

42. Mimicking Bullet Time

Bullet Time, though around for some time (See Vincent Gallo's 'Buffalo 66') was popularised through in the fight scene in 'The Matrix'. Technically, the effect is created with a large semi-circle of cameras, enabling a freeze frame to be seen from a circling, moving point of view.

References

In **Clip 42.1**, the student simply had the actor jump up in the same position and used the same camera for each viewpoint.