

## TRANSITIONS

- How does the film move from scene to another?
- Is there something visually on screen that joins two different scenes?
- Does one shot or scene physically move in or out of the frame?
- Why do you think a transition has been used? What does it suggest about the scene, character, film or tries to tell the audience?
- How would the audience react if a different transition has been used?
- If a dissolve is used, what two things does it join and why?
- What does a fade to black suggest?

## PACE

- How quickly do the images on screen change?
- How would you describe the pace of the scene overall; fast or slow? Could you think of other words to describe this pace?
- Do some shots stay on screen longer than others? Why?
- If pace is slow, what is it trying to emphasise or make clear?
- How does the pace link with other elements of film language, such as the soundtrack or score, performance or mise-en-scene?
- What does the pace suggest overall?

## WHAT IS EDITING?

Editing is the process of assembling different shots into a coherent order. This is largely done in post-production and will involve using different techniques and skills to produce a whole film. Editing is vital as it allows the film to communicate to an audience and also perhaps restrict or play with what the audience is being allowed to know and when. Editing is a complicated and exciting area of film studies as there are so many possible approaches with how to edit a film and why certain techniques have been used.

## WHAT DOES THE EDITING COMMUNICATE?

- Why does the film cut from one shot to another?
- How does the editing help to propel the story along?
- Does the sound carry across or stop with the cut?
- Has the editing directly created tension or suspense? How?
- Does the film use a variety of editing transitions? Why?
- Has sound been used to emphasis a cut? How? Why?
- How have any cuts been hidden? Why was this done?
- What does the editing suggest to the audience?

## KEY TERMS

- |                      |                      |                   |
|----------------------|----------------------|-------------------|
| • Kuleshov           | • Director's cut     | • Dailies         |
| • Continuity editing | • Non-linear editing | • Eisenstein      |
| • Montage            | • Final cut          | • Juxtapose       |
| • Transition         | • 180 degree rule    | • Superimposition |
| • Cross-cutting      | • Sequence           | • Ellipsis        |
| • Flashback          | • Master shot        | • Insert          |
| • Editor             | • Rushes             | •                 |

# MICRO ELEMENTS OF FILM STUDIES

## ANGLES

- **HIGH** The camera is above the subject
- **LOW** The camera is below the subject
- **CANTED** The subject appears tilted
- **EYE LEVEL** Camera is level with subject's eyes
- **BIRD'S EYE** Camera is high in the air
- **WORM'S EYE** Camera is low on the ground

## SHOT SIZE

- **EXTREME LONG SHOT (XLS)** Subject is far away
- **LONG SHOT (LS)** Whole subject can be seen
- **MEDIUM LONG SHOT (MLS)** Top of head to thighs
- **MEDIUM/MID SHOT (MS)** Top of head to waist
- **MEDIUM CLOSE-UP (MCU)** Top of head to chest
- **CLOSE-UP (CU)** Top of head & shoulders
- **BIG CLOSE-UP (BCU)** Whole head
- **EXTREME CLOSE-UP (ECU)** A part of the head

## MOVEMENT

- **PAN** Camera moves left or right-shaking
- **TILT** Camera moves up and down-nodding
- **PED** Camera looks forward, sliding up or down
- **DOLLY** Camera moves forward, fixed position
- **TRACK** Smooth sideways shot. Aka, 'crab'
- **ZOOM** Camera lens moves forward or back
- **CRANE** Not placed on tripod, held 'in hands'
- **STEADICAM** From perspective of a person
- **POV**

### LIGHTING & COLOUR

The brightness, colour, position and size of light. The overall colour, tone or temperature of a scene.

### OTHER ASPECTS

Cinematography may also include features such as aspect ration, film stock, lens, depth of field and more.

## MISE-EN-SCENE

### SETTINGS & PROPS

Where the scene is, when the scene is and the objects used to show this.

### POSITION OF PEOPLE AND OBJECTS

Where people have been told to stand or move based on what the script or Director has decided. Also applies for props—why are certain props in certain places and used or not?

### COSTUME, HAIR & MAKE-UP

Clothes worn & style of hair.

### FACIAL EXPRESSION & BODY LANGUAGE

How people move their body and faces

## EDITING

- **JUMP CUT** Sudden cut from one shot to another
- **FADE-OUT** A fade from one scene to another
- **DISSOLVE** Gradual fade as the image dissolves
- **CUT AWAY** Film cuts to something else off screen.
- **WIPE** Image wipes to reveal a new image.
- **MATCH-ON ACTION** Is a cut that shows two views of the same action.
- **GRAPHIC MATCH** One object is matched by one of a similar shape on the next shot.

## PERFORMANCE

- |             |                |               |
|-------------|----------------|---------------|
| SHY         | TRANSFORMATIVE | BRASH         |
| FLIRTATIOUS | REALISTIC      | RASH          |
| ADVENTUROUS | SILLY          | IRRESPONSIBLE |
| IMMATURE    | CHILDISH       | CHEMISTRY     |
| WILD        | AGGRESSIVE     | IMPOSING      |
| CAREFREE    | CAMP           | CHILD-LIKE    |
| COURAGEOUS  |                | METHOD ACTING |

## EFFECTS

- |           |           |            |
|-----------|-----------|------------|
| DEAFENING | BANG      | HOWL       |
| HARSH     | BUZZ      | ECHOING    |
| LOUD      | CRACKLING | GROWL      |
| SUBTLE    | SCREECH   | WHIMPER    |
| BRASH     | SNAPPING  | RUMBLE     |
| MUFFLED   | THUD      | ROAR       |
| MELODIOUS | RUSTLE    | VOCIFEROUS |

## TYPES

- **DIEGETIC** Sound the characters can hear
- **NON DIEGETIC** Sound the characters cannot hear
- **CONTRAPUNTAL** Sound that is in contrast to the images
- **PARALLEL** Sound that is similar to the images

## SOUNDTRACK

- |           |          |          |
|-----------|----------|----------|
| BOMBASTIC | CRAWLING | SPRITELY |
| DRAMATIC  | PIERCING | IMPOSING |
| MOVING    | SHRILL   | PACEY    |
| SWEEPING  | PLAYFUL  | REGAL    |
| EVOCATIVE | DELICATE | LANGUID  |
| PULSING   | CHILLED  | GLOOMY   |
| FAST      | SOARING  | SCARY    |