

Film analysis 1

English



Film analysis

'Literary' techniques

- Characters
- Settings
- Plot, theme and message
- Language and style
- Time
- Time composition
- Narrative structure

Cinematic techniques

- Sound
- Scale/camera distance
- Camera angle
- Camera movement
- Scenes and sequences
- Take and shot
- Transitions
- Lenses

Short vs full-length film

- Short film

One story line or action

Often experiments

Might be structured as the Hollywood-model

- Full-length film

Often two story lines or action

Often structured as the Hollywood-model



Characters

- Protagonist(s)
 - Personal or physical characteristics
 - Archetype
 - Symbolism
- Antagonist(s)
- Allies

Characters

- Static or dynamic (development)
- Round or flat (depth)
- Physical or psychological characteristics

- Narrator (point of view)
 - First or third person narrator
 - Omniscient, restricted or zero narration

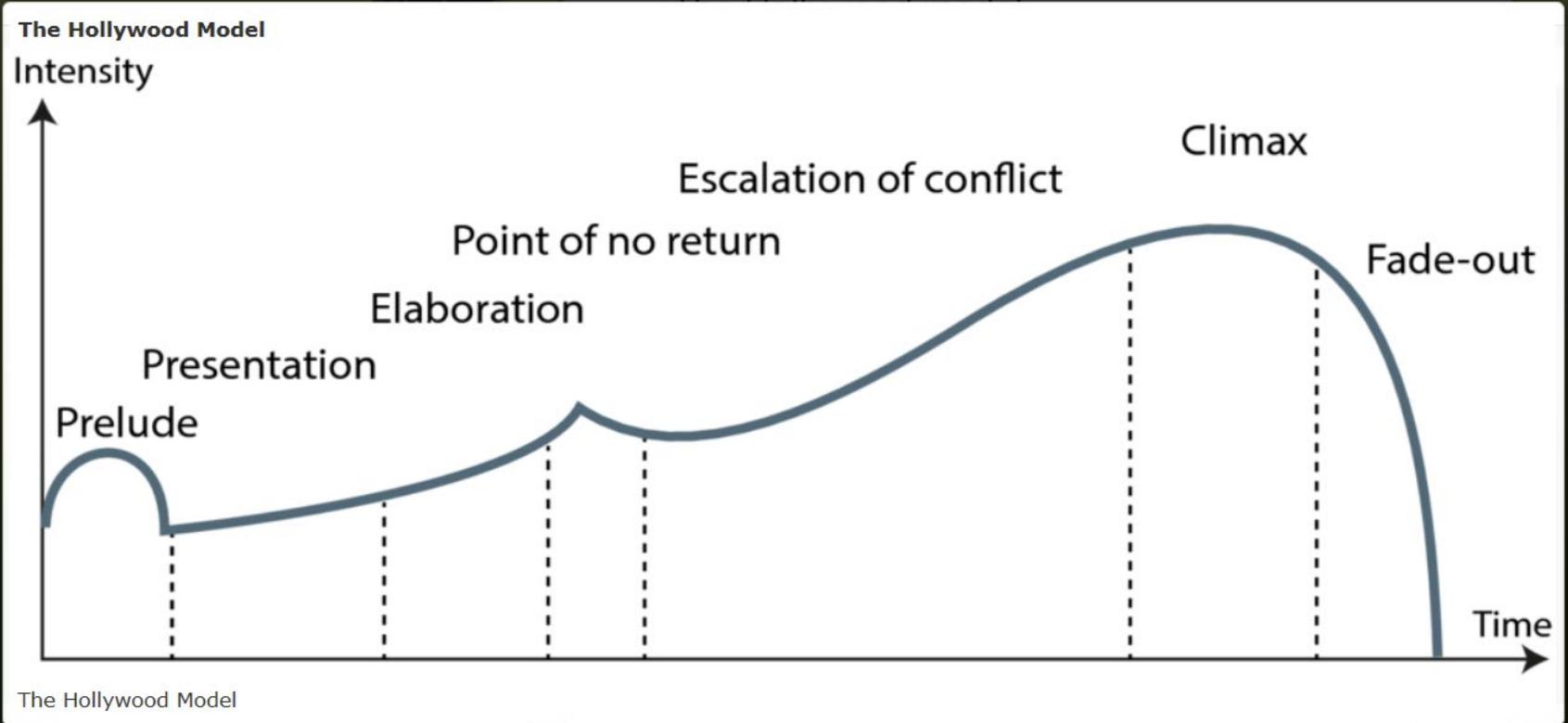
Composition of time

- In medias res (without introduction)
- Chronologically
- Flash back
- Flash forward
- How does the story end?
 - Open or close
 - Predictable or unpredictable

Narrative Structure in Film



The Hollywood model



Three-Act Structure



Exposition

Complicating action

Climax and resolution

1 Exposition

Introduces characters and dramatic situation. Protagonist conceives a goal.

2 Complicating action

Protagonist faces obstacles in pursuit of goal.

3 Climax and resolution

Protagonist confronts opposition. Goal is achieved (or not).

Three-Act Structure

The background of the slide is a photograph of three traditional wooden huts with steep gabled roofs, built on a grassy hillside. The huts are made of light-colored wood and have small windows. The central hut has a wooden door and a small decorative element on its roof. Two white curved arrows point from the left hut to the middle hut, and from the middle hut to the right hut, suggesting a sequence or flow.

Turning Point

Protagonist gets a new goal or must change tactics in pursuit of a goal.

Sound

- Diegetic sound: any sound within the film's world
- Non-diegetic sound: Any sound outside the film's world, including background music
- Voice-over: When a voice is narrating the story but no character is actually speaking

Scale or camera distance

- Extreme closeup (ECU)
- Closeup (CU)
- Medium closeup (MCU)
- Medium shot (MS)
- Medium long shot (MLS)
- Long shot (LS)
- Extreme long shot (ELS)



Camera angle

- Worm's eye shot
- Low-angle shot (LA)
 - Camera below the subject; subject looks dominating and powerful
- Eye-level shot
 - Standard, unless otherwise indicated
- High-angle shot (HA)
 - camera above the subject; subject looks weak
- Bird's eye shot
 - camera directly over the subject





Camara movement

- Pan shot (horizontal from right to left)
 - Pan zip or Flash pan (fast blurred movement)
- Tilt (vertical)
- Tracking shot (follows the subject on a dolly)
- Dolly shot, Dolly in, Dolly out
- Crane shot
- Hand held shot
- Steadicam
- Air recordings