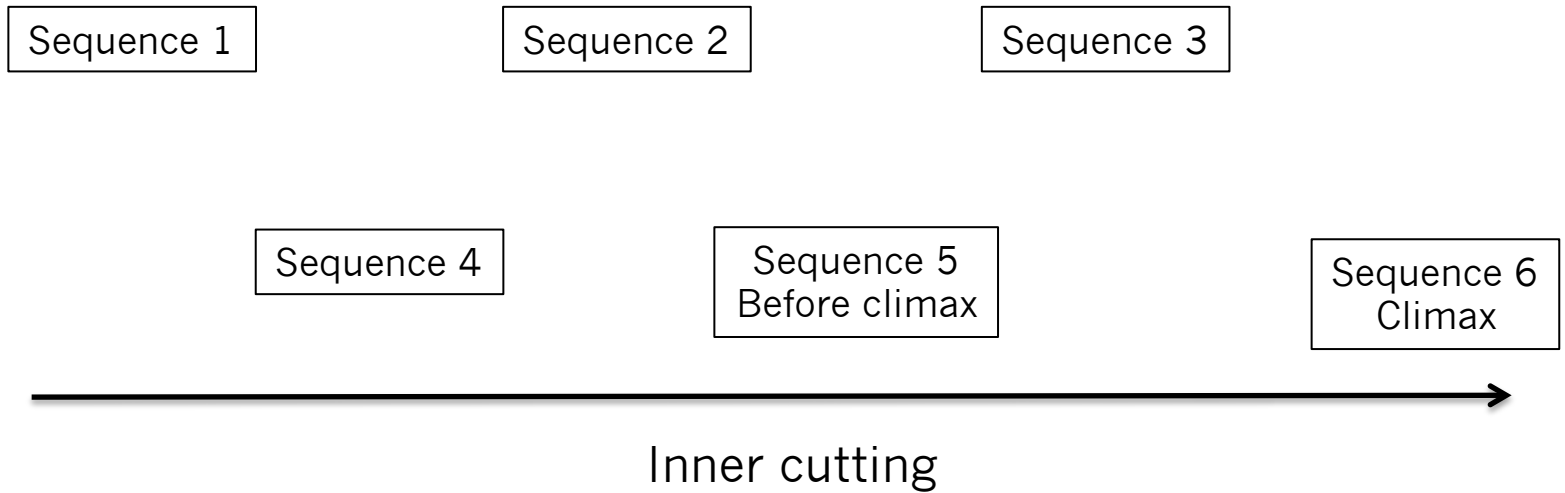
5. Inner Cutting

Multiple stories happening **simultaneously**, cutting back and forth, **all moving towards one final climax**

- Takes two (or more) moments, and combines them into one moment
- Take two mediocre moments and fuse them together to make one intriguing moment
- Alternating stories **keep the viewers attention**
- Makes **continuity less relevant**
- **Intrigue** is created by seeing how the stories intersect

Film: Babel

Film: 21 Grams





Sequence shot without order



Shot sequencing Advertise



Sequence shot with order



Types of Film Cuts

Wild Tales...cut after a hit

An Eye on the Elephant...match cut with the feet

Cutaways

To **insert** completely **different shots** during the **editing process** that will allow you to cut away from one part of the interview and move to another

Most often they are **close-ups**, but medium and wide shots can also work

Why we use cutaways

- To mix two stories
- To improve the editing of the interview

Examples

- A **family picture** on the wall
- Your subject's **nervous hand** gestures
- The **trophy** case behind them, the scene nearby...etc.
- Anything that captures the character, your location, **says something about your subject, communicates more info about the scene, or helps you tell your story** more effectively

Transitions

- Simple Cut Point
- Dissolve: smooth, highlight time change in the same place or different places
- Fade out in black (Dip in black): larger time separation
- Fade out in white (Dip in white): very short time separation in the same place
- Natural transitions
- Curtin: not in use anymore



Natural transitions

Revolution: Opening sequence

Apocalypse Now: Opening Sequence

Eisenstein SRF

Alfred Hitchcock transition

Emotion vs No Emotion editing

With emotion long time shot, with action short time shot



Romeo and Juliet

Collapse

- I. Show everything quickly, time-lapse (not cinematographic)
- II. Collapse with editing
- Time collapse
- Action collapse
- Emotion collapse

II. Collapse with editing

- Time collapse

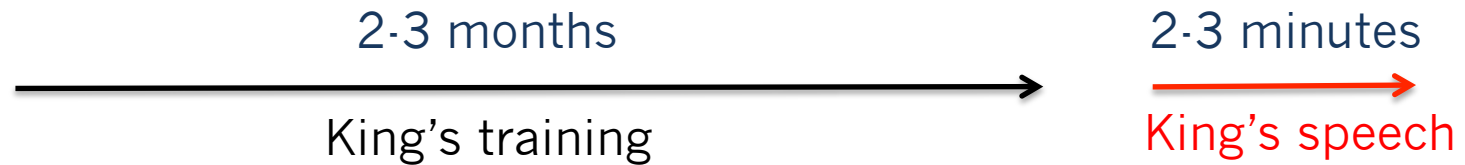
Two events with intercut

Only one event without intercut

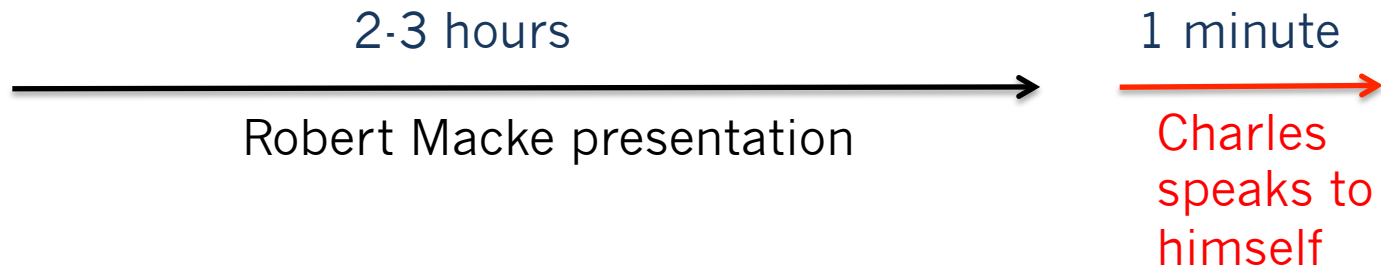


Time-lapse collection
Adaptation
The King's Speech

Two events with intercut



Two events with intercut



Only one event
without intercut



Paris j'taime





II. Collapse with editing

- Action collapse

Extreme close up as a sequence



Lord of War intro
Requiem for a Dream trailer

- II. Collapse with editing
- NO emotional collapse

We collapse time, space and action but no emotion



La Vita e Bella

Sound

1. Direct sound

2. Off:

- V.O. (voice over), the character **in the scene** but we do not see him/her
- O.S. (off-screen), the character is **not in the scene** (e.g. telephone)

3. Environmental: glasses noise, pen click, clock click, fire in kitchen, animal sound...etc.

4. Sound effect=Foley

5. Room tone=Wild track (the environment without speaking)

6. Music

- Diegetic Inside the scene....radio, someone singing
- Non-diegetic=sound track....causes attention and dramatic change, tell the viewer how he/she should feel

7. Narration

Sound editing

There are two schools:

- **Clean audio signal:** always clean audio
- **Sound should be relative to the distance from the camera.**
The camera is the viewer. Where you put the camera in the space is how you tell the audience to feel this scene. **As the subject goes away from camera, the sound goes down and down.....**



Wild Tales, bad sound relative to the distance

Sound Editing:

I. Sound cutting... out of order

- If in each single shot we **see** someone speaking and we **hear** him/her at the same time.....not good
- When we **hear** somebody's voice **without seeing** his/her face we prime our **brain to expect something**
- Sometimes the **power** is not in the **words** but in the **reaction** to the words

II. Sound transition

- **Simple cut:** Cutting on **peak sound**. Like when we hear the loud ban, our eyes close quick. We blink and the shot is changed.
- **Crossfade:** Between clips.
- **Fade in and fade out:** at the **beginning** and the **end** of the scene.
- **L & J effect:** Put one part of the **audio** of the coming scene at the end of the presence **scene**. This will make the viewer engage the film and **forget the cut**. It makes flow from scene to scene.



Children of men, Naked scene
Los Pasajeros Amantes, the plane scene, suggestion
Wild Tales...cutting after a hit

Repeat your style of filming

To recall special feeling, like we do with the music. Repeating is part from composition...Unity.



Wild Tales...position of the camera
Old Boy



3



4



5



6



7



8



9



10



11



12



13



14



15



16



17



18



Film Editing analysis



My dad's story: Dream for my child

Sentimental admiration of the sweetest daddy in the world

.
. .
. .
. .

BUT, he lies (dual life)

.
. .
. .
. .

He lies because of me

I write him a letter

The film starts here

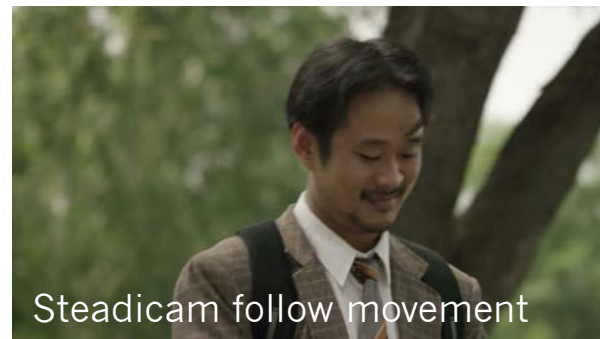
→ He reads my letter...He changes?...does not lie?



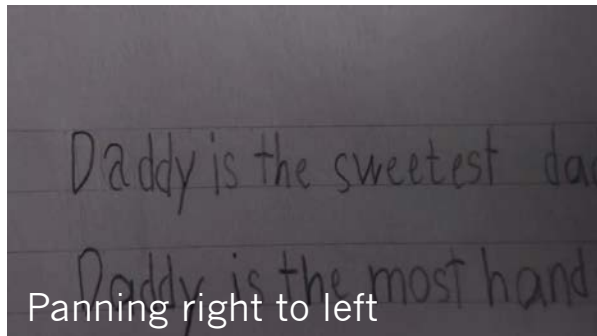
Thai Language
Follow focus



Steadicam follow movement



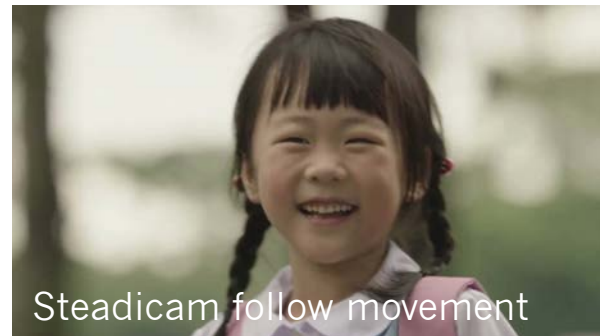
Steadicam follow movement



Panning right to left



Low angle camera
Steadicam follow movement



Steadicam follow movement



Follow focus
Boy+Telephon+Glasses

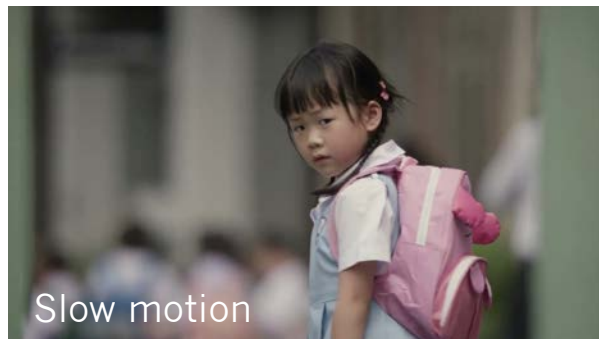
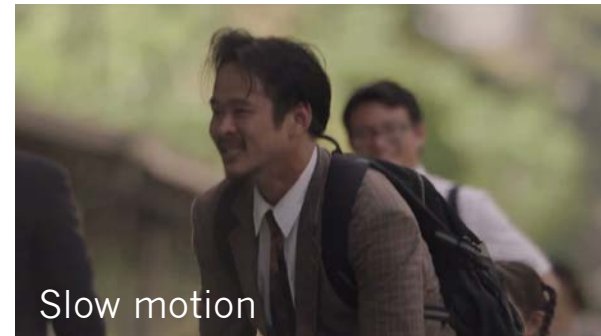
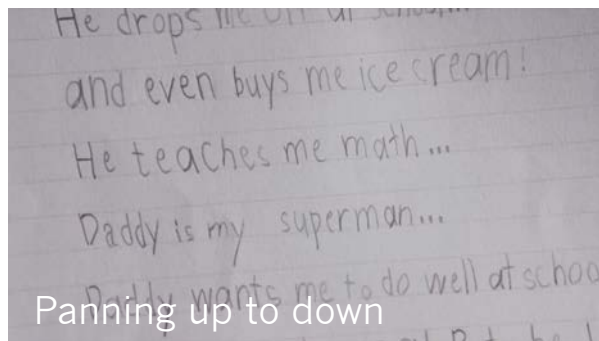


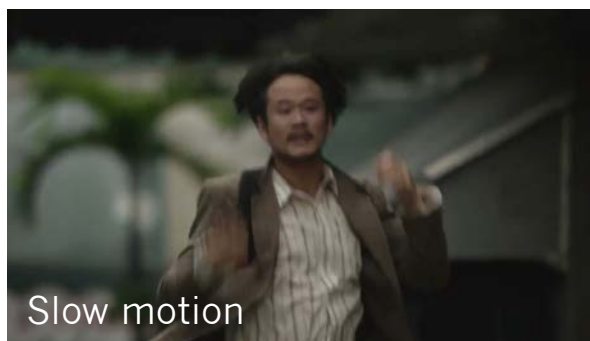
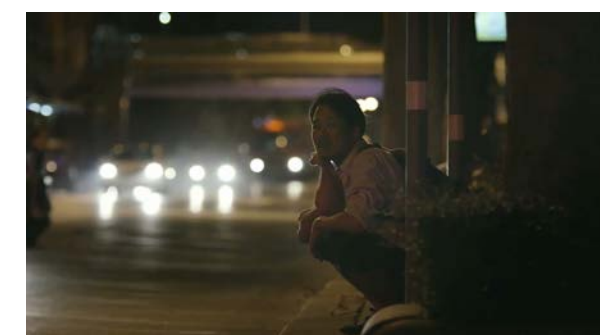
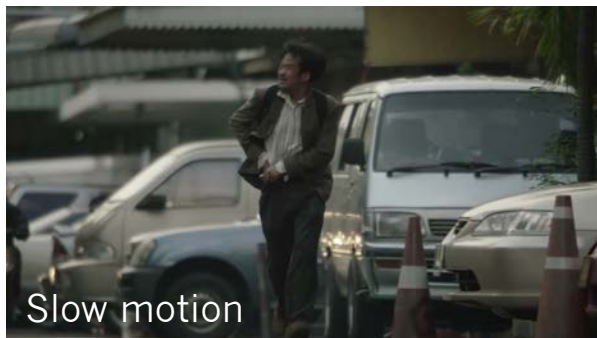
Follow focus
Boy+Not balanced Frame+Glasses



Follow focus
Foreground & Background









Travelling forward



Travelling
Slow motion



Slow motion



Follow focus



Slow motion



Slow motion



Slow motion
Travelling forward



Slow motion

