

MICHAEL RABIGER • MICK HURBIS-CHERRIER

DIRECTING

FILM TECHNIQUES AND AESTHETICS



DIRECTING

Directing: Film Techniques and Aesthetics is a comprehensive exploration into the art and craft of directing for film and television. It's filled with practical advice, essential technical information, and inspiring case studies for every stage of production. This book covers the methods, technologies, thought processes, and judgments that a director must use throughout the fascinating process of making a film, and concentrates on developing the human aspects of cinema to connect with audiences.

The fully revised and updated 6th edition features new sections on using improvisation, the development of characters for long form television series, visual design, the role of the digital imaging technician, film promotion and distribution, alongside expanded information on contemporary color grading tools, stylistic approaches and genre, workflows, blocking scenes for the camera and more. The book emphasizes independent and short form cinema which allows cutting-edge creativity and professionalism on shoestring budgets. Recognizing that you learn best by doing, it includes dozens of practical hands-on projects and activities to help you master technical and conceptual skills.

Just as important as surmounting technological hurdles is the conceptual and authorial side of filmmaking. This book provides an unusually clear view of the artistic process, particularly in working with actors and principle crew members. It offers eminently practical tools and exercises to help you develop your artistic identity, find credible and compelling stories, choose and work with your cast, and hone your narrative skills. *Directing* shows you how to surpass mere technical proficiency and become a storyteller with a distinctive voice and style.

The accompanying companion website includes film analysis exercises, shooting projects, checklists and assignment forms, analytical questionnaires, updated production forms and logs for all phases of a project with links to additional resources and set safety advice.

Michael Rabiger has directed or edited over 35 films, was a founding faculty member and then Chair of the Film/Video Department at Columbia College Chicago, and has given workshops in over 23 countries. He is an Honorary Professor at Buenos Aires University, and a Fulbright Specialist. Rabiger is also the author of *Developing Story Ideas* and the enormously successful *Directing the Documentary*, both for Routledge/Focal Press.

Mick Hurbis-Cherrier teaches filmmaking at Hunter College in New York City. Professionally, he has worked as a screenwriter, director, cinematographer, and editor, and his films have garnered prizes at numerous festivals. He is the author of *Voice & Vision: A Creative Approach to Filmmaking* (Routledge/Focal Press), in its third edition.



DIRECTING

FILM TECHNIQUES AND AESTHETICS

Sixth Edition

Michael Rabiger and Mick Hurbis-Cherrier Illustrated by Gustavo Mercado



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M. Rabiger To Lewis, Netta, Alma, Helena, Elliot, Lauren, Freya, Jessica, Olivia, and their terrific parents with love and gratitude.

M. Hurbis-Cherrier
To my dear colleagues, friends, and mentors,
Jay Roman and Joel Zuker.



Introduction 1

PART 1: THE DIRECTOR AND ARTISTIC IDENTITY

1	THE WORLD OF THE FILM DIRECTOR	9
	Cinema Art and You 10	
	How Most People Get There 11	
	Professional Responsibilities 11	
	Personal Qualities 12	
	Developing Intuition 12	
	Leadership and Collaborating with a Team	13
	Telling Your Stories 14	
	Film Art and Individualism 15	
	Story Sources 17	
	Artistic Identity I: How It Functions 18	
	Artistic Identity II: Locating Yours 19	
	Subjects to Avoid 22	
	Displace and Transform 23	
	The Artistic Process 23	
2	DEVELOPING AS A DIRECTOR 25	
	Film School 25	
	Learning Without Film School 26	
	Resources for the Self-Taught 27	
	The Importance of Short Films 29	
	The Industry Route 31	
	•	

viii CONTENTS

	The Independent Route 32 Cast and Crew Considerations 33 The Good News 34 The Bad News 35 The Director and Technology 37	
PAF	RT 2: THE STORY AND ITS DEVELOPMENT	
3	ESSENTIAL ELEMENTS OF DRAMA 41 Duality and Conflict 41 Defining Conflict 42 Elements of Conflict and Action 44 The Objectives and Through-lines 44 The Stakes 45 The Obstacles 46 Action and Character 47 From Story to Dramatic Narrative 48	
4	SHAPING THE STORY INTO DRAMA 51 The Beat 51 Dramatic Units 53 Dramatic Unit and Beat Analysis 54 The Dramatic Arc 59 Levels of Action 59 The Three-Act Structure 60 The Three-Act Structure Caveat 62 Essentials of Dramatization I: Making the Internal Visible Essentials of Dramatization II: Questions and Revelations	63 63
5	PLOT, TIME, AND STRUCTURE 65 What is Plot? 65 Cause and Effect 66 Flow and Inevitability 67 Character-Driven and Plot-Driven Stories 67 Organizing Time 69 Where to Begin and End 70 Options for Organizing Time 70 Structure 77 Premise and Theme 80 Short Films and Story Scale 81 Short Films and Flexibility 82	

PART 3: THE DIRECTOR AND THE SCRIPT

6	SCREENPLAY GROUND RULES 87 The Writer is the Writer, not the Director 87 Screenplay Stages 88 Step Outline 88 Treatment 89 First Draft to Final Draft 89 Shooting Script 90 Standard Screenplay Formatting 90	
7	RECOGNIZING THE SUPERIOR SCREENPLAY	93
	Script Language and Technique 93	
	Stage Directions 94	
	Dialogue and Personal Directions 95	
	First Reading, First Impression 95	
	Getting Specific with Margin Notes 96 Assessing Cinematic Qualities 96	
	Assessing Cinematic Qualities 96 How is the Story Told? 96	
	Integrity of Characters and Motives 97	
	Uncover Character Subtext 97	
	Metaphoric Detail 98	
	Checking the Embedded Values 100	
	Spotting Archetypes 102	
	Viability and Working Within Limitations 104	
	Determine the Story Givens 104	
	Determine Project Resources 105	
	Viability and Safety Issues 105	
	Working Within Limitations 106	
8	SCRIPT ANALYSIS AND DEVELOPMENT 109	
	Collapsing the Screenplay for Analysis 109	
	Analyzing Plot and Story Logic 111	
	Plot Points 112	
	Point of View: Subjective or Open 113	
	Character Development 115 Static and Dynamic Character Definition 115	
	Character and Voice 115	
	Character Development 116	
	Internal Through-Line 117	
	Character Analysis 118	
	Establishing Character 119	

X CONTENTS

Assessing Dialogue 119 Verbal Action 121 Replacing Dialogue with Action 122 Testing Dialogue 123 Checking Exposition 124 Assessing Environmental Detail 126 Locations 126 Sound 126 Long Form Series Considerations 127 Inviting a Critical Response 130 Incorporating Criticism 131 Assess and Reassess 131
PART 4: AUTHORSHIP AND AESTHETICS
9 CINEMATIC POINT OF VIEW 135 Planning a Point of View 135 Telling Stories on Film 135 Point of View in Literature 136 Point of View in Film 137 Central Character, One Point of View 138 Implied Character POV 138 Subjective Character POV 139 Limited vs. Open Information 140 Multiple Characters, Multiple POVs 142 Dual Main Characters 142 Multiple Characters 142 Subsidiary or Alternative POVs 143 The Concerned Observer 144 Observer into Storyteller 145 Audience POV 146
10 FORM AND STYLE 147 The Storyteller's Vision 148 Visual Design 149 Sound Design 150 Psychoacoustics, and Sound's Narrative Contribution 152 Performance Style 154 Editing Style 155 Rhythmic Design 157 Directorial Style 158

11	TONE, STYLE, AND GENRE 159 The Scope of Style and Tone 160 Naturalism 160 Classical Style or Hollywood Realism 162 Hyperbole and Irony 162 Expressionism and the Avant-Garde 164 The Sliding Scale of Cinema Style 166 Time, Music, and Suspending Disbelief 166 Genre and Style 167
PAR	T 5: A DIRECTOR'S SCREEN GRAMMAR
12	FILM LANGUAGE 173 Film Language and Storytelling 175 The Shot and Mise-en-Scène 175 Creating Complex Meaning in an Image 176 The Edit and Montage 178 Beyond Broad Concepts 180
13	THE FRAME AND THE SHOT Compositional Axes of the Frame Essential Principles of Composition Closed and Open Frames Deep Frames, Shallow Frames Balanced and Unbalanced Frames The Rule of Thirds 184 Camera Height 185 Common Shot Sizes 186 Shot Selection 181 182 182 183 184 Camera Height 185 Common Shot Sizes 186
14	THE MOVING CAMERA 191 Camera Movements from a Fixed Position 191 Dynamic Camera Movements 193 Motivating the Moving Camera 197
15	LANGUAGE OF THE EDIT 201 Shots in Juxtaposition 201 Juxtaposing Sound and Image 204 The Continuity System 205 The Basic Shots of Master Scene Technique 207 The Six Principles of Continuity Editing 208 Not Just for Two People 210 Visual Point of View 211

xii CONTENTS

	Storytelling Style and Coverage 212 Movement and Screen Direction 213 Changing Screen Direction 214 Editing and Time Compression 214 Real Time and Expanded Time 216 Shot Duration, Information, and Perception 218 Duration, Detail, and Meaning 219
16	THE HUMAN VANTAGE IN CINEMATIC LANGUAGE Human Vantage 222 The Concerned Observer and Storyteller Roles 222 The Actor, the Acted-Upon 223 Different Angles on the Same Action 225 Abstraction 225 Subjectivity and Objectivity 226 Sequence and Memory 226 Screen Language in Summary 227 The Filmmaker and Creative Research 227 The Filmmaker and Practice 227
PAR	RT 6: PREPRODUCTION
17	EXPLORING THE SCRIPT 231 Interpreting the Script 231 Two Types of Film, Two Kinds of Preparation 231 Homework 233 Revisit Your Premise 233 Preliminary Scene Breakdown 233 Define the Subtexts 233 Tools to Reveal Dramatic Dynamics 234 Storyline Analysis 235 Graphing Tension and Beats 238 First Visualization 241 Logline and Guiding Metaphors 241
18	CASTING 243 Overview 243 Post a Casting Call Advertisement 245 Active Search for Actors 247 Non-Professional Actors 247 Setting Up the First Audition 249 The Actors Arrive 249

Conducting the First Audition 250
Monologues 250
Cold Readings 251
Assessment 252
Concluding Each Audition 253
Decisions After the First Round 253
First Callback—Auditioning with the Script 254
Improvisation 254
Second Callback 255
Interview 255
Mix and Match Actors 255
Making Final Choices 256
Camera Test 257
Negative Characters and Typecasting 257
Announcing Casting Decisions 257
Giving and Taking 258
Casting Non-Actors 258
Non-Actors in Character Roles 258
Non-Actors in Major Roles 259
ACTING FUNDAMENTALS 261
Stanislavsky 261
Believing It 261
Interior Life and Playable Actions 263
Drawing on Personal Experience 268
Comparing Theatre and Film Acting 269
The Director's Challenge 270
8
DIRECTING ACTORS 271
Director in Relation to Actors 271
Make Contact 272
Build Trust and Authority 272
Direct Positively and Equably 272
Common Problems 273
Lack of Focus and Relaxation 273
Mind-Body Connection Missing 274
Anticipating or Not Adapting 274
Acting in Isolation 275
Missing Interior Life 275
Missing Subtexts 275
The Generalized Interpretation 276
Distancing and Indicating 276

	Intensity, Intimacy, and Limiting an Actor's Sphere Tackling Stubborn Artificiality 277 How Much Rehearsal is Enough? 278 Don't Over-Direct 278 The Element of Surprise 279 Some Dos and Don'ts 280
21	REHEARSALS 283
	The Director Prepares 284 Scene Analysis, Subtexts, and Developing the Authority to Direct Conflicts and Beats 285 Naming the Function of Each Scene 285 Heightening Dramatic Tension and the Crisis Point 285 Defining the Thematic Purpose 286 Setting Up Rehearsals 286 Rehearsal Space 287 Rehearsals with the Book 287 The Table Reading and Introducing the Project 287 Meeting One-On-One with Actors 288 Scene Breakdown Sessions 288 Rehearsal Order and Priorities for Small Groups 291 Consolidating Characters' Formative Experiences 291 Encourage Physical Movement 291
	Notes, Feedback, and Establishing a Working Rhythm 292 Character Complexity and "Negative" Characters 292
	Rehearsing without the Book 293
	Turning Thought and Will into Action 293 A Character's Inner Movement 294 Monitoring Subtexts 294 Cuing and Pacing 294 Spontaneity 295
	Blocking and Using Space Expressively 295
	Using Improvisation Scenarios 295
	Locations, Environments, and Research 295
	The Director as Active Observer 296
	Shooting Rehearsals 297 Don't Show Actors Their Work 298 Check Timings 298 A Long Journey 298
	A Long Journey 270

22	ACTING EXERCISES 299
	Using Improvisation 299
	Improvisation Exercises 299
	Acting and Doing 300
	The Director's Role During Improvs 301
	Discerning Beats and Dramatic Units 301
	The Actor's Role During Improvs 302
	Make your Audience See 302
	Staying Focused 302
	Audience Etiquette and Improv Duration 302
	Assessment and Discussion 302
	Acting Exercises 303
	Improvisation Exercises 303
	Acting Exercises with Text 310
	Improvisation for Script Development 315
23	PLANNING THE VISUAL DESIGN 321
	Visual Design Questionnaire 322
	Research and the Lookbook 323
	Elements of Visual Design 324
	Locations and Sets 324
	Cinematography 326
	Wardrobe, Makeup, and Hairdressing 327
	Case Studies in Visual Design 328
	The Script Breakdown Sheet 332
24	DEVELOPING THE SHOOTING SCRIPT 333
- '	The General Aesthetic 333
	Master Scene Method (aka Coverage) 334
	The Long-Take Method 335
	The Short-Take Method 336
	Fixed Versus Mobile Camera 336
	Implying a Subjective or Objective Vantage 337
	Relatedness: Separating or Integrating by Shot 337
	The Camera as an Observing Consciousness 338
	Point of View (POV) 339
	The Heart of Directing: The Storyteller's Point of View 339
	Creating the Shooting Script 340
	Shot Selection Scene by Scene 340
	Covering Key Moments in More than One Way 343
	Inserts and Cutaways 343

XVI CONTENTS

	The Storyboard 346
	0 0 0
	Blocking the Scene 349
	Regrouping and Reset Transitions 350
	Use Your Intuition 351
	Work Within Your Means 351
	Study the Masters 352
25	LINE PRODUCING AND LOGISTICS 353
	Scheduling the Shoot 353
	Locations and Shot Order 355
	Shooting in Script Order 355
	Scheduling for Key Scenes and Performances 356
	Emotional Demand Priorities 356
	Weather and Other Contingency Coverage 356
	Allocation of Shooting Time Per Scene 356
	Under- or Over-Scheduling 357
	The Call Sheet 357
	Budgeting the Film 358
	Insurances 359
	Caution: Equipment Overload 360
	Workflow 360
	Shooting Formats and the "Look" 362
	The Final Look Starts in Preproduction 362
	Shooting Format and Visual Flexibility 363
	Standard HD and Cine Gamma 363
	Log Profile and LUTs 364
	RAW video 366
	The Digital Camera Range 367
	The DSLR and Mirrorless Photo Camera 368
	Hybrid Large Sensor Cameras 368
	The Ultra High End: D-Cinema 369
	Consumer Cameras 369
	Digital Sound 370
	Postproduction 371
	Production Stills 372
	Awful Warnings 372
	Production Party 373

CONTENTS xvii

PART 7: PRODUCTION

26	DEVELOPING A PRODUCTION CREW 377
	Developing Your Own Crew 377
	The Crew's Attitude and Actors 378
	Production Crew Roles 379
	Areas of Responsibility 379
	Role Descriptions 380
	Direction Department 380
	Production Department 381
	Camera Department 383
	Sound Department 387
	Art Department 388
	Set Etiquette 389
	Respect the Team 390
	Respect the Public's Space 391
	Respect the Location 391
	Food and Breaks 391
	Production Safety and Security 391
	The Commandments of Film Production Safety 392
	Prepare for Safety 392
	Maintain Common Sense 393
	Special Circumstances can be Risky 393
	Electricity 395
	Keep the Set Secure 395
27	THE DIRECTOR AND PRODUCTION TECH 397
	Basic Lighting Approaches and Terminology 397
	Light Sources 397
	Three Essential Qualities of Light 399
	Common Lighting Functions 401
	Basic Lighting Styles 403
	Essential Lighting Positions 404
	Lighting Approaches and Exposure 405
	The Expressive Capacity of the Lens 405
	Focal Length: Magnification and Field of View 406
	Shot Size, Perspective, and Lens Selection 408
	Lenses and the Director's Style 412
	Lenses and Exposure Control 413
	Focus 415
	Selective Focus 416
	Depth of Field 418

XVIII CONTENTS

	Location Sound 422 Getting Best Audio 423 Shooting for Sound 425 Types of Location Sound 427 Shooting Format and Looks 427
28	ON SET: PRODUCTION BEGINS 429 Before the Camera Rolls 429 The Director's Role 429 Daily Organization 430
	Getting to the First Shot: An Overview Chronology Roll Camera 433 Shot and Scene Identification 434 The Slate 434 Scene, Shot, and Take Numbers 435 Shooting Logs: Camera and Sound 435 Calling a Shot: From "Quiet" to "Action" 436
	Starting Without a Slate 437 The Crew's Attention During a Take 437 Who Can Call "Cut" 438 Another Take, Circle, or Keeper 438 Closer Shots and Reverse Shots 439 Shot or Blocking Changes 439 Retakes and Pickup Shots 439 Important: Record Room Tone Track 440 Continuity Sheets 440 Striking the Set 440 That's a Wrap 441
29	DIRECTING ON THE SET 443 Directing the Actors 443 Actors' Anxieties at the Beginning 444 Dividing Yourself between Crew and Cast 444 Directing Actors During a Shoot 445 Changing Goals 446 Demands and Feedback 446 Side Coaching and Reaction Shots 447 For the New Shot 448 Challenging Your Cast 448 Everyone Needs Feedback 448 Criticism from the Cast 448
	Using Social Times and Breaks 449

	Communicating 450 Evaluating the Shot 450 Making Progress 451 When You and Your Crew are Alone 451 Wrapping for the Day 451 Screening Dailies 452 Criticism from the Crew 452 Morale, Fatigue, and Intensity 452 You as Role Model 453
30	MONITORING CONTINUITY AND PROGRESS The Script Supervisor Prepares 455 Monitoring Coverage and Timing 456 Types of Continuity 458 Monitoring Continuity 458 Wardrobe and Properties Continuity 458 Physical Continuity 458 Monitoring Dialogue 459 The Script Supervisor's Report 459 Monitoring Your Own Progress as Director 459 Dramatic and Technical Quality 459 Fulfilling Your Authorship Intentions 460 Resources and Cost Reports 462 At the End of the Production 462
PAR	T 8: POSTPRODUCTION
31	POSTPRODUCTION OVERVIEW 465 The Postproduction Team 465 The Editor 465 Director-Editors 466 Technology, Workflow, and the Director 467 Workflow 468 The Postproduction Stages 469
32	EDITING BEGINS: GETTING TO KNOW THE FOOTAGE Transferring, Logging, and Organizing Footage 471 Syncing Dailies 472 Dailies: Reviewing and Evaluating Footage 472 The Editing Script 474 The Only Film is in the Dailies 476

	Partnership 476
	Making the First Assembly 476
	Viewing the Assembly Edit 477
	The Second Viewing: Diagnostic Questioning 477
	Resolutions After Seeing the Assembly 478
	Length and Structure 479
	Leave the Editor to Edit 480
33	THE ROUGH CUT 481
	Editing Principles 482
	Editing Mimics an Observing Consciousness 482
	How We Use Eye Contact 482
	Eyelines and the Concerned Observer Perspective 483
	Editing Implies Character Psychology 484
	Observer into Storyteller 484
	Repairing Performance Issues 484
	Editing to Develop or Alter Subtexts 486
	Visual and Aural Editing Rhythms: An Analogy in Music 488
	Transitions and Transitional Devices 489
	Shot-to-Shot Transitions and the Split Edit 489
	Lap Cut Scene Transitions 491
	Scene Elision and Sound 492
	The Problem of Achieving a Flow 493
	Counterpoint in Practice: Unifying Material into a Flow 493
	Assessing the Rough Cut 495
	The Audience Actively Imagining 496
	Summary 497
	·
34	GETTING TO FINE CUT AND PICTURE LOCK 499
	Diagnostics 499
	Making a Flowchart 499
	The Rough Cut Trial Screening 501
	Listen Closely, Guide Discussion, Do Not Explain 501
	Post Screening Reflection 502
	Try, Try Again 503
	The Fine Cut 503
	Knowing When to Stop 504
	Picture Lock! 504
35	WORKING WITH MUSIC 505
))	
	Choosing Music 505
	Spotting Session 507

CONTENTS xxi

	Using Pre-Recorded Music 508
	Music Libraries 509
	Collaborating with a Composer 509
	Beginning Work 510
	When there is Scratch Music 510
	Developing a Music Cue Sheet 510
	Conflicts and Composing to Sync Points 512
	When to Use Music, and When Not 512
	Music Editors and Fitting Music 513
	Triable Editors and Treing Practice 515
36	THE FINISHING TOUCHES 515
	Color Correction and Color Grading 515
	Color Grading with LUTs 517
	Finalizing Sound 519
	Elements of the Sound Design 520
	Voice/Speech 520
	Sound Effects (SFX) 522
	Ambient Sound and Walla 523
	The Sound Spotting Session 523
	Dialogue Tracks and Their Inconsistencies 525
	Preparing for the Sound Mix 526
	Directing the Mix 527
	Approve Sections, Then Listen to the Whole 527
	Titles and Credits 528
	Titles and Oredits 520
37	GETTING IT OUT THERE 529
	Mastering 529
	Distribution Copies 530
	Promotional Material 530
	Distribution 533
	Video Hosting Sites 533
	Crowdsource Theatrical 533
	Festivals 534
	And Now for Something Completely Different 535
	graphy 537
Photo	ograph and Illustration Acknowledgements 547
Index	549



Telling stories through the screen is tomorrow's literacy. Everyone will eventually need skills in this intensely human, collaborative artform—be they young or old. If directing already calls to you, it's because you are a film student; media teacher; photographer seeking broader skills; film technician ready to direct; or a beginner intent on self-education with friends as collaborators. Whoever you are, here is your step-by-step guide. It is written in everyday language by cinema enthusiasts informed by many decades of filmmaking and teaching.

Directing: Film Techniques and Aesthetics explains everything the director must know about the technical and conceptual areas. Like no other manual, it shares the intimate thought processes, feelings, and judgments so important to liberating the screen author in you, to finding your own themes, and to developing stories for audiences. It shows how to work with actors and cinema technicians to tell *your* stories in *your* way. This is not vanity or egotism; it's the rocky road to making cinema art, the longtime ultimate in entertainment and human communication.

We know people learn best from doing, so we treat you as a colleague ready to start shooting short fiction immediately—using nothing more than your smartphone, if need be. There's a range of hands-on projects from the ground upward, each designed to make learning practical, enjoyable, and illuminating. We have also provided for different learning styles: some like to read first then do a project to consolidate their understanding; others do the projects, then read the relevant text after hitting interesting bumps in the road. However you proceed, cost no longer blocks your path since cameras and computers are everywhere. Start building your experience at storytelling, and solve artistic and technical difficulties as they occur: it's a guerrilla approach that sees problems and difficulties as intrinsic to learning.

Like no other book on directing, we explain the entire spectrum of skills, not just the technological. Using analogies and self-investigation exercises and encouraging mentorship, we guide you the entire way through the portals of self-expression. Making films that embody your artistic voice and identity won't ever be easy, but it will engage your heart, hands, and mind from the beginning. This book takes you deep into the professional experience, which is nothing less than the artistic experience lived by filmmakers. With the explosion of distribution on the Internet, this book opens the door to many new career possibilities.

WHAT'S NEW

This, the 6th edition, introduces what the director must know about new trends, techniques, and terminology. It teaches equipment principles rather than the fast-changing particularities covered more accessibly as online texts and tutorials. Here is the core knowledge you won't find elsewhere: the human, psychological, and embracing technical grasp that every good director needs.

Every chapter has been revised, its information and citations updated, its new information integrated and organized to make it as accessible as possible, and outdated information eliminated. These changes expand and emphasize all that is enduringly central to the director's creative and logistical responsibilities, no matter how much the technologies of sound, image, and editing develop in the future.

CRITICAL AND AESTHETIC:

- Many film examples and references are updated and expanded to include the explosion of exciting new independent and international films as well as television series.
- Expanded discussion exploring the range of stylistic approaches, cinematic tone and genre.

PREPRODUCTION

- New section on using improvisation to develop scenes or entire scripts during preproduction.
- New discussion on the development of characters for long form television series.
- Updated information on contemporary workflows.
- New material on visual design and the development of custom color LUTs as a creative tool for production and postproduction.

PRODUCTION

- Updated and expanded exploration into digital cameras, shooting formats, color space, and using Log Gamma.
- Added sections on the role of the digital imaging technician.
- Expanded discussion on blocking scenes for the camera.
- Overview of techniques for directing non-actors.

POSTPRODUCTION

- Updated and expanded section on contemporary color grading tools and the creative use of LUTs.
- New section on the contemporary landscape of film promotion and distribution.

AVAILABLE ON THIS BOOK'S WEBSITE (ROUTLEDGE.COM/CW/RABIGER)

To enhance this book's portability, some material has been shifted to the book's website for simple downloading. Teachers will find that projects and forms can be edited or augmented at will. You will find:

- Suggested shooting projects and film analysis exercises
- Checklists and project assessment forms
- Analytical questionnaires
- Updated forms and logs for all phases of a project (including a short film budget form, location scouting forms, storyboards, camera and sound logs, SFX spotting sheets and more)
- Links to other websites, particularly those concerned with safety on the set.

PREPARATION VS. EXECUTION

You may wonder why a film directing book devotes so many chapters to the thinking, planning, and arrangements prior to beginning the production phase. From years of teaching we know that most beginners think you direct by knowing screen techniques and filmmaking technology. This is a fatal simplification: fiction is a very difficult genre to make credible and even the most elaborate equipment is never an alchemy that transforms lead into gold. Rather, it magnifies success and failure equally. When beginners' work falls short, it's usually because:

- The film is theatrically based on dialogue. (The director needs to understand the visual and aural forms that make cinema powerful.)
- The story is imitative and lacks dramatic unity, individuality, and the force of conviction. (Film stories need originality, momentum in the narrative, and something worthwhile and deeply felt to say.)
- The film's world and characters aren't credible. (The director needs greater understanding of actors, acting, dramatic structure, and the psychological processes of human perception that underlie drama and film language.)

This book takes the bull by the horns and provides proven remedies for all these common failings. For every phase of fiction production, it says clearly and succinctly what a director must know, how professionals handle each of the tasks in the process, and what you need do to put moving, deeply felt stories on the screen.

The thinking, analysis procedures and disciplines you learn here will prepare any dedicated person for a life as a professional in the film industry.

OUR COLLABORATION

Michael Rabiger writes: The organization and writing in this book began evolving in the 5th edition from a collaboration between myself (as the original writer) and the distinguished teacher, filmmaker, and writer Mick Hurbis-Cherrier, whose production experience, teaching, and involvement with contemporary fiction cinema are all more current than my own. Since so much information about film technology, techniques, and equipment now exists in specialized texts and on the Internet, we decided in this, the 6th edition, to concentrate more on the experiential core of the director's art. For me it continues to be a stimulating delight to debate methods and explanations every step of the way.

Anyone writing a book like this stands on the shoulders of all the professional communities to which they ever belonged. In my case these include Pinewood and Shepperton Studios, the BBC, and Granada TV—all in England. Many of my subsequent ideas and realizations about film and film education grew from decades of working with students and faculty at Columbia College Chicago, and shorter residencies at New York University and other film schools around the world.

For this edition and the previous edition we benefitted from advice and criticism from film industry and teaching colleagues including Ben Benesh; Jacqueline Frost, California State University, Fullerton; Gary Goldsmith, formerly of the University of Southern California; Dewi Griffiths, Red Sea Institute Jordan and UK; Robert Lewis, California State University, Northridge; Simon Tarr, University of South Carolina; Patrick Titley, University of Leeds; George Chun Han Wang, University of Hawaii. And, of course the reviewers for this edition, including Daniel Hopkins and Bruce Hutchinson.

Through the years I have also benefitted greatly from advice, help, and criticism from colleagues in Columbia College Chicago's Cinema Arts and Sciences Department: Doreen Bartoni, Robert Buchar, Judd Chesler, Gina Chorak, Sandy Cuprisin, Dan Dinello, Chap Freeman, Paul Hettel, T.W. Li, Joan McGrath, Chris Peppey, Emily Reible, Joe Steiff, the late Diego Trejo, Jr., and Wenhwa Ts'ao.

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Finally, I must thank my wife and closest friend Nancy Mattei, who does so much to support the writing that I love to do.

Mick Hurbis-Cherrier writes: Working with Michael Rabiger on the 6th edition of this classic text was, as always, an immensely rewarding experience. Our collaboration again allowed me to benefit from, and enjoy, his broad knowledge, profound generosity, keen language facility, and cunning humor throughout the writing of this book.

I would also like to join Professor Rabiger in thanking the excellent team at Taylor & Francis, and the external reviewers—their meticulous evaluation and suggestions unquestionably helped to make this edition stronger and more relevant.

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PART 1

THE DIRECTOR AND ARTISTIC IDENTITY



PART 1-1 ——————————————————————————————————
Director Sarah Polley and cinematographer Luc Montpellier line up a shot on location for the film <i>Away From Her</i> (2006).
PART 1-2
Director Gustavo Mercado consults with an actor on set during a directing workshop at EFTI Centro Internacional de Fotografía y Cine.

CHAPTER 1

THE WORLD OF THE FILM DIRECTOR

Exploring the art of filmmaking and the world of the film director is like exploring an ocean; there are the depths to consider, the shorelines, the currents, and the sea life; one can examine the trade routes and their impact on history and culture, or even the ocean's effect on the climate and civilizations. So where should we begin with our exploration into filmmaking? Let's start with what is clearly most important—go make a film. Now!

Why? Filmmaking is an art you acquire through practice, like dancing, painting, or playing an instrument. You learn by *doing*—however and wherever you can, over and over. Don't wait to gain knowledge of film equipment, technology, and film techniques because they won't lead to the stories you must tell, nor will they help you direct your actors. Don't wait to feel grounded in history, theory, and criticism—important though these disciplines are. Jump in where you are now and just start doing it. All you need is access to a laptop computer and a DSLR¹, or even just a smartphone, to start amassing experience right now.

For practice films of just a few minutes, try restaging a small incident that occurred to you recently, at home, on the street, at the park, wherever. Think of a recent event where you learned something or had one of those "Ah-Ha!" moments. It need not be a huge lesson or profound moment; it doesn't even need to involve spoken exchanges. Keep it small and compact but apply it to a character *un*like yourself. Imagining someone different gives you a character to develop, generates new ideas, and avoids the self-indulgence that often afflicts beginners' films. Recreate moments you can shoot in an hour or two and edit immediately. Finish in a day or two, then make another and another. Get used to crafting small, believable moments on film, regularly. The idea is not to produce a magnum opus, but to cut your teeth on small, do-able exercises. You want to begin experiencing the creative flow that links ideas, acting, shooting, editing, and audience response (your family?). Go ahead, we'll be happy if you put the book down and go make a two-minute movie. When you return with a bit more experience, we'll still be here.

¹ Digital single lens reflex camera