

4 Basic Types of SPACE

DEEP SPACE

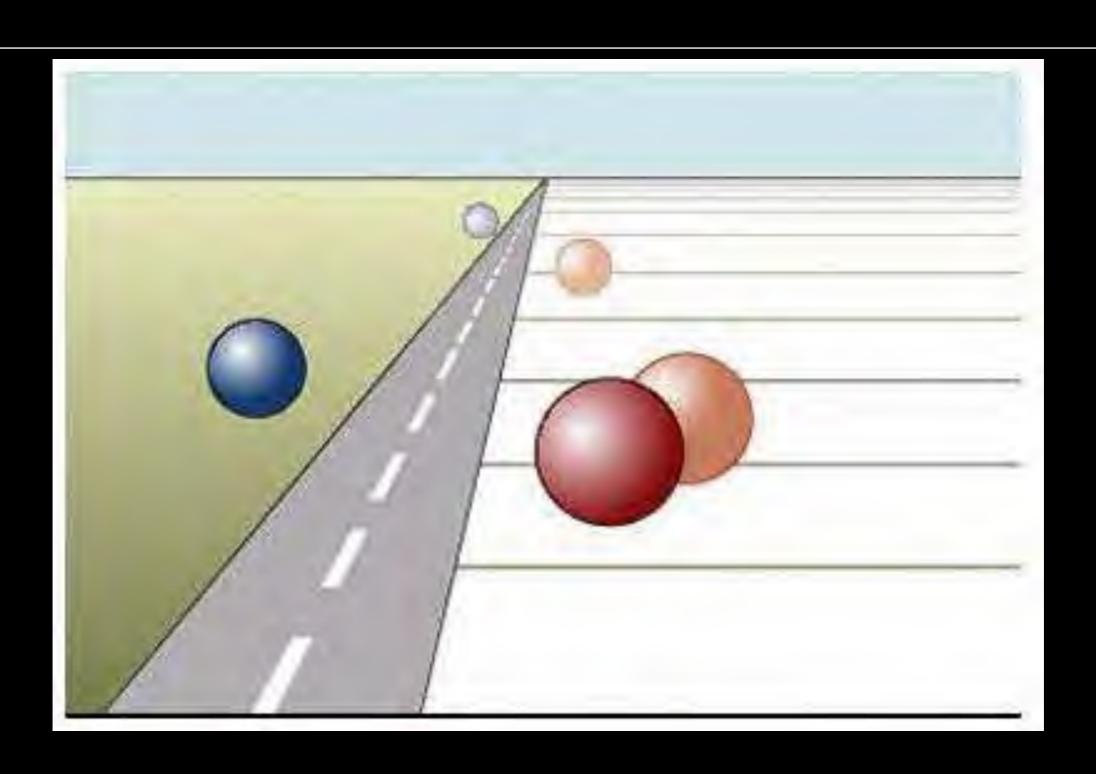
• FLAT SPACE

LIMITED SPACE

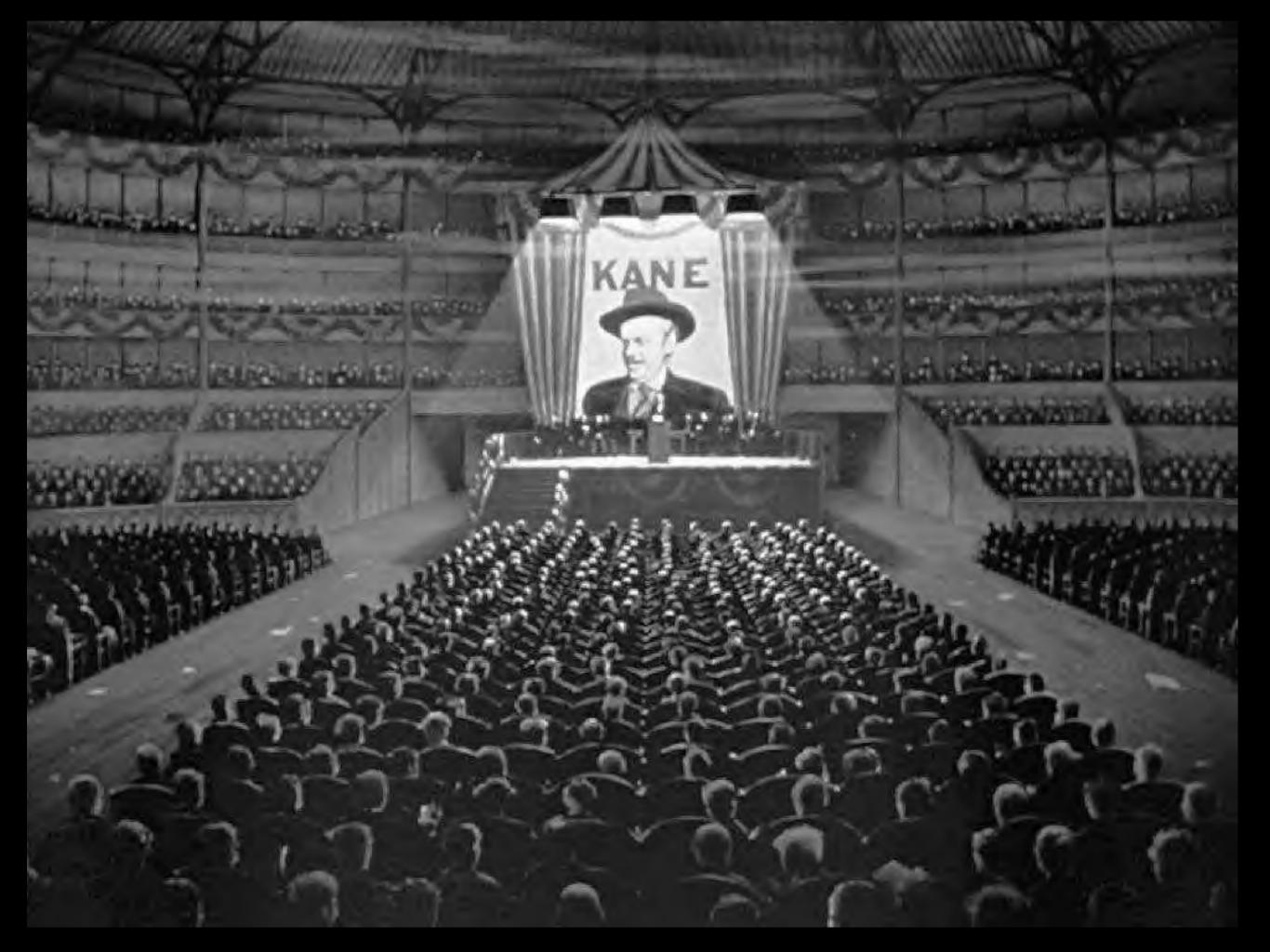
• AMBIGUOUS SPACE



Depth within the frame is an illusion







Achieving Depth

- 1. Occlusion subject in foreground covers subject in background
- 2. Parallax moving camera
- 3. Perspective use those lines
- 4. Focus Soft background and sharp foreground
- 5. Light and shadow greater contrast more depth cue; softer contrast less depth cues.





Emphasis on two dimensionality in a 2-D medium.



There Will he Roself ICIDICT Partners & Filter









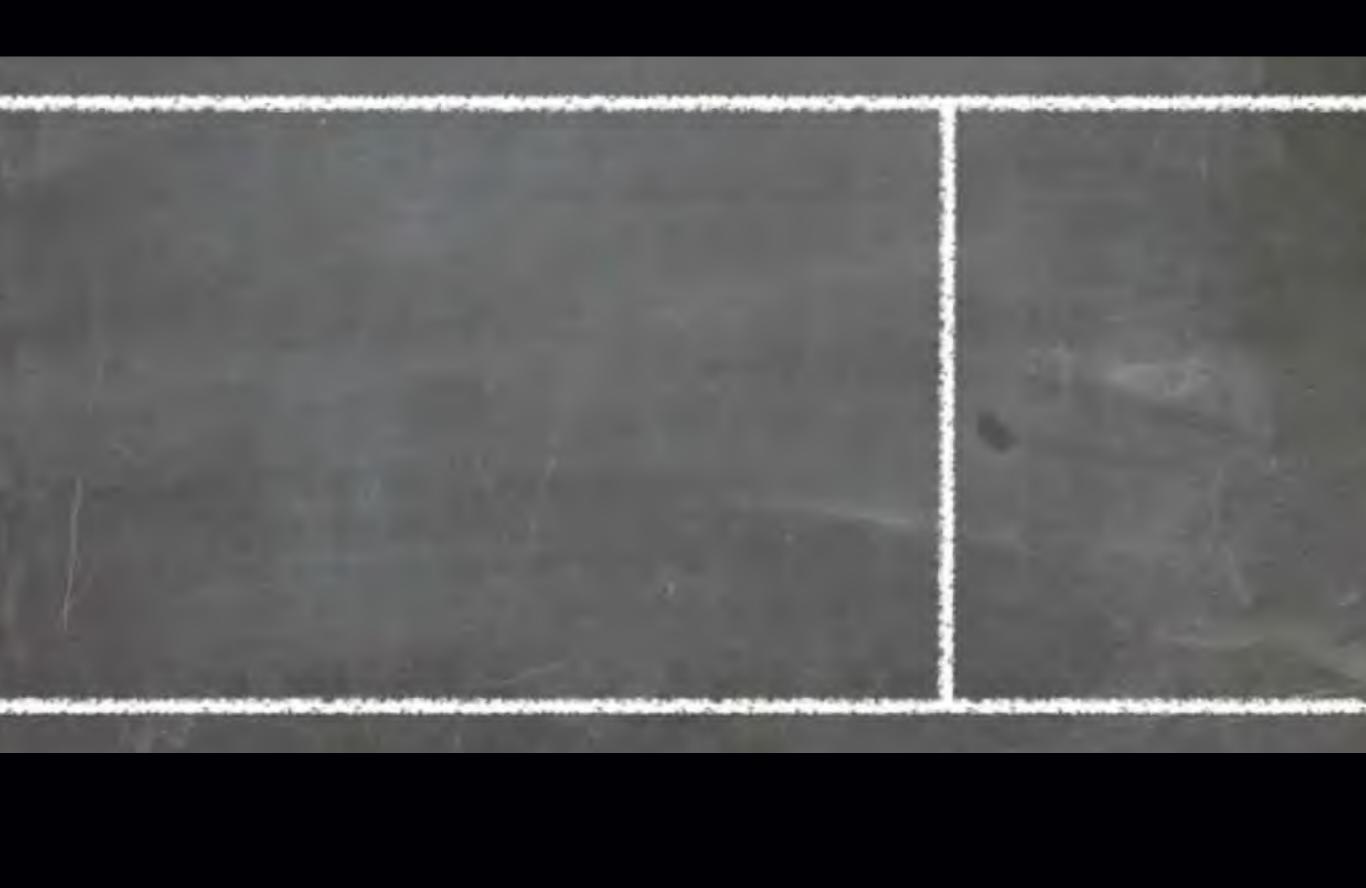




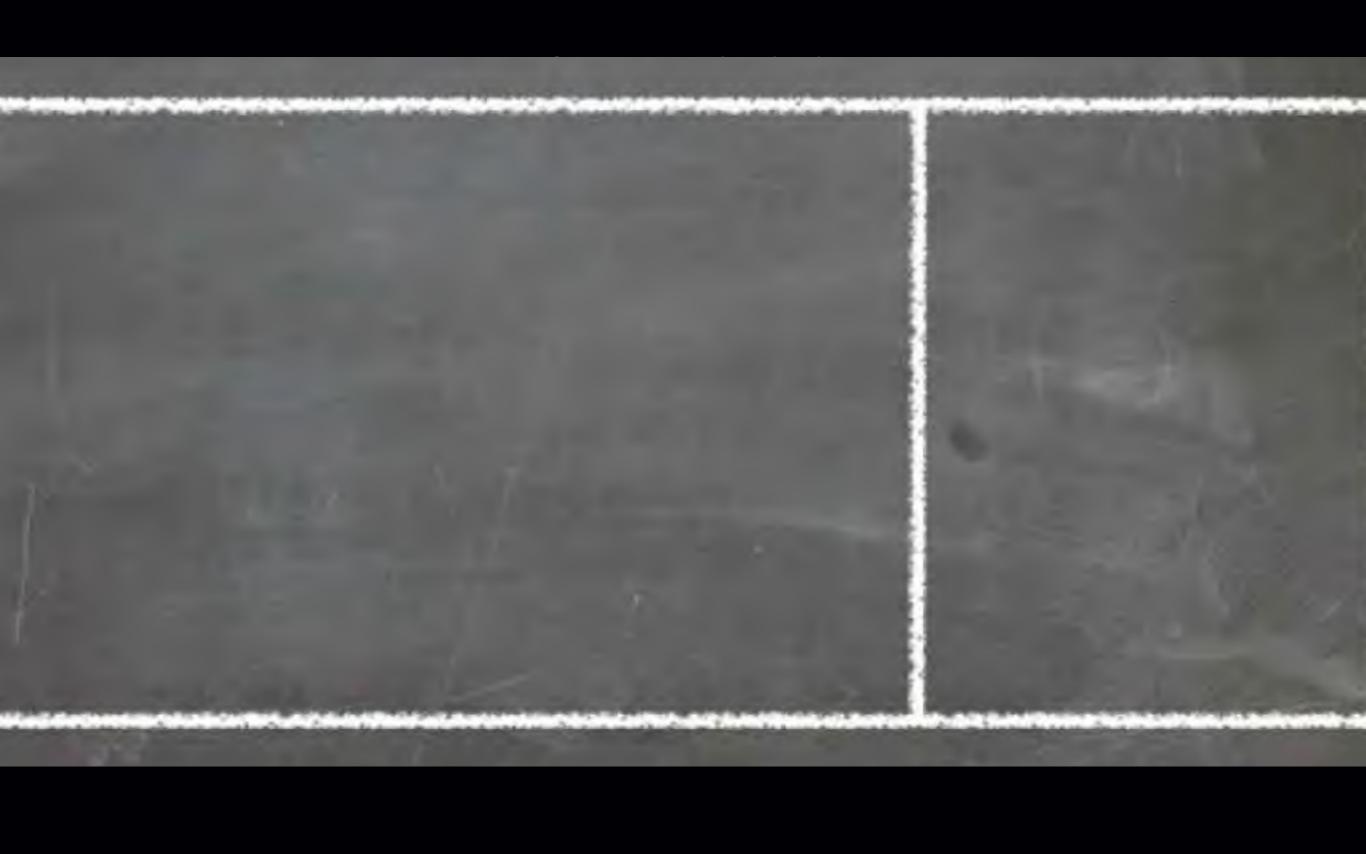


Oldboy, 2005 Chan-wook Park



















Limited Space = Surface Divisions



Flat & Deep Space & Surface Divisions

"House of Flying Daggers" Yimou Zhang (2004)





Creates a state of confusion in the viewer

AMBIGUOUS SPACE

- How to create ambiguous space:
 - Lack of movement
 - Unfamiliar shapes
 - Confusing tonal and textural patterns (camouflage)
 - Mirrors and reflections
 - Objects of unknown size
 - Disorienting camera angles



Ambiguous Space

"Fight Club", David Fincher, (1999)



Contrasting Space

FLAT SPACE



Contrast and Affinity of Space

FLAT SPACE



DEEP SPACE





PERSPECTIVE

One-Point Perspective



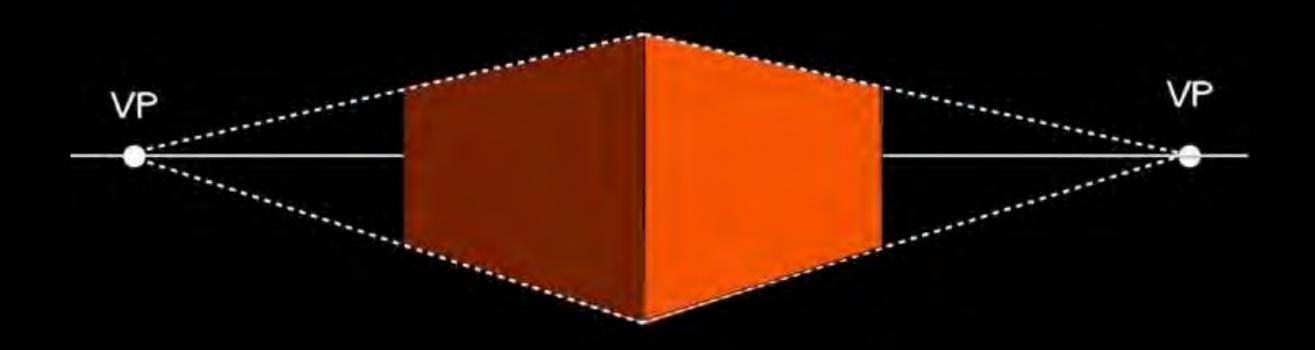


Stanley Kubrick and One-Point Perspective

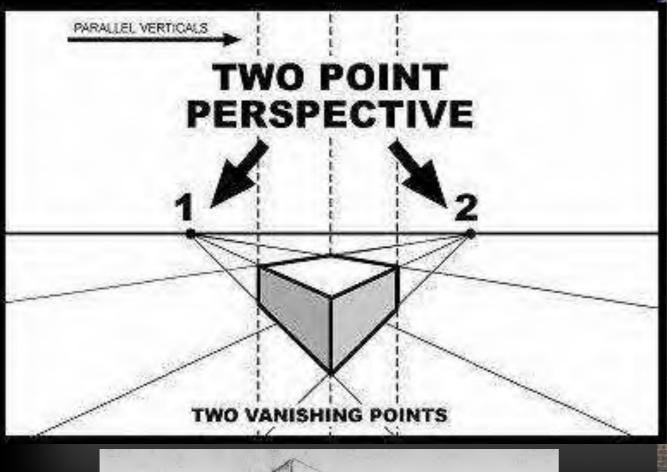


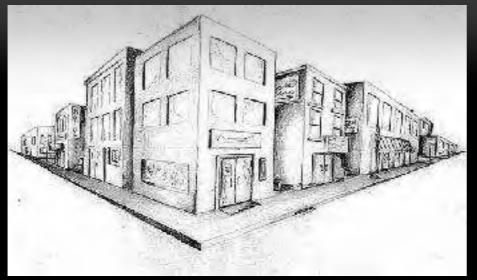
Limitless (2011) Neil Burger

TWO-POINT PERSPECTIVE



Two-Point Perspective

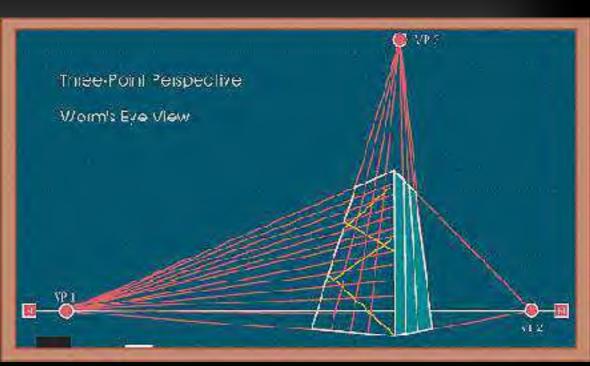




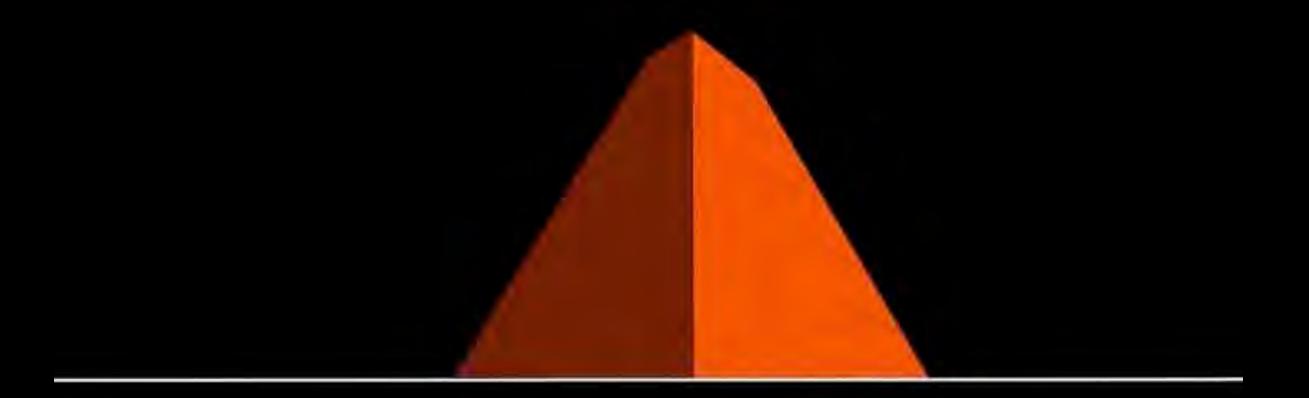


Three-Point Perspective





THREE-POINT PERSPECTIVE





Tips to Control Deep Space

- √ Vanishing points increase depth
- ✓ More vanishing points create more depth







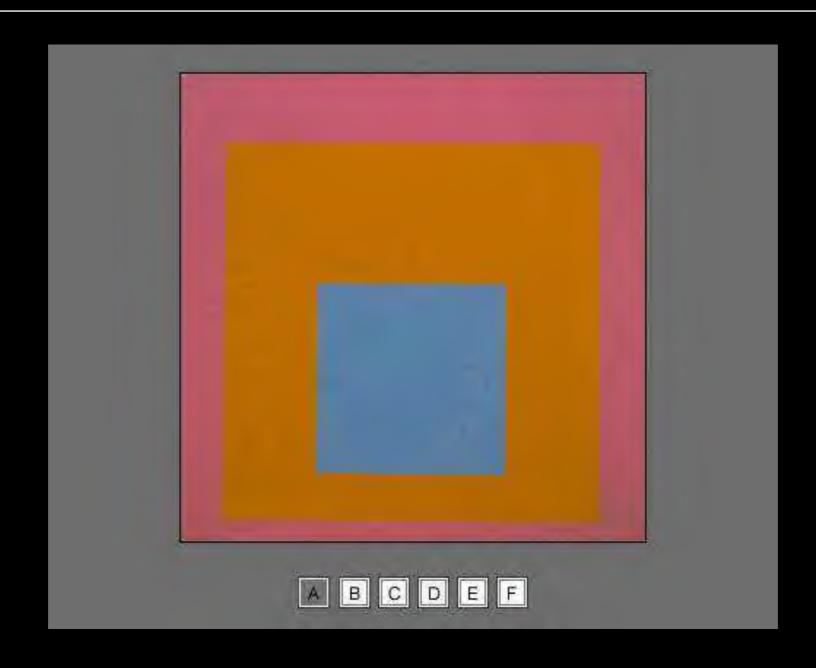


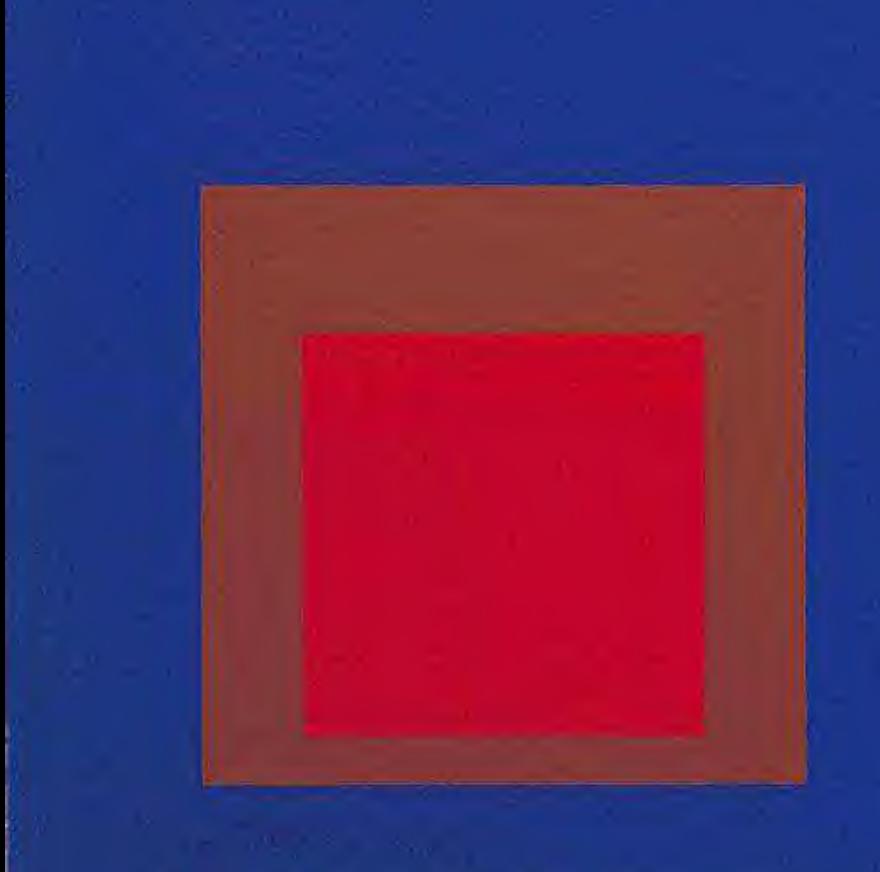
Using color to control Space

- Warm colors appear to advance
- Cool colors appear to recede

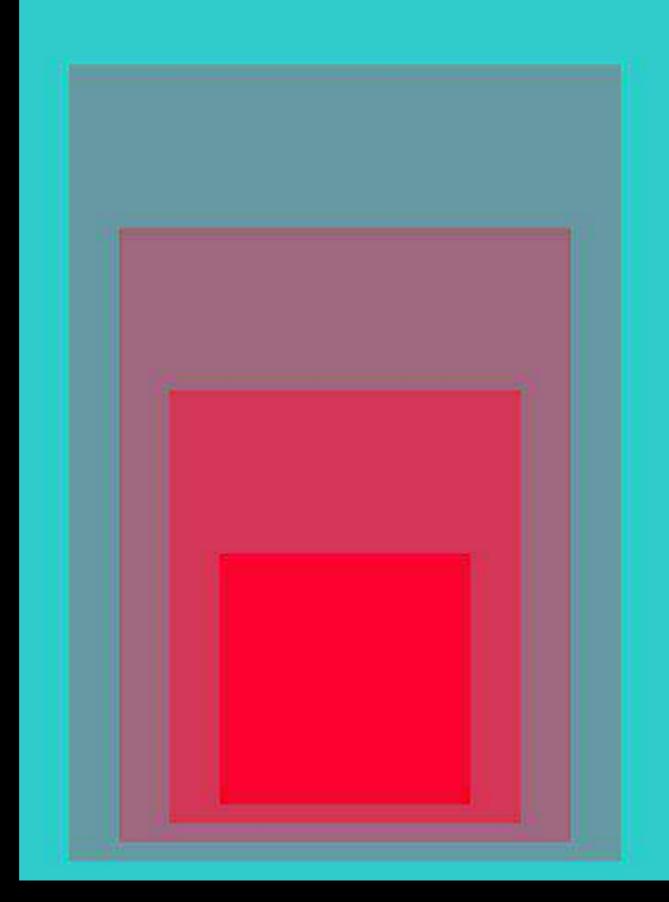
Color Separation can create Space

Warm colors appear closer. Cool colors further away.





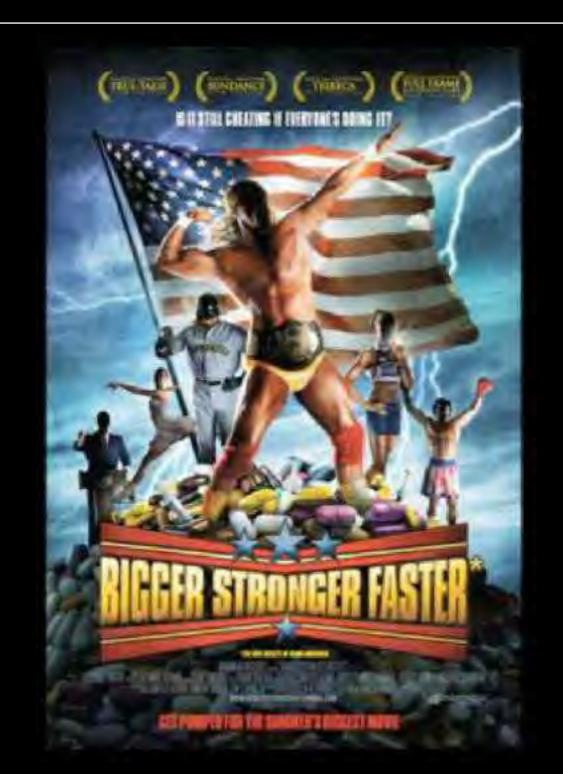
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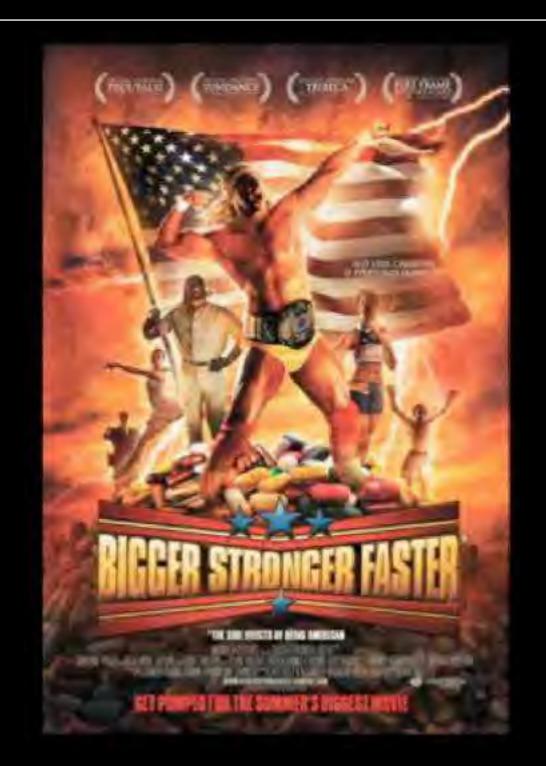


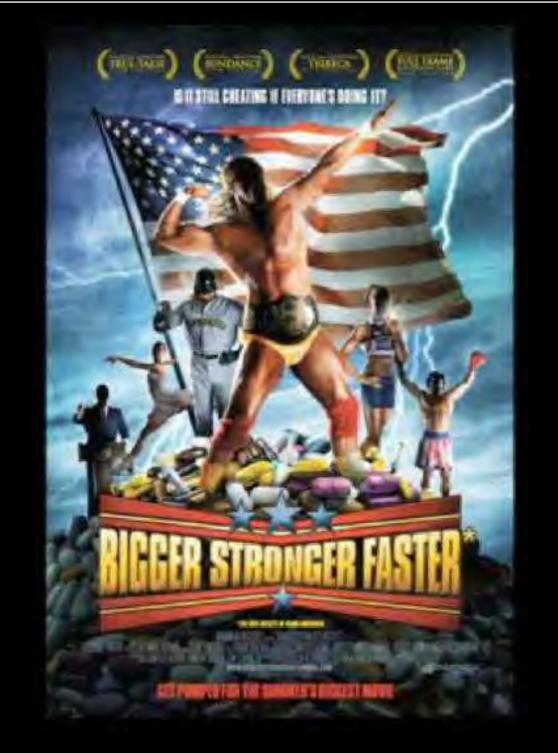






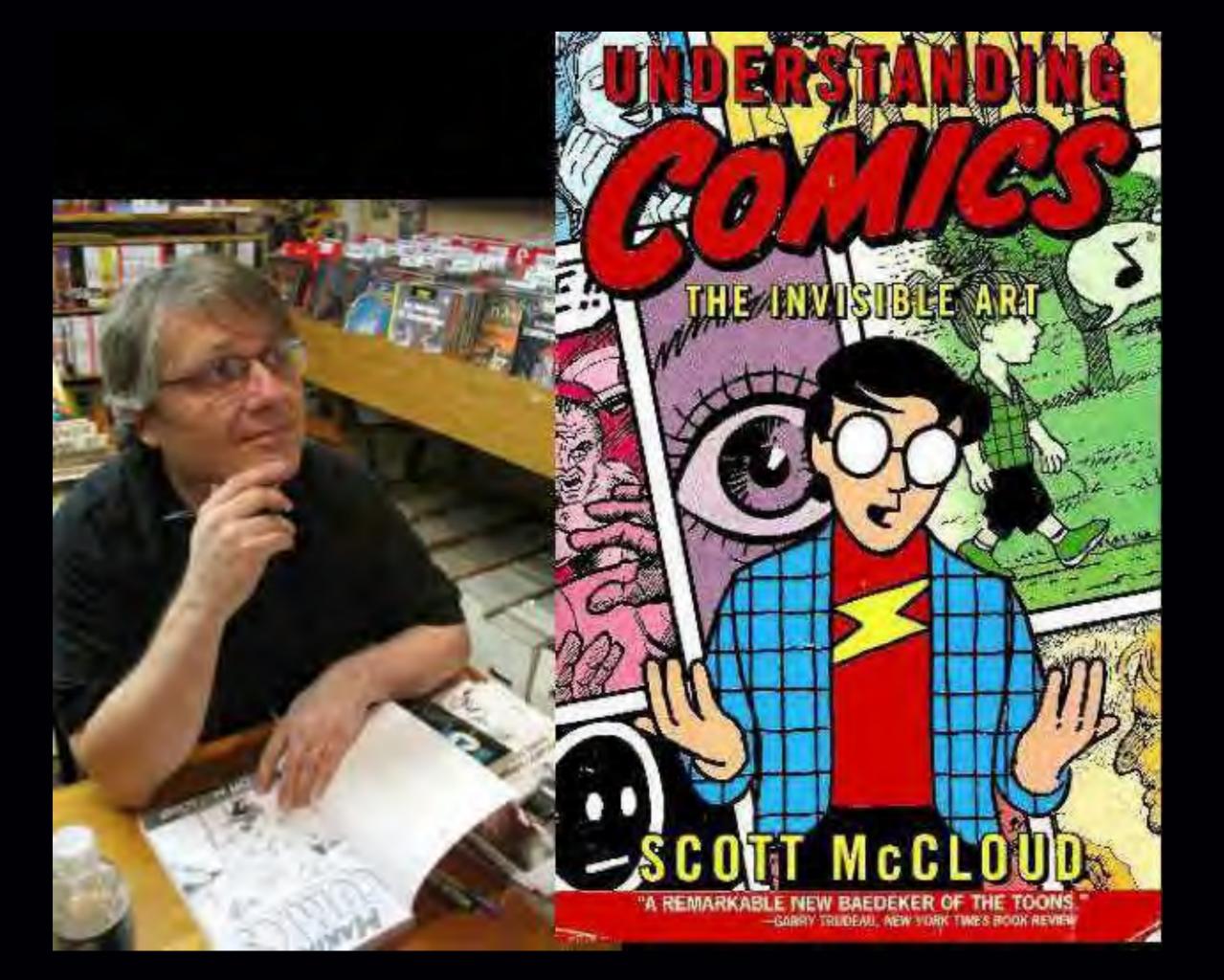






Visual Space Assignment Due Sept 10 @ 11:59

- Photograph three examples each of the following visual story components on space.
 - Deep Space (At least two shots with a person)
 - Flat Space (At least two shots with a person)
 - Limited Space (Must use a person in all the shots)
 - Ambiguous Space (Do NOT use a person)



OKAY, HOW DOES **JUXTAPOSED** THIS SOUND? **PICTORIAL** AND OTHER **IMAGES IN** DELIBERATE SEQUENCE



IN SOME RESPECTS THIS PANEL BY ITSELF ACTUALLY FITS OUR DEFINITION OF COMICS! ALL IT NEEDS IS A FEW GUTTERS THROWN IN TO CLARIFY THE SEQUENCE.











ONE PANEL, OPERATING AS SEVERAL PANELS.



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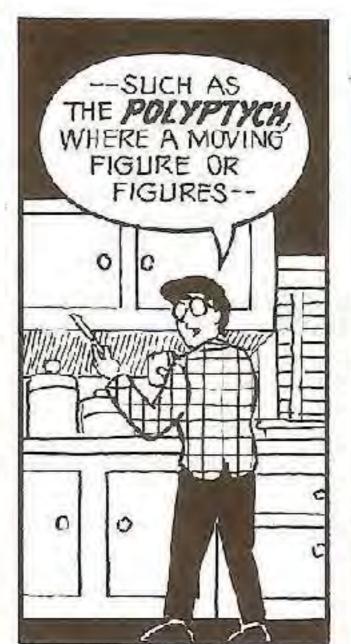




ONE PANEL, OPERATING AS SEVERAL PANELS.











http://www.drewweing.com/puppages/13pup.html

http://graphicnovel-hybrid4.peugeot.com/start.html

big questions to think about...

- ➤ How do the properties of a medium, (video games/film/video/graphic novels), shape it's form and meaning?
- What common properties do they share and what are their significant differences?

TIME





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