

Guide til filmanalyse, engelsk

FILM ANALYSIS		
STORYTELLING (PLOT)	CINEMATIC TECHNIQUE (SHOT)	THEATRICAL ELEMENTS (SET)
<p>Characterization</p> <p>Setting</p> <p>Point-of-view</p> <p>Narrative technique</p> <p>Distribution of knowledge (Who knows what, when – audience, characters, narrator)</p> <p>Time aspect</p> <p>Symbols</p> <p>Theme</p> <p>Message</p>	<p>Framing <i>Close-up</i>: captures the emotions of the character or draws attention to a specific thing <i>Long shot</i>: the whole setting, may be used to make characters appear small <i>Medium shot</i>: often used in dialogue so that you can see the body language of the characters</p>	<p>Set design (dk: scenografi) Most times, the surroundings say a lot about the characters' inner emotions (how is the character placed in his or her surroundings)</p> <p>Costumes Give us a clear image of what type of person we are looking at</p> <p>Props (dk: rekvisitter) May have specific relevance in a particular film or clear-cut cultural connotations, helping us to decode their meaning as symbols and the character's relation to them</p> <p>Acting style The ways the actor captures the essence of a character</p>
	<p>Angles <i>Low-angle</i>: makes a person seem big and powerful <i>High-angle</i>: makes a person seem small and weak <i>Eye-level</i>: makes us feel on the same level as a character</p>	
	<p>Lines <i>Horizontal</i>: calm <i>Vertical</i>: power, grandiosity <i>Diagonal</i>: disorder, action</p>	
	<p>Composition <i>Foreground, Middle-ground, Background</i>: the relation between these three levels is often important in a shot <i>Position of characters</i>: says something about their relation to each other (e.g.</p>	

	two shot, triangular composition etc.)	
	<p>Camera movement <u>Pan</u> (↔) or <u>Tilt</u> (↑↓) <u>Steady-cam</u>: calm, dreamy camera movement <u>Hand-held</u>: chaotic, disorderly, subjective</p>	
	<p>Editing <u>Parallel editing</u> (=) vs <u>cross-cutting</u> (X) <u>Point of view</u> (+ subjective use of camera): what we see seems as if we are seeing it through the eyes of a specific character <u>Long takes</u>: slow-paced editing signaling calm <u>Short takes</u>: fast-paced editing in intense and/or hectic sequences <u>Transitions</u>: dissolve (dk: overblænding), fade to black</p>	
	<p>Sound <u>Diegetic sound</u> (from the film's location): dialogue, real sound and music that the characters can hear <u>Non-diegetic sound</u> (not from the film's location): voice over, sound effect/music that the characters cannot hear <u>Contrapuntal sound</u>: in direct opposition or contrast to the images of the film (i.e. a happy tune while watching a murder)</p>	
	<p>Lighting, color and filters <u>Low-key lighting</u>: dark, contrast-filled (negative mood) <u>High-key lighting</u>: brightly lit set (light, positive moods) <u>Color symbolism</u>: all colors have both positive and negative symbolic meanings,</p>	

	it all depends on how they are used in a particular film	
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