

# Motion Picture Action Seminar

## Class A

### **Fundamental movement for camera:**

- getting in position, hitting marks, orientating and understanding situation awareness
- while moving: understanding line of sight, axis and correct aiming and positioning (stacking)
- anticipation of camera movement in relation to talent movement
- understanding the complexity of a multiple camera action setup
- essential knowledge and awareness of lens size and focal points for faster and more professional workflow
- basic physical reactions to co-talents in action scenarios (grabs, pushes, etc.)
- rudimental handling of most used weapons (guns, rifles, knives, etc.)
- physical presentation in correlation to multiple scenarios

## Class B

### **Advanced dynamism for camera**

- distance and radius awareness in full action setup (running, jumping, sliding)
- understanding the realistic limits of oneself and danger assessment
- hit-reactions to non-double scenes with co-talents and stunt-performers (slaps, basic physical attacks)
- learning how to “close the gap”, “eliminate airholes”, faking hits in relation to camera angle
- mastering the art of creating the illusion of physical violence
- advanced weapon handling in action scenarios (shootout, fast-draw, trigger control and safety)

# Class C

## **almost a stunt-performer**

- understanding and training of actual contact body hits (giving and receiving)
- learning and estimating of when and where the talent needs body protectors in accordance to costume design
- falls, crashes, throws, rolls on commonly used thin mats (full 3d action movement scenarios)
- execution of emergency safety procedures in worst case scenarios