

Lesson Objective: To understand how meaning is constructed through camera shots and angles.

- What is cinematography?
- · What is film language?
- Camera shots assignment



Lesson Objective

- what is cinematography?
 (camera shots and angles)
- what is film language?







The 400 Blows, directed by François Truffaut

Language is a tool that helps us to communicate.

In the same way that we use words and phrases to communicate through our speech and writing, films communicate messages and convey meaning through elements such as camerawork, lighting, editing, and sound.

This is FILM LANGUAGE.

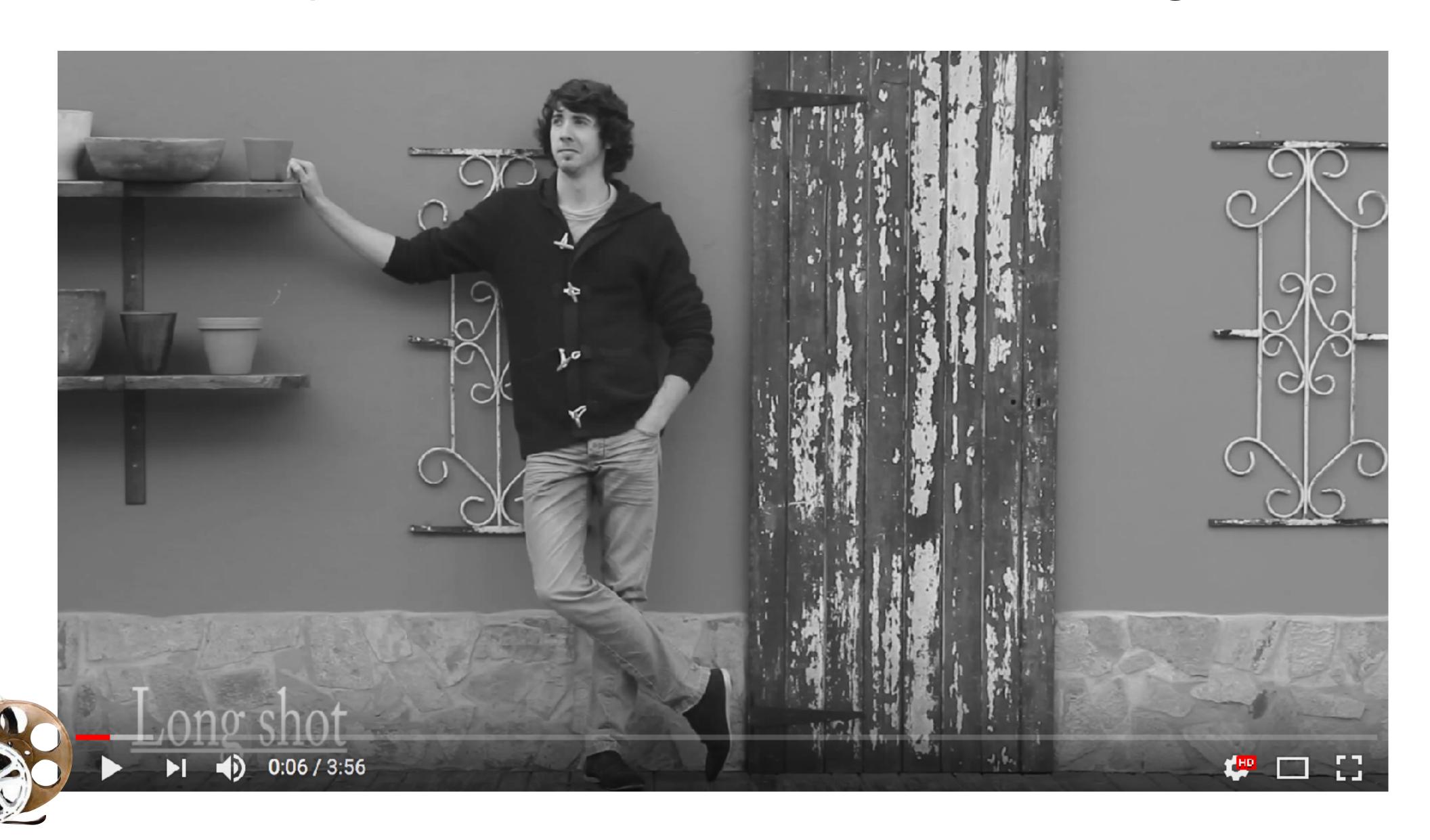
Cinematography

sin-e-mah-to-gra-fee

The use of camera shots, angles, and movement to create a situation and mood.

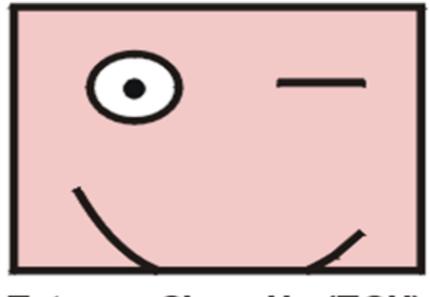


Examples of camera shots and angles

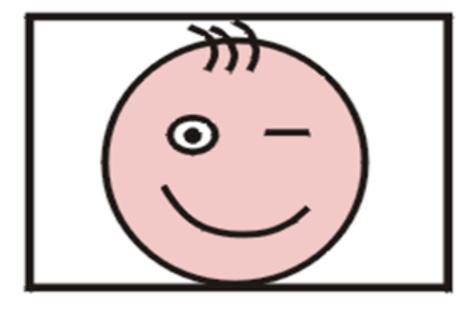


Camera shots

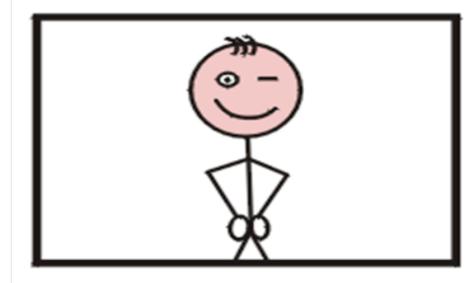
- 1. Extreme Close-up (ECU)
- 2. Close-up (CU)
- 3. Medium shot (MS)
- 4. Long shot (LS)
- 5. Over the shoulder shot (OVS)



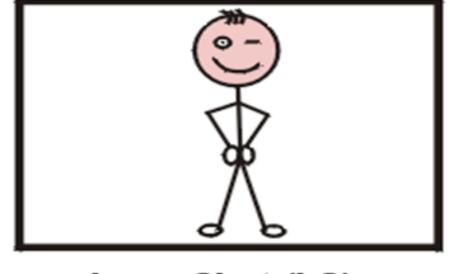
Extreme Close-Up (ECU)



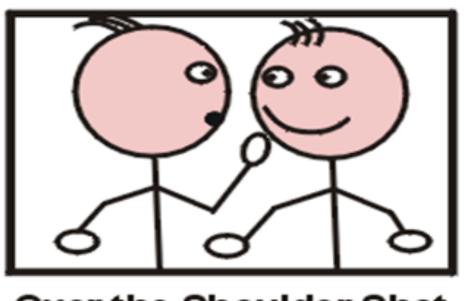
Close-Up (CU)



Medium Shot (MS)



Long Shot (LS)



Over the Shoulder Shot



The Hunger Games: Mockingjay (2014)

Medium shot (MS)

- most common shot in films
- waist to head
- shows action
- background information



Thor, the Dark World (2013)

Long shot (LS)

- captures the subject within a wide view of their surroundings.
- commonly used to set the scene.
- gives viewers a sense of perspective; they can see how the subject relates to their environment.
- A closer version of the long shot is known as a full shot. In a full shot, the subject fills the frame.
- This captures the subject's appearance, while still showing the scenery surrounding them.



The Shining (1980)

Close-up (CU)

- subject fills the frame
- subject is the focus
- no background information
- emphasizes
 characteristics
- more dramatic than medium shot
- artificial not natural, not used often, so it is memorable

Extreme Closeup (ECU)

- If the characters face or on a particular object
- we enter character's intimate space; so we establish a connection, and feel for the character
- characteristics and emotions are revealed
- unnatural, memorable, elevates drama



Kill Bill (2003)

Bird's Eye View

- shows the scale of a scene, establishes setting
- follows movement
- highlights a character or setting's isolation in the world
- signals a moment of freedom, personal or otherwise
- Also called God's Eye view, Top shot, Aerial view, Overhead shot



Good Will Hunting (1997)

See: Martin Scorsese

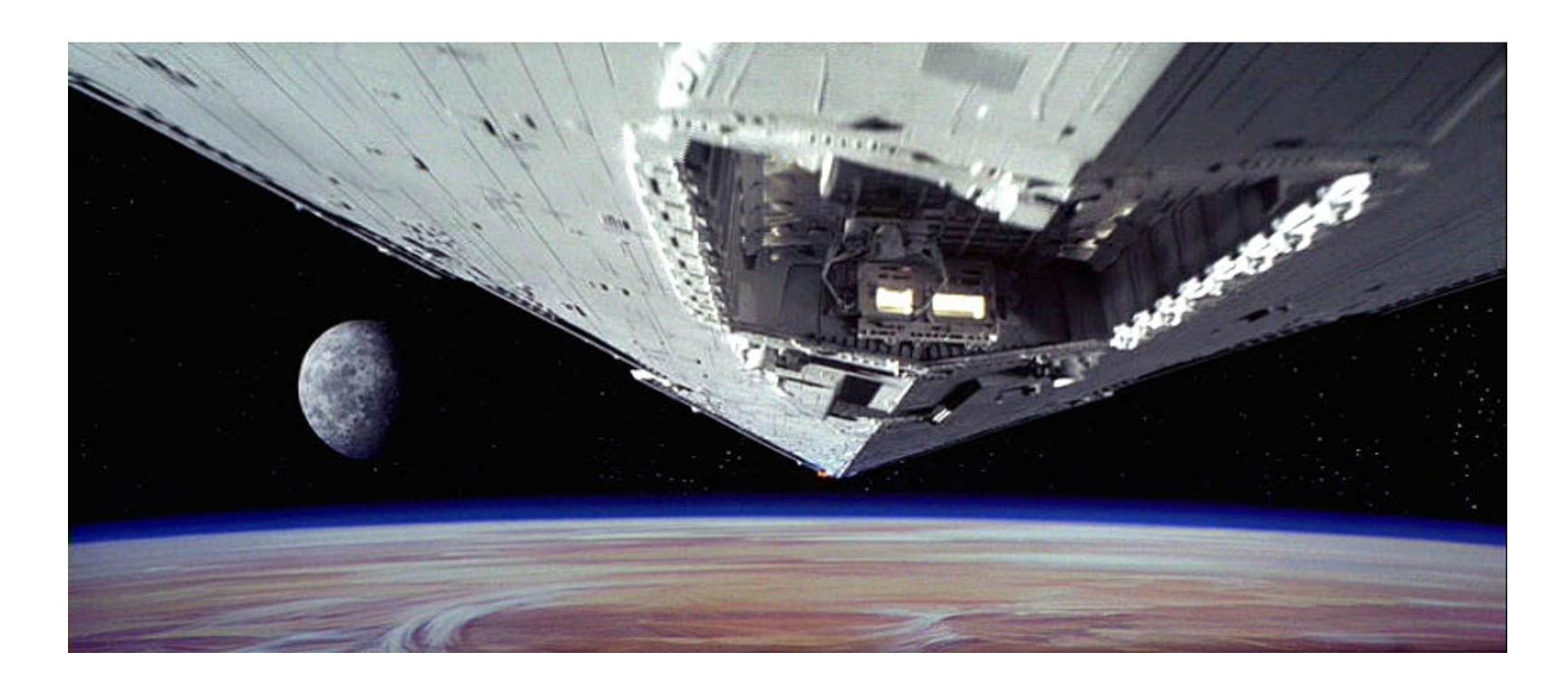
and the God's Eye View

as a Moral Reminder

Given the influence of religion on his films, it's no surprise that when Scorsese employs the god's eye view - which he does often – it conveys more than just the usual meanings, but rather a feeling that the director is using the shot somewhat literally, as the actual view of god, though not "god" as a being, rather more as a point of focus for a moral system.



Taxi Driver (1976)



Star Wars (1976)

Establishing shot (ES)

- shows the setting and introduces the context
- usually one of the first scenes shown
- orients the audience in terms of time and space



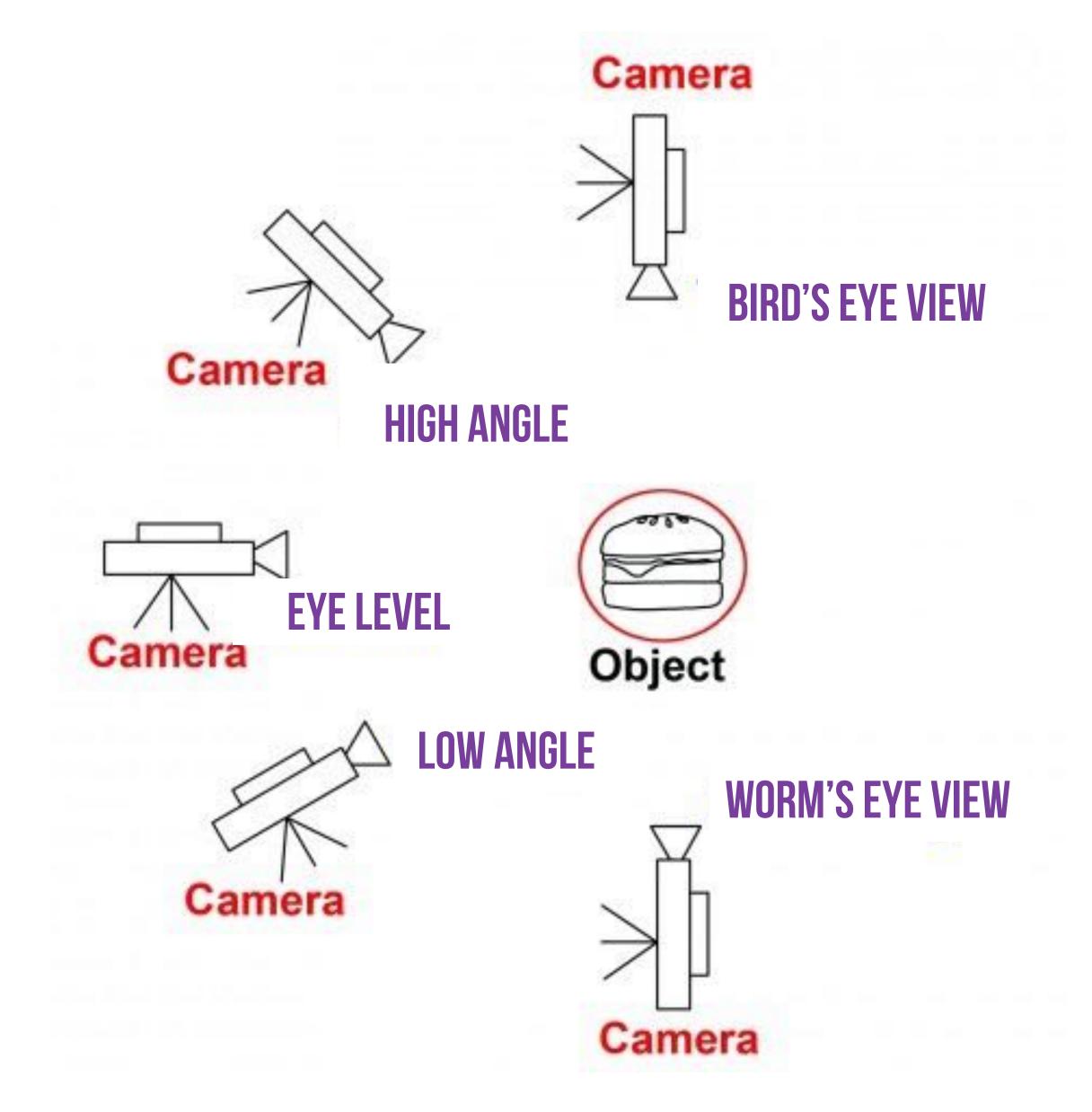
The Dark Knight Rises (2012)

Over the shoulder shot (OVS)

- characters point of view (POV)
- engages you as an audience into the scene
- common used for dialogue scenes

Camera angles

- 1. Bird's Eye View
- 2. High Angle
- 3. Eye Level
- 4. Low Angle
- 5. Worm's Eye View
- 6. Dutch Angle



Low Angle

- camera is positioned low, looking up
- subject appears dominant and powerful



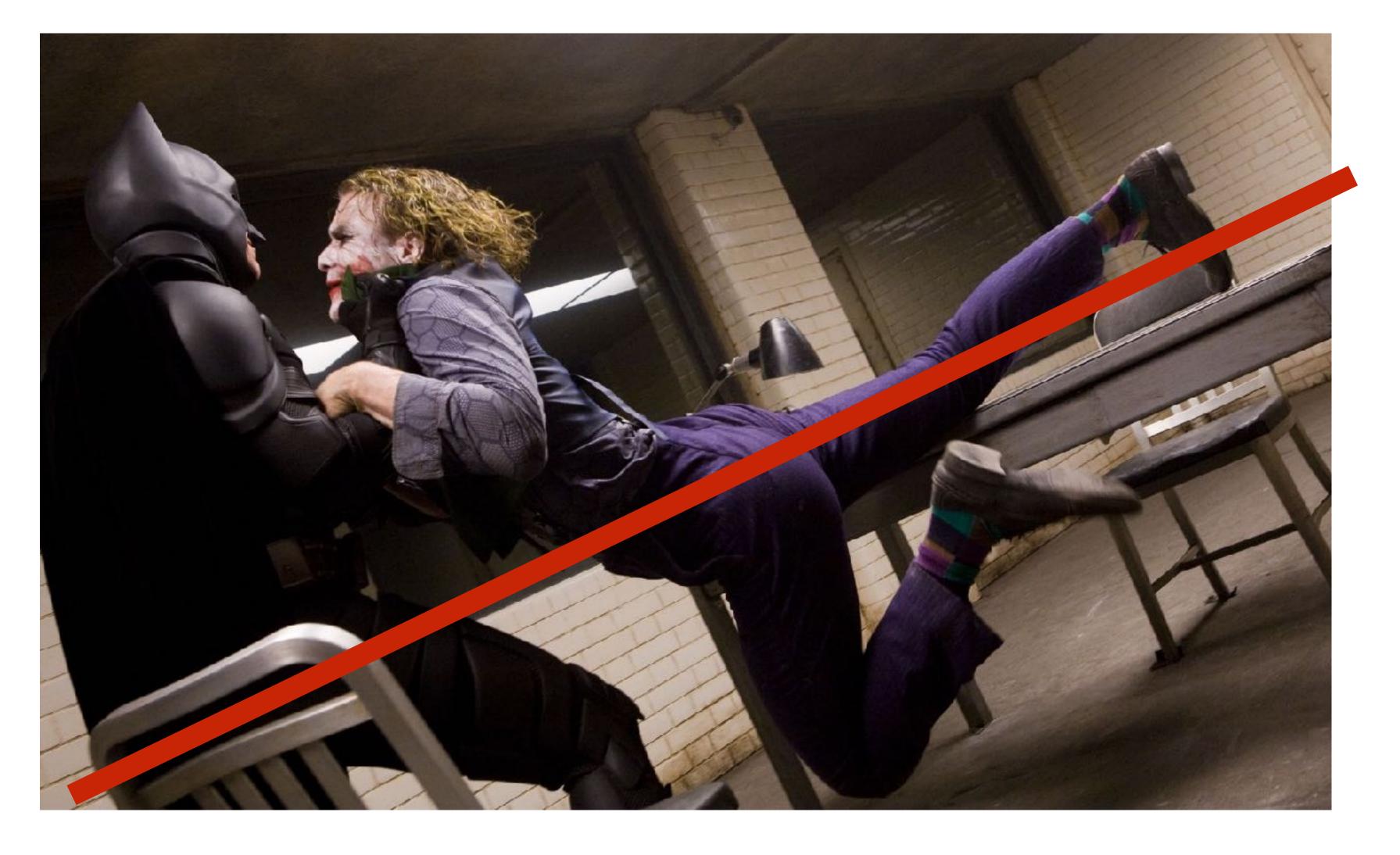


High Angle

- camera is high, looking down
- subject appears weak and vulnerable
- indicates
 conflict



The Shawshank Redemption (1994)



Dutch Angle

- shows:
 - confusion
 - disorder
 - conflict

The Dark Knight Rises (2012)



The Hobbit (2012)

Eye level

- neutral angle
- most common angle
- emotionally neutral, no dramatic effect
- used for straight, factual presentation.

Film Assignment

2 class periods

TASK: IN GROUPS, YOU WILL CREATE A SHORT VIDEO FEATURING ONE EXAMPLE OF EACH OF THE SHOT TYPES AND CAMERA ANGLES YOU HAVE JUST LEARNED.

PRE-PRODUCTION

Divide and conquer! Delegate each person in the group a task. Plan your shot list, assign who will direct, film, and edit.

PRODUCTION

Make an effort to capture stunning shots; show some artistry in your work.

POST-PRODUCTION

 Label each shot, and be prepared to discuss the significance of shots and angles in your work as well as your peers.

In your process journals:

Write a reflection (4-6 lines)



What did you find interesting in today's lesson? What knowledge challenged your thinking?

What is something you learned?

What questions do you still have? How will you find out? What part of this lesson would you like to research more?

Which IB Learner Profile did you demonstrate in class today?