

Continuity Editing

Communications & Media

The invisible system that makes a sequence of shots read as one event.

What must match, and what commonly does not.

Must match across cuts

Screen direction of movement and gaze

Prop position and hand used

Costume, hair and weather

Light quality and direction

Eyeline height and target

Common breaks

Jump cut: too similar a framing

Glass filled, then full again

Sun moving during a long shoot

Actor starting the action twice

Background extras repeating a walk

Audiences forgive most continuity errors they do not consciously notice, but screen direction and eyeline are the two they always feel.