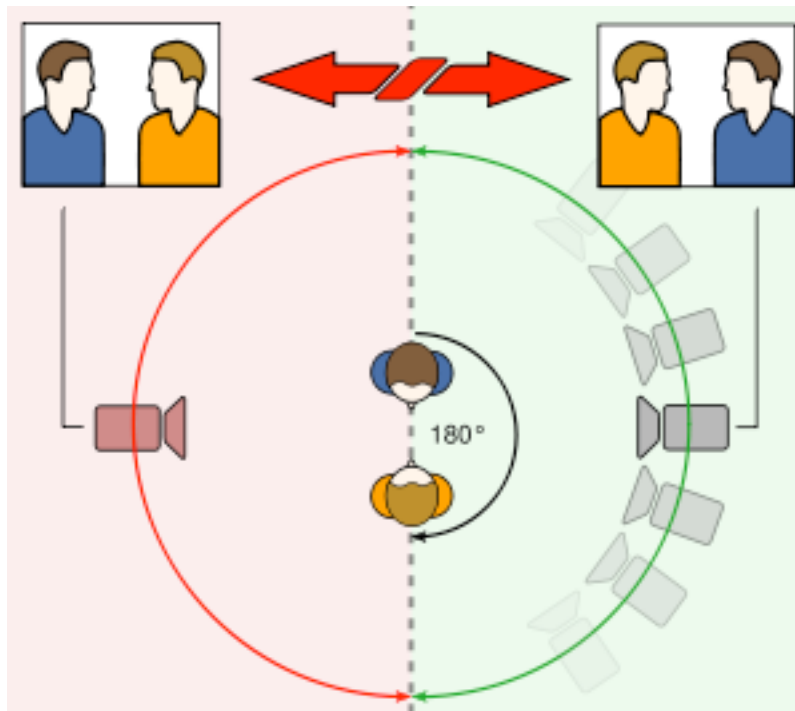


Conventional Editing Terms and Techniques

The 180 degree rule is a basic principle of continuity editing. The camera must stay on one side of an imaginary line (like a stage) in order to keep the left-right orientation and background consistent. The 180 degree rule can be broken using a cutaway, or by a shot showing the camera crossing the 180 degree line.



A **cutaway** shot is a shot of anything that is related to the main action, but not visually connected to it. It is often a closeup or extreme close-up, and often first person point-of-view. The cutaway allows the editor to vary the length or order of the sequence.

An **eyeline match** is when a shot of a character looking off-screen at something is followed by a shot of what the character is looking at (with an approximation of that character's point of view).

Shot/reverse-shot is the term for a classic Hollywood editing strategy, used in dialogues between two characters. One character is shown looking (often off-screen) at another character, and then the other character is shown looking "back" at the first character. Since the characters are shown facing in opposite directions, the viewer subconsciously assumes that they are looking at each other. Shot/reverse-shot is dependent on the 180 degree rule and eyeline matches.

Cross-cutting suggests that two actions are happening at the same time. These actions can be related (lady in burning building throws baby through window/fireman outside catches it) or simply parallel stories. Cross-cutting generally heightens audience anticipation.