

- ◆ The main **key elements** are film are split into **cinematography** and **mise-en-scene**.
- ◆ **Cinematography** = The art of photography and camerawork in film-making. This is an umbrella term used in film studies to include camerawork, editing, lighting and sound.
- ◆ **Mise-en-scene** = setting, props, costume and hair/make-up
- ◆ You need to write your responses in analytical WHW paragraphs:
 - WHAT** = idea/identify the key element
 - HOW** = evidence from a single sequence/still
 - WHY** = analysis of how the key element creates meaning in the sequence/still and how it impacts the audience.

i.e. The director uses a static, eye level, mid shot that is tightly framed with natural soft lighting/ This is evident in the opening sequence when... The shot suggests... the angle is significant because... The lighting connotes... This makes the audience...

Camerawork is the term used to include all of the ways in which a camera can be used in a film. Camerawork can be split into 3 sections:

The camera angle (where/how the camera is positioned when filming)

High angle shot a shot taken from above making the subject look small/powerless.

Low angle shot – a shot taken from below making the subject look big/powerful.

Eye level shot – a shot from a neutral angle (neither high or low – the subject is in line with the screen)

Canted angle/Dutch angle – a shot that is taken at a tilted angle. The angle is off centre and unbalanced and implies that something is off.

The camera shot (what you can see in the shot)

Establishing shot = a shot usually involving distant framing and including location markers. The shot should help to establish where the characters are. The shot should also show the spatial relations among important figures, objects and settings in a scene.

Close up – framing in which the scale of an object is shown as large as the camera is close to it. (On a character – from the neck up)

Long shot – framing in which the scale of the object is small as the camera is far away from it. (A full character or characters interacting).

Medium shot – framing in which the scale of an object is between a close up and a long shot. (on a character – from the waist up).

Aerial shot – a moving shot from above looking down.

Point of view (POV) – a shot taken with the camera placed approximately where the character's eyes would be, showing what the character would see (usually cut in before or after a shot of the character looking).

OTS shot – a shot taken from over the shoulder, just behind the character. This enables us to see the what they are looking at whilst also seeing their expression/reaction at the same time.

Single shot – shot of one person

Two shot – shot of two people

Multiple shot – shot of more than two people



The camera movement (how the camera is moving as the scene is filmed)

Pan - camera body moves turning right or left creating horizontal movements

Tilt – a camera movement with the camera body swivels upward or downward on a stationary support (vertically).

Crane – a change in framing accomplished by having the camera above the ground moving through the air in any direction.

Tracking – a mobile framing that travel space forward or back or laterally following an object/character.

Dolly – a camera support with wheels used in tracking shots.

Practical extensions – a camera movement in which the camera is kept at an equal distance to the subject.

Zoom/reverse zoom – a close up rapidly from a long shot to a close up and vice versa (we creep in closer or creep out further away). The mobile frame does not alter the aspects or positions of the objects filmed.

Hand-held – the use of a portable camera either holding it by hand or harness. This often gives a realistic shaky look.

Steadicam – a gyroscopically balanced body rig which a camera can be attached to. This can enable smooth hand-held shots.



XXX Knowledge organiser

