**Technical Terms** Redemittel Filmanalyse

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| **A** **Field size, camera angle –** Classify each shot and give each a suitable heading. |
| **B Frame** – *Add information here that you see in comics, e.g. “Suddenly, in the garden...”*  |
| **C Action** – *Briefly describe* *what is going on in the present progressive, e. g. “a man in a masque is raising his hand and...”* I love you. |
| **D Dialogue** or **thought** – *Fill in speeches or thoughts.*  |
| **E Camera**  | **Effect on Viewers** |
| **Field Size** | ***E:\1me\z LBS\1me_LBS_Englisch\1 lbs products\Umgang mit Texten\film\Redemittel Film\13-09-02-Fotos-Tom\04-close.jpg*** | ***E:\1me\z LBS\1me_LBS_Englisch\1 lbs products\Umgang mit Texten\film\Redemittel Film\13-09-02-Fotos-Tom\03- half.jpg*** | ***E:\1me\z LBS\1me_LBS_Englisch\1 lbs products\Umgang mit Texten\film\Redemittel Film\13-09-02-Fotos-Tom\02-medium.jpg*** | *E:\1me\z LBS\1me_LBS_Englisch\1 lbs products\Umgang mit Texten\film\Redemittel Film\13-09-02-Fotos-Tom\01-long.jpg* |
|  | **close-up:** *facial expression or some other detail* | **half shot:** *from hip to head* | **medium shot:** *from head to toe, focus on (inter-) action* | **long shot:** *A human figure seen from a distance* |
| **Zoom**  | *🡺* | *from a close-up zooming out to a long shot**from a long shot, zooming in to a close-up* | *🡺* |
| *🡸* | *🡸* |
| **Camera Movements** | panning left and rightshowing where things are, e.g. furniture in a room | tilting up or downvertical movement, e.g. tracking things falling down | a static shotshows what characters are doing, what they look like |
| **Camera Angles**  | **E:\1me\z LBS\1me_LBS_Englisch\1 lbs products\Umgang mit Texten\film\Redemittel Film\13-09-02-Fotos-Tom\06-low-ideal.jpg** | **E:\1me\z LBS\1me_LBS_Englisch\1 lbs products\Umgang mit Texten\film\Redemittel Film\13-09-02-Fotos-Tom\7hi.jpg** | *E:\1me\z LBS\1me_LBS_Englisch\1 lbs products\Umgang mit Texten\film\Redemittel Film\13-09-02-Fotos-Tom\7-level.jpg* |
| **low angle** – shot from below effect on the viewer: it makes things/people look big and it makes viewers feel small | **high angle –** shot from above effect on the viewer: *it makes things/people look small and it makes viewers feel powerful.* | **eye-level** angle **–** shot from the same level: effect on the viewer: *it makes people look the same height, suggesting equal status* |
| **Cut** | A cut is where one shot ends and another begins, for example: *1) Level half shot: a character is taking out his wallet.* *2) Cut to high angle close up shot: money is being counted.* *2) Cut to level medium shot: a door is opening.* *3) Cross cut back to level close-up shot: someone is looking over his shoulder.* This means: A film director puts shots together in the montage [‘--] so that viewers see the whole of the **film** as one continuous **story** that they may retell thus: *When Mr X was counting stolen money in his room, suddenly the door opened and Mr X wondered who it was.*  |