

# PRINCIPAL MOTION

## PRIMARY MOTION

- inherent in the event (i.e., event motion)
- principal indicator of object/subject dynamics.
- x-axis versus z-axis: articulating depth
- natural flow of events

## SECONDARY MOTION

- inherent in the medium (i.e., camera blocking)
- independent of the event
- easy to consider important (which it is), but should be secondary (thus, its categorization) to primary motion.
- should be motivated (since unmotivated motion calls attention to itself and away from the event).

### Motivations for secondary motion

- to follow action
- to reveal action
- to reveal landscape
- to relate action
- to induce action

## TERTIARY MOTION

- sequence motion through transitions
- inherent in the medium
- "moving the viewer"

- cut**: instantaneous change from one image (visual source) to another.
- fade**: gradual change from black to visual (fade in) or from visual to black (fade out).
- dissolve**: gradual transition from one visual to another during which images overlap (always have "complete" visual, much like a double exposure).
- superimposition**: "blending" of two or more visuals into a "multiple" exposure.
- DVE**: digital effect in one of a variety of patterns/styles.

### x-axis: left-right motion

- **pan**: movement of camera on tripod or dolly, as if shaking head "no."
- **truck**: movement of camera on dolly along line parallel to subject.
- **arc**: circular movement of camera on dolly around subject.
- **track**: to follow with a moving subject along parallel line.

### y-axis: up-down motion

- **tilt**: movement of camera on tripod or dolly, as if shaking head "yes."
- **pedestal**: movement of camera and camera head as if standing or sitting.
- **crane**: similar to pedestal but with much greater range of motion.

### z-axis: in-out motion

- **dolly**: movement of camera on dolly toward or away from subject.
- **zoom**: movement of camera lens (no movement of camera itself).

**NOTE**: often a director/editor will use more than one type of motion. However, the choice should be based on what best communicates while drawing the least attention to itself.