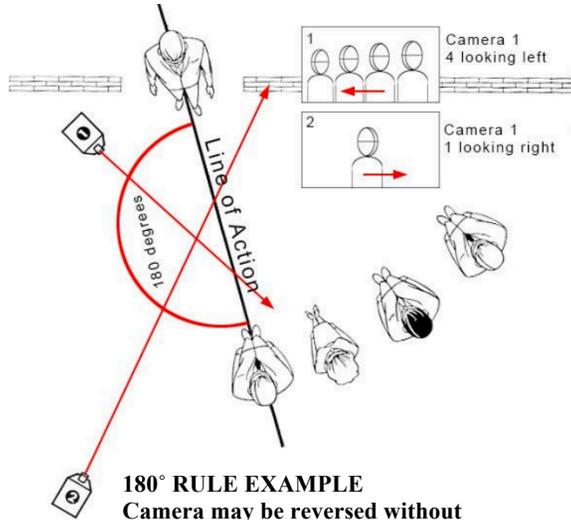


Screen Direction Worksheet

Based on *Grammar of the Shot* by Roy Thompson & Christopher J. Bowen

SCREEN DIRECTION (180-DEGREE RULE)

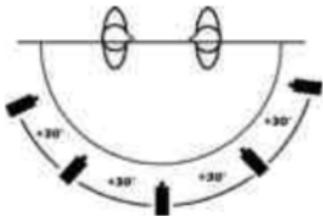
- Keeping the direction an object is facing consistent from shot to shot
- Helps keep the viewer from getting confused about what character they're looking at
- Imagine an invisible line drawn through the characters in your scene & keep the camera within a 180 - degree arc to one side of the line; results in characters favoring one side of the screen.



180° RULE EXAMPLE
 Camera may be reversed without encountering problems, whenever it can be re-positioned on the same side of action axis
Camera #1 films group of people who turn to observe player entering room
 Axis is drawn from player in the group nearest camera to new player
Camera #2 films reverse shot,
 As player enters and joins group

30 DEGREE RULE

- Simply put, when you are seeking various angles on action for a variety of shot types within your 180-degree arc, you should ideally move the camera at least 30 degrees around the semicircle before you begin to frame up a new shot of the same subject.



30° RULE - EXAMPLE 1
 A 180-degree arc from the action line broken down into 30 degree slices.



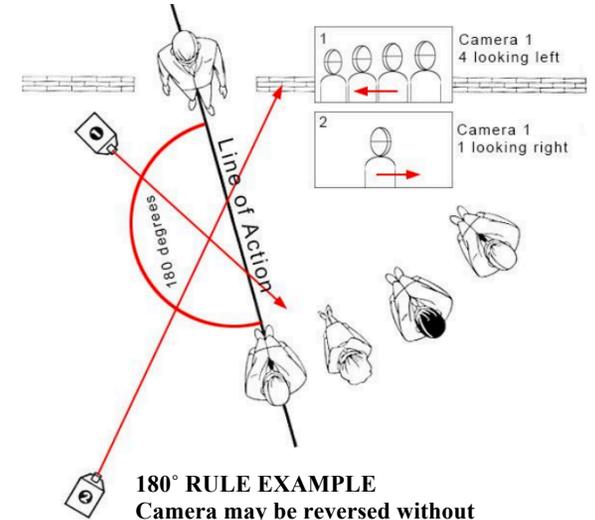
30° RULE - EXAMPLE 2
 The same subjects as seen through the camera at five 30 degree slices around the 180-degree arc. This maintains the action line and achieves a new angle on action appropriate for the edit.

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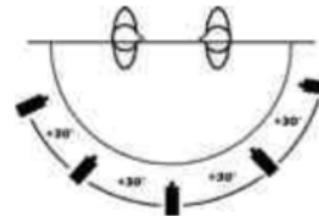
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