



UNIVERSITI TEKNIKAL MALAYSIA MELAKA

UTeM

OPENCOURSEWARE



MULTIMEDIA SYSTEM

BITM 1113

ANIMATION (2D & 3D)

PART 2.1

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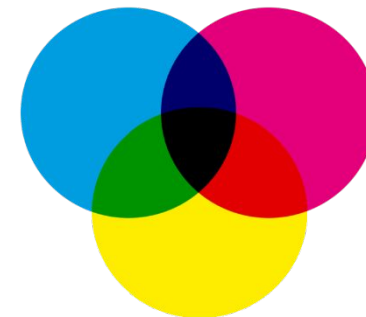
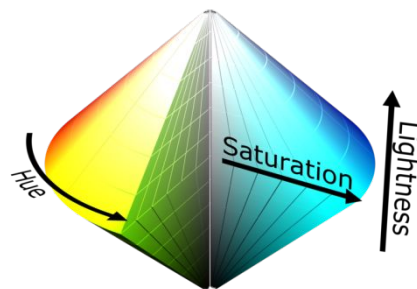
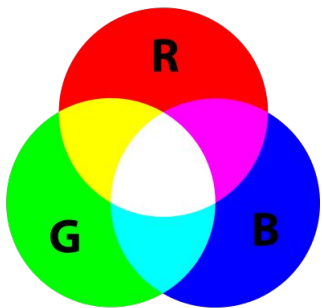
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4. SCENE LAYOUT SETUP

- Scene setup involves arranging **virtual objects, lights, cameras and other entities on a scene**

Color models

- RGB (red, green, blue)
- CYMK (cyan, yellow, magenta, black)
- HSL (hue, saturation, lightness)



CMYK

THE CAMERA

■ Types of camera shots

- Point of view shots
- Low angle & high angle shots
- Reverse angle shots
- Close-up shots
- Medium & Wide shots
 - Waist shot & knee shots (medium)
 - Full bodies (wide)
- Long shots



Wide Shot (WS)

- an establishing shot where the first shot scene orients the viewer and give a look where the action is occur. A wide shot could:
 - gave the viewer the big picture at the scene
 - shows the location scope
 - Illustrate that the characters are missing, lost, out of control



Medium Shot (MS)

- Medium shot is the basic and regular shot. It gives the viewer a general look at what is currently happening at the moment while still letting the viewer know what are the main shot focus



Medium Close-Up (MCU)

- It is a close-up shot size in-between a medium shot. It make the viewer focus on a specific objects. It is a standard shot for face-to-face conversation.



Close-Up (CU)

- It draw particular and dramatically attention to a subject and object. The object normally fully fill in the frame (example: a human's face, a cat). It would be a cutaway, a shot of what someone is focusing at..



Extreme Close-Up (ECU)

- The draw show extremely attention to a object. Anything particular on any of this objects normally fill up the frame (example: a cat's eyes, spot on a fruit). It applies emotion like mad, happy, sad, etc.



Shot Angles

- This kind of shots have symbolic significance.

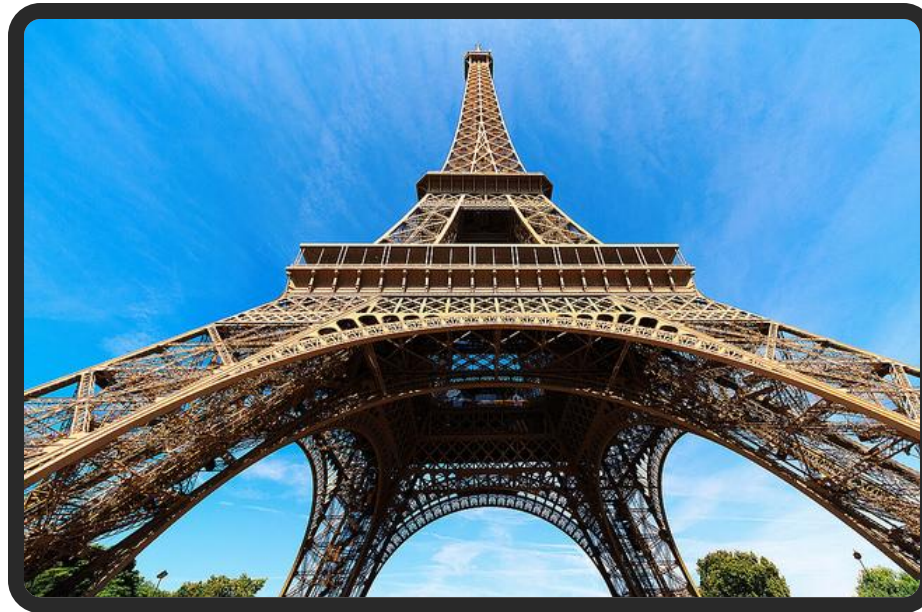
Eye Level

- It is a standard, neutral shot, and angle chosen is the major of the shots. Shot Size picture shown are the eye level angle shots.



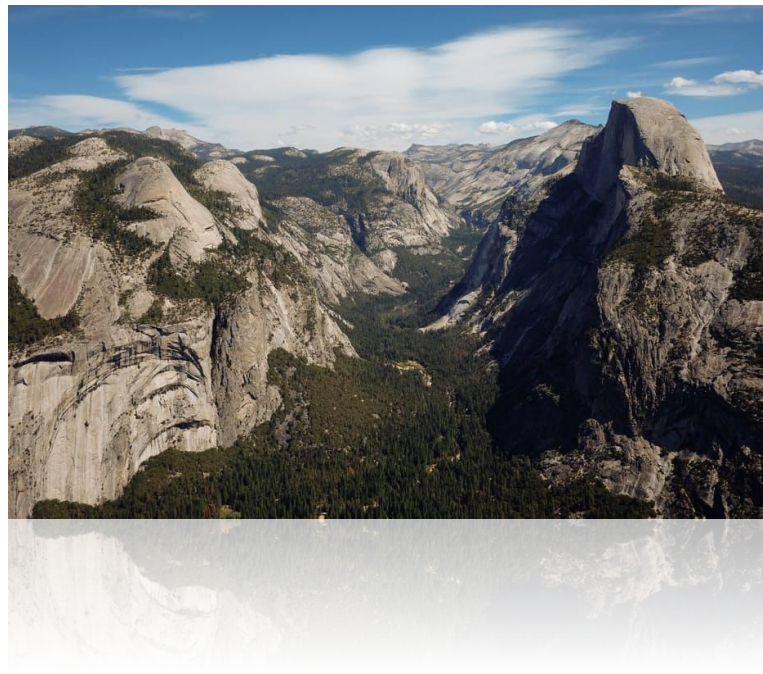
Low Angle

- Camera lens is at the bottom and the object facing up. The angle usually illustrate that the subject is power.



High Angle

- The camera is at the top the object is facing down to Earth. This angle illustrate the subject is less power and weakness.



Bird's Eye View

- The viewer observe what's happening from the top. It is a nice shot to use if we need to gather a lot of details in single shot.



Point-of-View

- The shot make it look like the camera position is parallel to the subject, giving the viewer the impression that they see things exactly the same like in real life.



THE END

QUESTION??