

Horror Movie Short/Trailer and Reflection Presentation

Objective: The aim of the film/trailer and presentation is to encourage close analysis and creative thinking.

TASK: make a one-to-five minute horror short or trailer (Criteria B & C) and reflect on the cinematic decisions you make in a five to ten minute presentation (Criteria A & D). [Link to task](#)
See [this film](#) for inspiration

In your presentation, discuss how the mise-en-scène, cinematography, editing, sound, narrative, and historical context work together in the short/trailer to highlight the strengths of the horror film genre. You may prepare and use notes for the presentation, but you should not read from a prepared document. Use notes for reference and guidance only.

- ◆ *You must present a clear understanding of how meaning is constructed through the use of film form (cinematic language) and content (narrative/story).*
- ◆ *Make references to things that you've learned during the semester, and be creative. Don't necessarily make a typical and overly cliché American slasher.*

Topics to explore:

Sociocultural/Theoretical Contexts

How do sociocultural and/or theoretical backgrounds or frameworks provide a way for understanding an interpretation of the excerpt and film?

Mise-en-scène (the overall look and feel of a movie)

Focus on the settings, props, lighting, actors, and composition (the organization, distribution, balance, and general relationship of actors and objects within the space of each shot). How do props and costumes help convey characters and themes? Are particular colors dominant (or absent)? Is the setting significant? How is it presented? How does the lighting help convey the setting and the action? How is character blocking and placement used?

Cinematography (camera shots, angles, and movement)

What is the camera Shot type? Angle? How does the composition draw attention to elements of the settings, characters, or themes? How does camera movement convey meaning? How does cinematography reinforce the mise-en-scène?

Editing (the process by which the editor selects, arranges, and assembles the visual, sound, and special effects to tell a story)

What kinds of transitions are there between shots? Are these always the same? Do they change? Does the editing have a particular rhythm, and is it consistent? Does it conform to rules of continuity, or does it seem disjunctive or discontinuous? What spatial and temporal relations are articulated through cutting? Graphic relations? Rhythmic relations? Associational connections?

Sound

What sounds are present? When does volume or pitch change? Is silence used? Are specific sounds linked to cuts or camera movement? When and how are onscreen and off-screen sound used? Are sounds diegetic or non-diegetic?

Film Language will help with the discussion of your movie/trailer and presentation.

