

MODULE 2 ASSIGNMENTS



MODULE 2: CONTROLLING THE CAMERA

1. Module 2 Assignment 1 (EM2A1): Controlling the Camera Angle

Recommended Time Investment: 2 Hours

Recommended Frequency: Daily/Weekly until Learned

Using what you have learned about shot types and camera angles, draw out 5x basic perspective scenes, one per page, using either two point or three point perspective. Include 3x or more blocks, showing variations of high angle, mid angle and low angle shots. Remember that you are only drawing basic block forms, so for now focus on creating dynamic camera angles by manipulating the position of the horizon line accordingly.

2. Module 2 Assignment 2 (EM2A2): Seeing Spatial Zones

Recommended Time Investment: 1 Hour

Recommended Frequency: Once-off

Find reference images of 5x interior or exterior environment scenes, and draw over those references, identifying the three major spatial zones. Consider each spatial zone carefully according to the purpose of the zone, background, foreground and middle ground, and the location of the main focal point of the image.

3. Module 2 Assignment 3 (EM2A3): Shot Types Library and Reference Research

Recommended Time Investment: 1 Hour

Recommended Frequency: Once-off

Using what you have learned about shot types, research and build a shot-types and environment reference library of 200-300 images. This assignment should not be submitted, but is recommended for your personal use as you continue to learn and design different environments. Take note of the shot types, perspective types and spatial planes in each of your collected reference images.

4. Module 2 Assignment 4 (EM2A4): Cone of Vision Practice

Recommended Time Investment: 2 Hours

Recommended Frequency: Weekly until understood

You've learned about optimum vanishing point placement, however having a solid grasp of the short hand method of working out a good cone of vision is extremely useful for trouble-shooting vanishing point placement. In this assignment, draw out 3x basic two point perspective scenes without a picture plane, and calculate a 60 degree cone of vision using the method described. Place one scene per page.

Ensure that when you have completed your assignments and are submitting them to the Art School Community, that you are clearly stating the assignment number, for example “EM2A2”, so that you are critiqued and given feedback correctly at your current level of knowledge.