

The Language of Film



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Framing is how you first design a shot. A shot refers to one, uninterrupted image that is seen onscreen.

When you look at a frame, one of the first things to consider is distance.

How much do you see of the character(s)?

- Is it a close up?
- Is it a full or long shot?
- Is it a medium shot?



A Place in the Sun 1951-close up

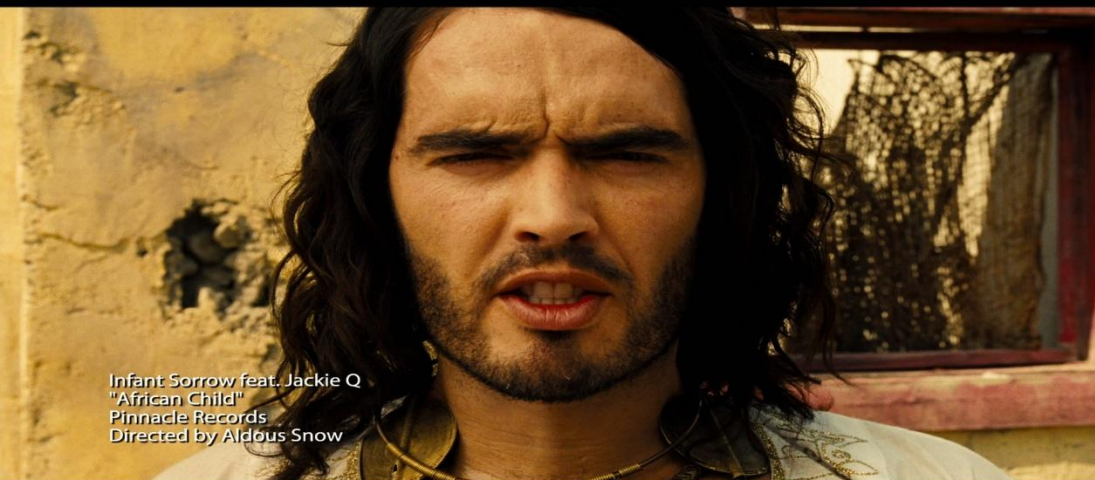
Can you see the whole body or a part of the body?

In general the closer the camera gets to the characters, the closer the viewer feels towards the characters.

This is when close ups are often used:

- romantic scenes
- scenes where the character is suffering or fearful
- any other scene where the viewer is supposed to understand what the character is feeling.

Close Ups



Infant Sorrow feat. Jackie Q
"African Child"
Pinnacle Records
Directed by Aldous Snow



The Two-Shot Close Up



Avatar 2009

Makes two characters the subject of the frame. It allows you to understand how the characters interact and react to each other.

As the camera moves further away from the character(s), the viewer is provided more information about them or about their situation. The shot on the right is a medium shot, but the one on the left is a close up.

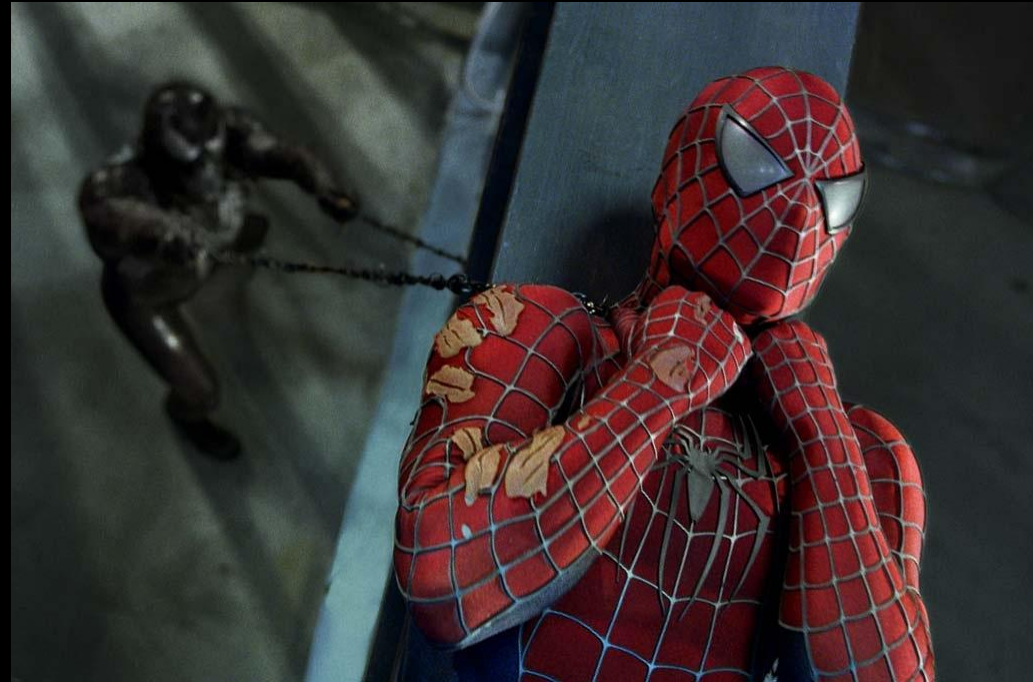


From Rosemary's Baby 1968



From Babel 2006

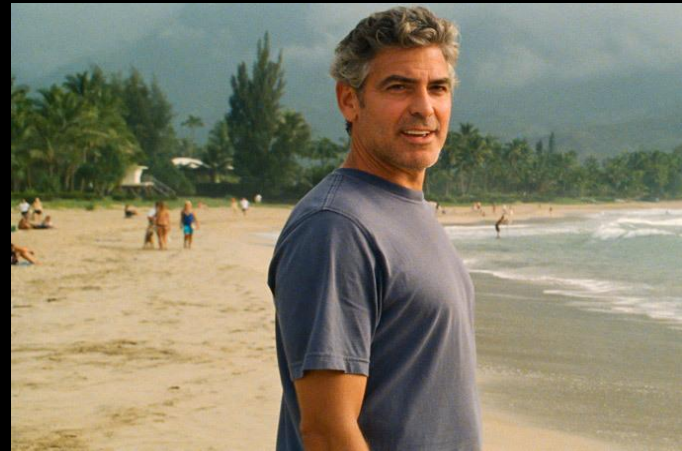
Medium Shots



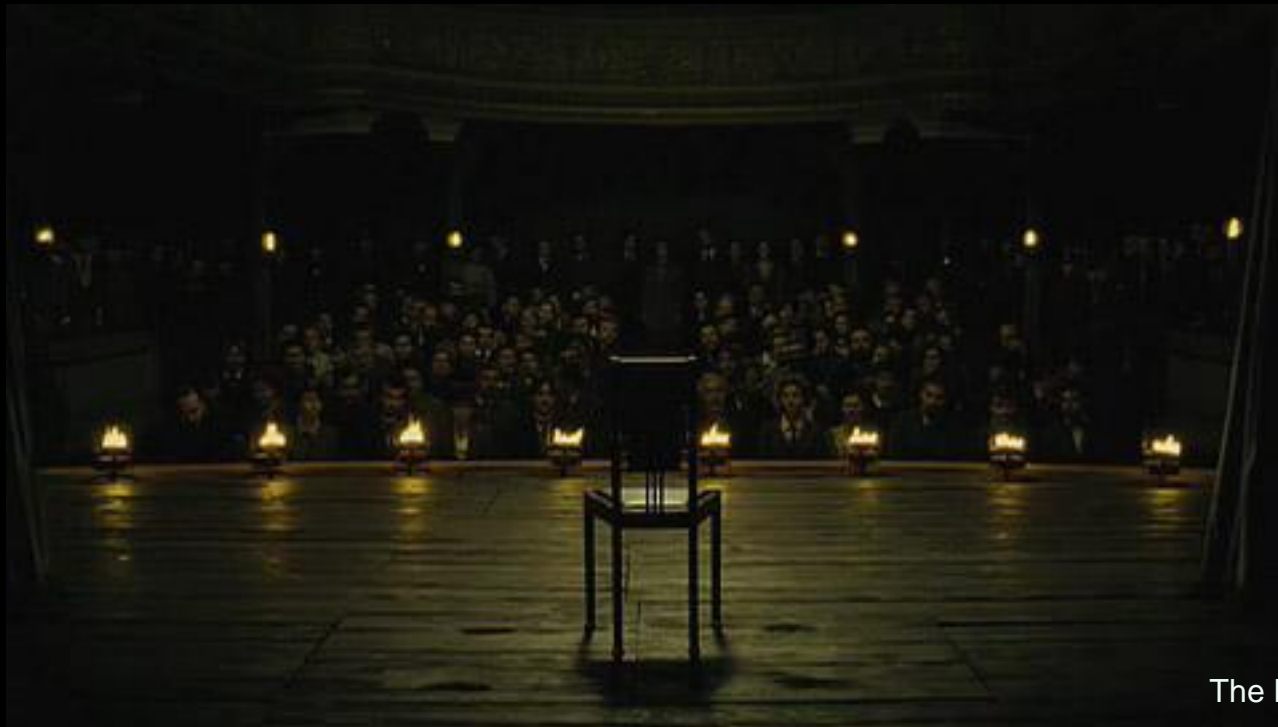


The further the camera is from the subject, the more distant you will feel from what is happening in the scene or to the character(s) this lets the audience have a look at the subject in relation to its surrounding.
(A Long Shot shown here)

Long Shots



The Establishing Shot



The Illusionist 2006

It lets the audience have a look at the subject in relation to its surroundings. It usually appears at the beginning of a film or scene to establish the setting or to introduce a film.

Another thing you should consider when observing
A frame is the angle or camera position.

- Was the frame shot from high above looking down?
(a high angle shot)
- Was it shot at eye level (straight on)?
- Was it shot from a low angle (the camera is below its subject) ?

A frame shot from a high angle is often referred to as God's eye view because it suggests that 'someone' is observing the characters. It can suggest danger and helplessness. These are high angle shots.



300 2006



Apocalypto 2007-High Angle Shot

High Angle Shots



The Fountain 2007 High
Angle Shot

A frame shot from a low angle makes the subject seem larger. These are low angle shots being that the camera is below the subject.



The Postman Always Rings Twice 1946



Citizen Kane 1941



The Dark Knight 2008-Low Angle Shot



Inglourious Bastards 2009- Low Angle Shot

A character that seems larger than another in a frame is usually the dominant character.

From Double Indemnity 1944



From Letter from an Unknown Woman
1948



From
Gone with the Wind
1939

From
Rebecca
1940





The Departed 2006-Eye Level Shot

Eye-level Shots



Camera Movement Within a Shot:

- Pan- when the camera's head is stationary, but it moves from right to left or left to right
- Tilt-when the camera's head is stationary, but it moves up and down on the vertical axis
- Zoom- zoom in means to get closer, and zoom out means to get farther away from the subject
- Dolly shot- refers to any time the camera itself moves, either on tracks, from a helicopter, on someone's back, or in any other way.

Editing Terms

1. **Cut-** a cut is the quickest way to move between images. It looks like an instantaneous change between shots
2. **Fade-** is when the image seen on the screen slowly fades to black or white or some other color. A fade sometimes shows that time has passed.
3. **Dissolve-** is when an image on screen slowly fades away while the next image is fading in. Dissolves are used to connect images or to move between images in a smooth, rhythmic fashion.
4. **Parallel editing-** also called cross-cutting, which is used to cut between scenes that are happening simultaneously but not in the same location. (damsel, train, hero, bad guy etc)
5. **Point-of-view editing-** this is when an editor tries to show what the character is thinking. (when a trapped man sees a way to escape)

Editing Terms for the Length of the Shot

Long takes- generally feel as if they unfold in real time, allowing the director to set up the scene realistically. A long take would be longer than 5-8 seconds.

Short takes- are typical in quick-cutting music videos in which a single shot can be less than 1 second. Action films will also use a lot of short takes to create suspense and drama in a fight sequence or car chases.

Beginning Lessons for Your Second Film Evaluation

Terminology for Sound in Film

Diegetic sound- meaning the sound (music, dialogue, or sound effects) that comes from a source **IN** the movie. Examples of diegetic sound can include: characters talking, the sound of traffic or of a footstep, music from a radio, and any other sound that could logically be heard by a character in the scene.

Nondiegetic sound -which refers to sound that can't logically be a part of the movie environment. Nondiegetic sound can be the music we hear while the title is rolling or the music that appears seemingly nowhere to heighten a romantic scene or a fight scene etc.

Internal diegetic- is a mix of the two types of sound where the audience hears a character's private thoughts.

Terminology for Lighting in Film

Low-key lighting: has lots of shadows with sharp contrasts between light and dark. Mysteries and suspense thrillers are also often shot in low key lighting indicating that things are hidden, or that something unexpected can happen at any time.

High-key lighting: is characterized by brightness, openness, and light. Romantic comedies, musicals and important scenes in family dramas, are shot with this lighting.

Side lighting- where one side of the actor's face is darker than the other. This lighting can hint at a character's secrets or that the character is somehow torn between opposing forces.

Front Lighting- when a character is brightly lit, without any shadows appearing anywhere. Hero's and heroines are shot in this way to show pureness and honesty.



Lighting with lots of shadowing and dark angles is called: Low-key lighting.



Low-key lighting

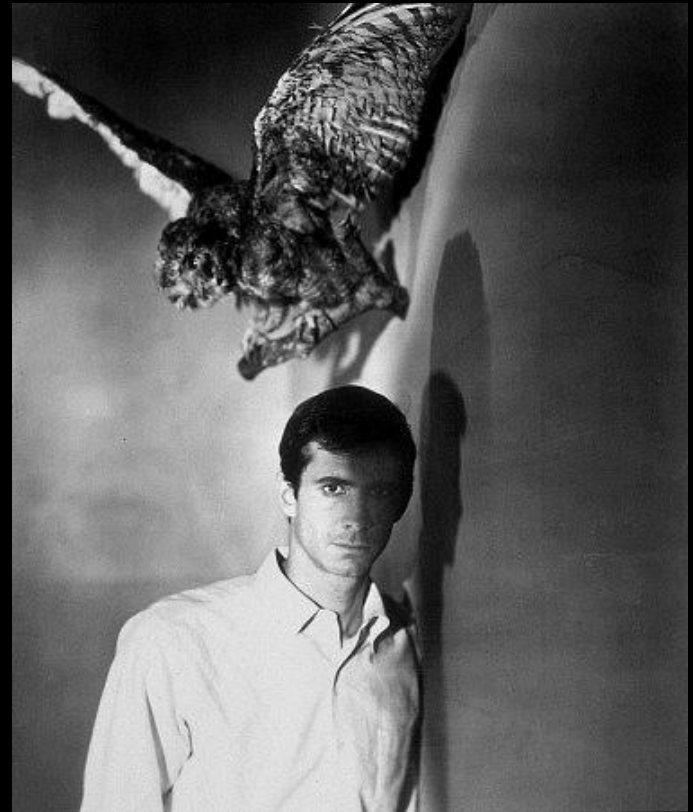


High Key Lighting is characterized by brightness and light.

Side Lighting is where one side of the actor's face is darker than the other



Psycho 1960



Front Lighting



Sets- determine the audience's expectation for the action





The Moon



From E.T.

Water



From Jaws

Roads



From North by Northwest

Trees



...and many others

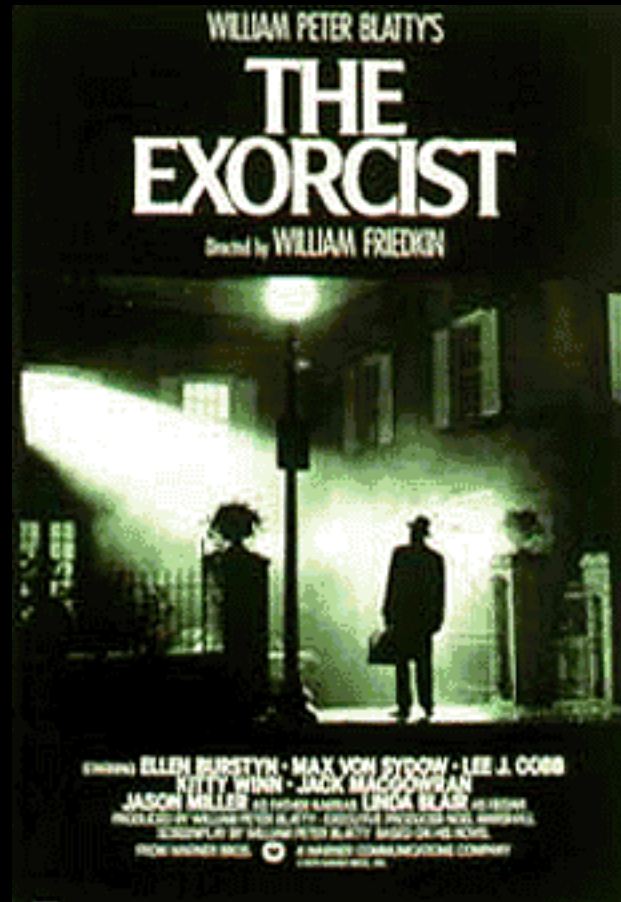
Stairs, dark alleys, canted angles, darkness enveloping a character, seeing only part of a character are some images of imminent danger.



From Silence of the Lambs



From Kiss Me Deadly



From The French Connection



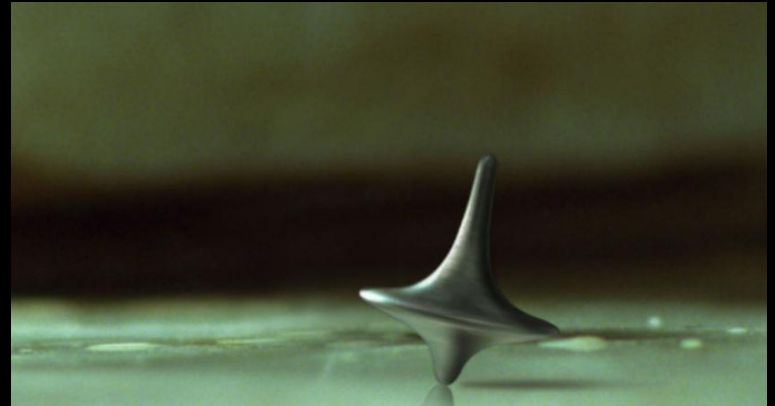
From Halloween

Costumes-or the clothes the actors wear, are quick signals for the audience to learn about the character









Acting Choice is the performance of the actors



Thank you