

AUDIOVIDEO

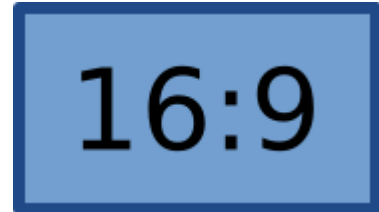
Exercise: Aspect Ratio

Aspect ratio defines the shape of the displayed video image. Aspect ratio is notated X:Y, where X:Y is the ratio of frame width to height. Most video standards use either 4:3 or 16:9 aspect ratio. The 16:9 aspect ratio is commonly called widescreen.

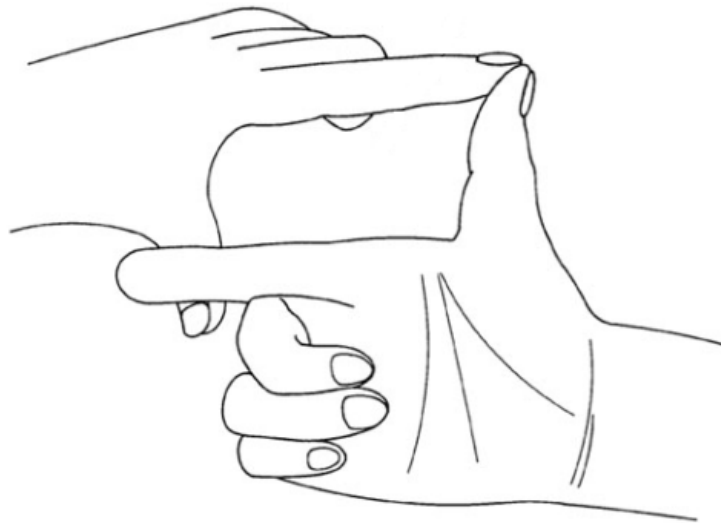
Classic television uses a 4:3 aspect ratio



Widescreen television uses a 16:9 aspect ratio



Tip: Learn the aspect ratios of the cameras you will be using and before you shoot, visualize how your scene will be composed by **mimicking the aspect ratio of your frame** by holding your hands like so:



Be aware that different cameras may have different aspect ratios so that when you edit a movie shot using different cameras, some mismatching may occur. Typically, there are



three ways to combine video sources with differing aspect ratios: stretch, scale and crop. All three have advantages and disadvantages. As an example, consider the camping scene to the left. This scene was composed and shot in a 16:9 aspect ratio. Notice how the image changes as this image is **stretched**, **cropped**, and **scaled** to fit a 4:3 aspect ratio.

1. Stretch

Stretched to fit a 4:3 aspect ratio.
The image is distorted.
Objects look taller and skinnier.



2. Crop

Cropped to fit a 4:3 aspect ratio.
Objects are not distorted but some background is lost.



3. Scale

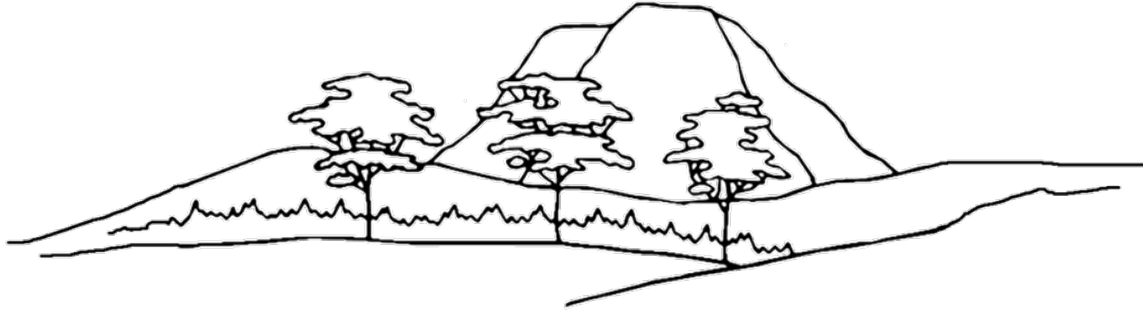
Scaled to fit a 4:3 aspect ratio.
The entire frame is smaller, detail is lost, and the image is letterboxed.



Exercise

Sketch lines to frame the shot in the desired aspect ratio. Use a ruler to assist you.

1. Frame the shot in a 4:3 aspect ratio (classic tv)



2. Frame the shot in a 16:9 aspect ratio (widescreen tv)

