

Proposal

Project overview

Make a action sequence that is easy to view understand and enjoy

Make an action scene

Time: 3 minutes

Objective:

- Needs to show the action
- Needs to be believable
- Has emotion acts
- Needs to have a good character development
- Needs to be able to communicate the story easily

Budget: \$500 Funded by Ming and Nik.

Pointless:

Many filmmakers forget that even though there scene might have action in it, it still needs to be a cohesive scene like for example a dialogue scene between a couple having a fight and generally the worst crime of them all is that the action isn't even that good.

Even the “*Action*” part in action scenes is not good : It's all obscured by bad camera work and weird choreography and quick edits that are hard to follow.

What makes a good action scene?

First up good action scenes tend to show the action rather than imply it. Now there's a reason for implying things but we'll get to that later.

Wider shot

But for the most part we're talking about actually showing it with a wider shot that let you see what's occurring. A longer movement that helps add to the energy the scene without obscuring it.

Clear sense of space

Because it's important to understand why character is making their decisions, whether it's from a dialogue standpoint where they're going through an emotional moment or an action standpoint where they're trying to survive and not get killed. Having checked the action and the reaction in the same shot:

Action with reaction

You need to show the geometry in the space of what they're in to understand why they are making decision or why they are in danger. Now this is expensive it requires a lot of coordination having a lot of people on the set having effects going off timed up with actions it's very difficult to film these kind of scenes and that's actually why you don't see them very often. In fact what many filmmakers tend to do to save money is they imply the action rather than showing it.

So what is imply action mean?

We're talking about close-ups. We're talking about Obscuring the movement (Obscure Movement) and hiding what's happening (Hiding Action).

Shaky Camera

We're talking about shaky angles that prevent you from understanding the movement in the shot. All this conveys what's happening you understand in your head there's a fight happening or somebody's trying to hurt another person, but you're not seeing the how and the why, and you're not seeing the movement that's dictating why they're doing what they're doing, and the decisions are making in that fight.



Good things about seeing the action and the reaction happening in the same shot:

- Is more believable.
- Is more impressive.

This allows us to see :

- How the characters are thinking
- What they are doing
- How they are moving

Implied action while generally used to make things less expensive can be used to some really nice dramatic effect. An example of implied action being really useful and dramatic is in *Saving Private Ryan*, when Tom Hanks' soldier hits the beach for the first time, and he's surrounded by the chaos and the violence of warfare, we enter the sequence where the shutter speed drops and things get a little blurrier, and we cut from moment to moment out of context. Thankfully it's a very simple type of movement they're going straight from the water all the way up to the top of the hill, and that's it. It all works to put us in the mindset of a soldier hitting the D-Day beaches for the very first time.

An action scene is still a scene.

A lot of people forgot that an action scene is still a scene, first and foremost you have spectacle as you action and you have your character development as your actual scene , and you want to blend those into an action scene. Generally speaking, action scenes tend just convey that one person wants to kill another person, or they simply don't want to die and are trying to survive, so talking about emotions in action scene is also very important.

Examples:

In King Kong, why are the dinosaurs bouncing around? Nobody really knows, I don't think anyone's ever figured that one out.

Scenes have emotional arcs

Appear realistically the best scenes. Any kind of scene in movie, tells some sort of emotional arc for the characters and reveals and unveils various elements of the plot that continues this forward momentum that makes you want to watch more and doing this in an action scene is just as important as any other senior Moodle. So a great example of a fight scene that is more than just fight for survival is the last fight scene in the matrix. On top of just simply surviving, we need another layer to the scene. In a great action scene we're actually getting an emotional story and getting a character up.

Example:

Star Wars has some of the best action scenes ever, because every single one of them is incredibly emotional.

And character emotion must go hand in hand with character development and story.

Spectacle is pointless without characters

Why action scenes sucks?

They're hard to do. You need to have an incredible team working on set, you need to have the budget and funding behind it to pull it off. Takes patience, practice and persistence to do good action.

From a technical standpoint they're incredible feats of coordination being captured on film, on top of that there's a whole layer of storytelling and kinetic movement that is since a different realm from the technical proficiency of shooting a film that bring the two together.

Next time you go to the movies, you see an action scene that's clear and you know what's going on and it feels visceral and you care about the characters and what they are doing and there's layer to the story, seize the movement.

Timeline

