

ZETTL - STUDY GUIDE - CHAPTER 12 & 14 - TIME
Revised: 11/10/05

NOTE: Unlike other study guides, this one covers parts of two chapters (actually, all of Chapter 12 and part of Chapter 14). Since I have “mixed” all of that together in lecture, I have also done so with these questions, giving them to you in the order they are being covered in class.

1. What is TIME? How do we EXPERIENCE time?
2. What is BIOLOGICAL TIME?
3. What is OBJECTIVE (or CLOCK) TIME?
4. What is TIMING?
5. What is CLOCK (or SPOT) TIME?
6. What is RUNNING TIME?
7. What is a SHOT? What is SHOT TIME?
8. What is a SCENE? What is SCENE TIME?
9. What is a SEQUENCE? What is SEQUENCE TIME?
10. What is STORY TIME?
11. What is PSYCHOLOGICAL/SUBJECTIVE time?
12. What is PERCEIVED DURATION? How does it differ from ACTUAL DURATION?
13. How are OBJECTIVE TIME AND SUBJECTIVE TIME MEASURED?
14. What is PACE? Explain FAST PACE; SLOW PACE.
15. Explain RHYTHM; BEAT How does rhythm establish a beat? How is rhythm affected by shot duration and transitions?
16. What is EVENT INTENSITY? EVENT DENSITY? EXPERIENCE INTENSITY?
17. What is PLOT TIME? CHARACTER TIME?
18. Explain LIVE-ON-TAPE; AESTHETIC ENTROPY; INSTANT REPLAYS.