

Writer's/Director's Craft--*The Language of Film*

shot—a continuous piece of filming without interruption

edit—a break in the film where one shot ends and another begins (4 types: cuts, dissolves, fades, wipes)

motif—anything repeatedly used in a film to define a character or suggest a theme

props—objects that appear in scenes

scene—a collection of shots arranged in a specific order (action scene, dialogue scene, etc.)

frame—the physical boundary that contains a shot

framing—the art of arranging images within each shot

4 Elements of Film Style

Mise-en-scene—all of the visual elements within a frame

Setting—can create mood, link with character's state of mind, enhance plot, signal changes, define themes

Lighting—manipulation of intensity of light to create a mood or highlight a specific feature, or frame a character or scene (color, intensity, texture)

Types of lighting: 3 point, frontal, side, back, under, top, shadows

Costumes—clothes, makeup, accessories, props, colors

Acting style—feelings, motives, attitudes, state of mind, facial expressions, posture, voice, and gestures

Cinematography—the art of capturing images on moving film

Exposure—amount of light passing through the lens (normal, overexposure, underexposure)

Focus—how clearly or sharply focused the audience sees the actors

Speed—standard 24 frames per second (fast, time lapse, slow, bullet time)

Perspective—distance between elements in a shot (middle, short, long focal lengths; zooming)

Camera position—angles: high, low, straight-on, canting, height, distance (microscopic shot, extreme close-up, close-up, medium close-up, medium shot, medium long shot, long shot, extreme long shot, telescopic shot)

Camera movement—static shots, pan, tilt, tracking shot, dolly shot, crane shots, aerial shots, handheld shots, steady-cam shots

Editing—placing shots together in a specific order to create a scene

- Graphic relationships between each shot
- The film's rhythm
- Pacing
- The space that the film takes place in
- The passing of time in a film

Sound—what you hear while watching a film

- Use of sound—directs audience's attention/creates mood (music, sound effects, speaking volume/tone)
- Qualities of sound—volume, pitch, timbre
- Sources of sound
- Timing of sound—sound bridges

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<u>Camera Angles</u>	<u>Description</u>	<u>Purpose</u>
High	Shoots subject from above--looks down on them	Makes character seem less powerful, insignificant, weak
Low	Shoots subject from below—looks up at them	Makes the character look dominant, powerful, important
Straight On	Shoots the subject from eye level—straight on shot	Neutral shot
Bird's Eye	Shoots subject from long range above	For dramatic effect; lets viewer see what characters can't Also used frequently in sports, documentaries, etc.
Canting	Shoots subject with camera either partially or completely tilted on its side	Dizziness, disorientation, uncertainty
<u>Camera Shots</u>	<u>Description</u>	<u>Purpose</u>
Microscopic Shot	Shoots subject at an extremely close range	Allows viewer to see object extremely close—reveals more than they would normally see
Extreme Close-up	Shoots one aspect of the subject in an extremely tight shot	Draws attention to an item of extreme significance
Close-up	Shoots closely to the subject; a tight shot	Used to focus in on a character or item of significance--builds emotion/suspense/drama/ tension
Medium Shot (Mid-Shot)	Shoots subject from the hips or waist up	Used to show conversations, gestures, character mannerisms
Long Shot	Shoots subject so a full-body shot is in the frame	Used to show multiple characters; characters always shot with long shots are not significant to the storyline
Extreme Long Shot	Shoots subject from a long distance; captures entire scene from a distance—difficult to distinguish character details	Used frequently for establishing shots to set the scene
Telescopic Shot	Shoots subjects which are at an extreme distance	Allows viewer to see far-away objects that cannot be seen with a normal shot
<u>Camera Movements</u>	<u>Description</u>	<u>Purpose</u>
Static	Shoots scene with camera remaining absolutely still	Creates sense of peacefulness, suspense, anticipation, dramatic effect
Pan	Shoots scene with horizontal movement of camera; camera usually shooting from tripod across landscape	Captures horizontal movement in a scene; following action moving in one direction at a time
Tilt	Shoots scene with camera rotating up and down on a tripod	Can be used to show height/character perspective
Tracking/Dolly	Shoots scene with camera moving with subject	Follows smoothly with action; can create a dreamlike sensation or pulls viewer into action