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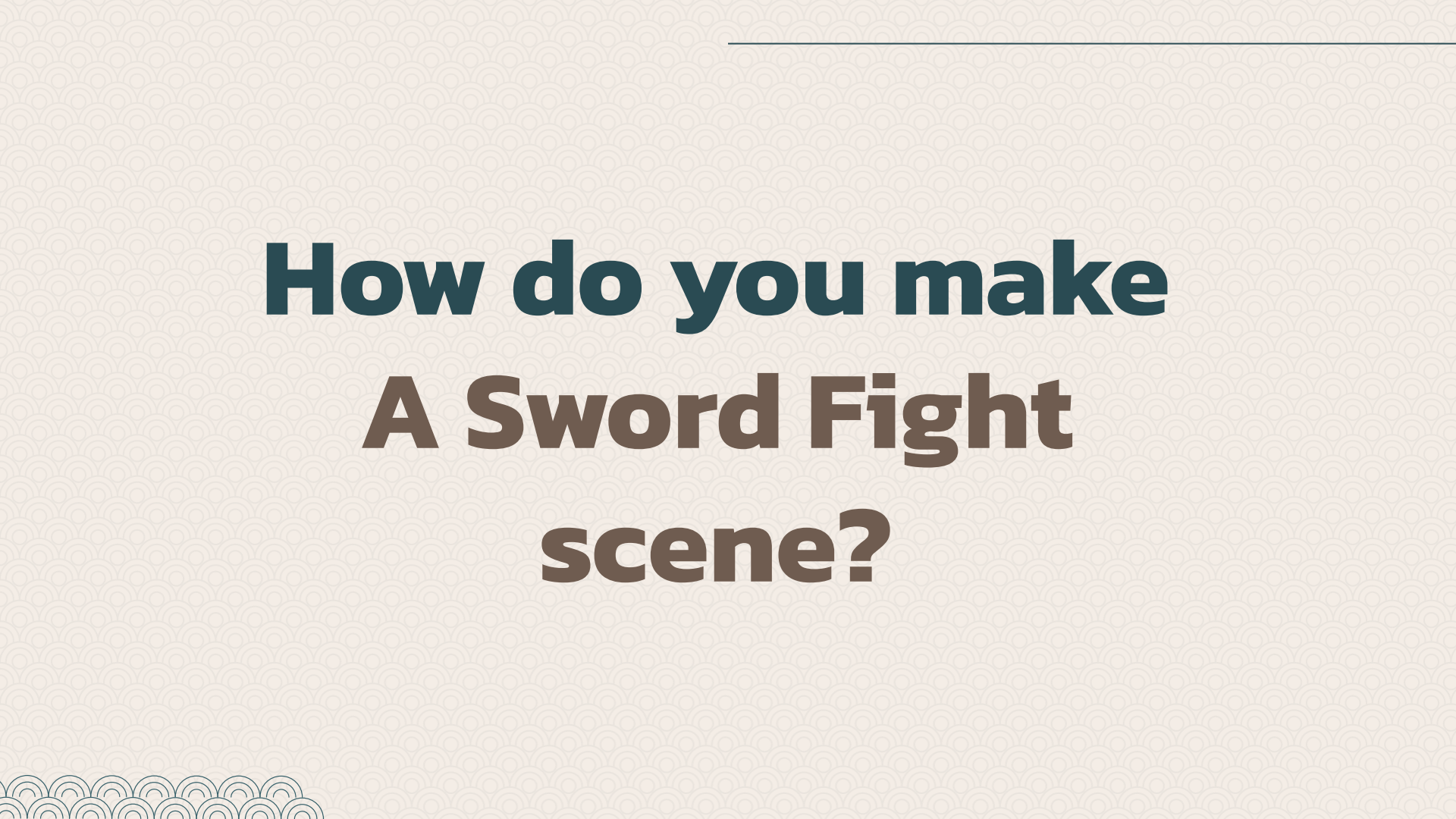
# Sword Fighting In Movies

By Felipe L



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**How do you make  
A Sword Fight  
scene?**





# Timeline

**01.**

**Research and  
Inspiration**

**02.**

**Pre-Production**

**03.**

**Filming**

**04.**

**Post-Production**



# Research



**Ruustic**  
36.7K subscribers



How to choreograph samurai sword fights  
9.1K views • 1 year ago



**Accented Cinema**  
478K subscribers





# From all of this I learned

## Sword Fight scenes a structured like this

### Setting

Tell the audience everything they need to know, who is the opponent where are they fighting and what are they fighting for

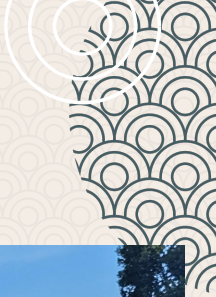
### Rising action

Give the audience a little time to process the information given then scale the action up with more aggression

### The end

Give the audience a resolution to the battle and tie up your story together

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# Pre-Production



# Filming

1



Build Tension

2



Back and forth fight  
Let one side lead the other

3



Make your fight interesting  
using your own spin and  
techniques do more than  
just swing the sword

4



Show emotion



# Editing

The screenshot displays a video editing software interface for a project titled "Real sword fight". The interface is divided into several key areas:

- Top Bar:** Shows navigation options (Home, Import, Edit, Export) and the current project name "Real sword fight".
- Source Browser:** Located at the top left, it shows the source file "MVI\_7328.MP4" and the current sequence "Sequence 01 - MVI\_7328.MP4".
- Effect Controls:** A central panel for adjusting the selected clip's properties. It includes:
  - Motion:** Position (960.0, 540.0), Scale (100.0), Scale Width (100.0), Uniform Scale (checked), Rotation (0.0), Anchor Point (960.0, 540.0), and Anti-flicker Filter (0.00).
  - Opacity:** Opacity (100.0 %) and Blend Mode (Normal).
  - Time Remapping:** A section for advanced timing adjustments.
- Preview Window:** On the right, it shows a video preview of a person's hands holding a sword. The timecode is 00:00:29:23, and the zoom is set to "Fit".
- Timeline:** The bottom section features a multi-track timeline with tracks for Video (V1-V5), Audio (A1-A5), and a Master track (M...). The video track shows a clip starting at 00:00:29:23. The audio tracks show waveforms for the audio clips.
- Project Panel:** On the bottom left, it shows the project's asset browser with a "Name" column and various icons for organizing assets.







**Thank you for  
watching**



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