

The makings of a movie: A summary of film style and film analysis

In many ways, interpreting films is similar to analyzing literature. Indeed, critical film watchers [film critics], watch movies just as we would read a book. They view film in great detail to see how it is put together, just as we breakdown the language of a book to get meaning from literature. When critics “read” films, they consider many different elements. However, for our purposes, we will only consider...

1. **Camera** - the way the picture is shot influences how we view the movie.

i. **Different types of shots** - [see back for a list]

ii. **Different Camera movements** -

a. **Panning** -the camera follows a character across a room, panning [moving from side to side] to guide the audience’s vision.

b. **Tracking** - the camera pulling backwards or zooming out from a scene

iii. **Mis-en-Scène** - French term meaning ‘what is put into the scene. A director will place different things in the frame of the scene depending on the scene’s setting, time period and

2. **Editing** - When film is completed the editing process begins. Here, you choose which shots to include in the film and the order in which you want to place them

i. **Selecting and ordering the shots** - we automatically link a scene to what happens on either side of it, so a director must decide how to direct our attention

ii. **Joining the shots** - shots can be join in a variety of ways

a. **Continuous [smooth] shots** - promote a feeling of sequence.

Ex. How the camera pans out as all three gun fighters get into position

b. **Short punctuated shots** - create suspense

Ex. When the camera keeps flashing between the gun fighters

c. **Establishing shots** - show the context of the scene

Ex. How the camera pans out to show the ring in which the gun fighters are positioned

d. **Slowed and Quickened shots** - emphasize particular parts of the scene

Ex. When the camera pans into the eyes of the gun fighters to try and capture that feeling of suspense.

3. **Visual Atmosphere** - a film is designed to engaged your visual as well as auditory senses. The visual atmosphere helps to engage the audience in the story.

i. **Costumes** - reflect on the time and place of the scene

ii. **Sets** - shows the circumstances of the scene and provides context for the characters

iii. **Lighting** - creates a mood. Low light is scary, ominous or mysterious [often used in scary movies]. High light can be hopeful, happy and illuminating.

iv. **Special Effects** - Add to the atmosphere of the scene. Explosions, computer graphics and/or sound effects can help set the stage

4. **Sound** - sound appears in film in two ways:

i. **Diegetic** - these sounds are recognized as part of the film.

Ex. Dialogue, music or sound effects that come from a place within the film world

ii. **Non-Diegetic** - these sounds are additions that cannot be recognized within the film.

Ex. voice overs or background music.

Things to remember: Films use both denotative [literal] and connotative [figurative] imagery to convey meaning. Just like novels, films are interpreted.