FILM LANGUAGE

Produced by Grade 12 Lower Canada College Students

Table of Content

Continuity

Jamie Mayers

What is continuity?

The unbroken and consistent existence or operation of something over a period of time

Script Supervisor

Costumes (Wardrobe)

Hair/Makeup

Scenery (Set)

Spider-Man

Lamp reappears

Spider-Man
Windows mend themselves after fight

Script Supervisor

What do they need to do before the shoot?

- Understand the script and the director's vision
- Time the script to get an idea of the film duration
- Breakdown the script to get each department's needs in terms of continuity
- Get the chronology of the story (over which period of time is the story told?)

On set

Follow the lines and actions to be sure that all content is covered, observe all actions and manipulations of objects

Closer shots have to match with the large/master shot. This is called a *match on action*.

Action and movement

Spider-Man
Heads change angles

Spider-Man 2
Different arm high, head on different shoulder

Observe the evolution of all visual and sound elements into each scene, but also from scene to scene: hair, make-up, costumes, accessories, light, and camera movements

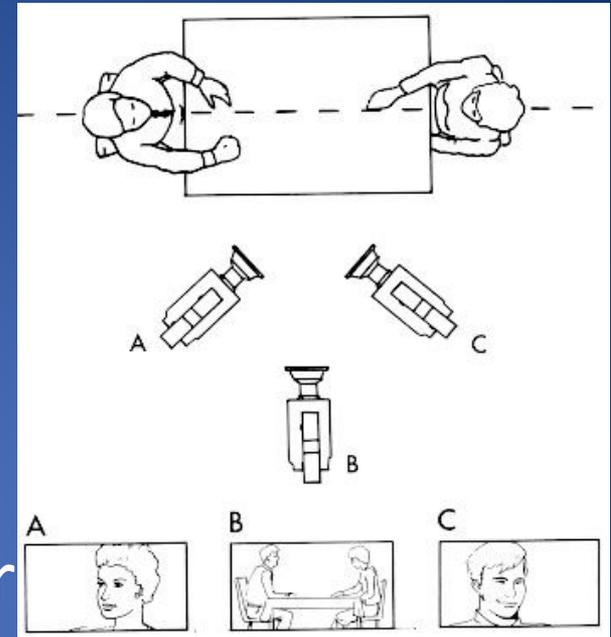Help the camera department with information on the clap

After the shot

Take extensive notes about the shot for the editor: number of shots, takes, duration, memory card and lenses used, comments from the director, DOP and the sound engineer

After the shot

Check the focus on the monitor, especially the eyes

B's right shoulder

B

Axis

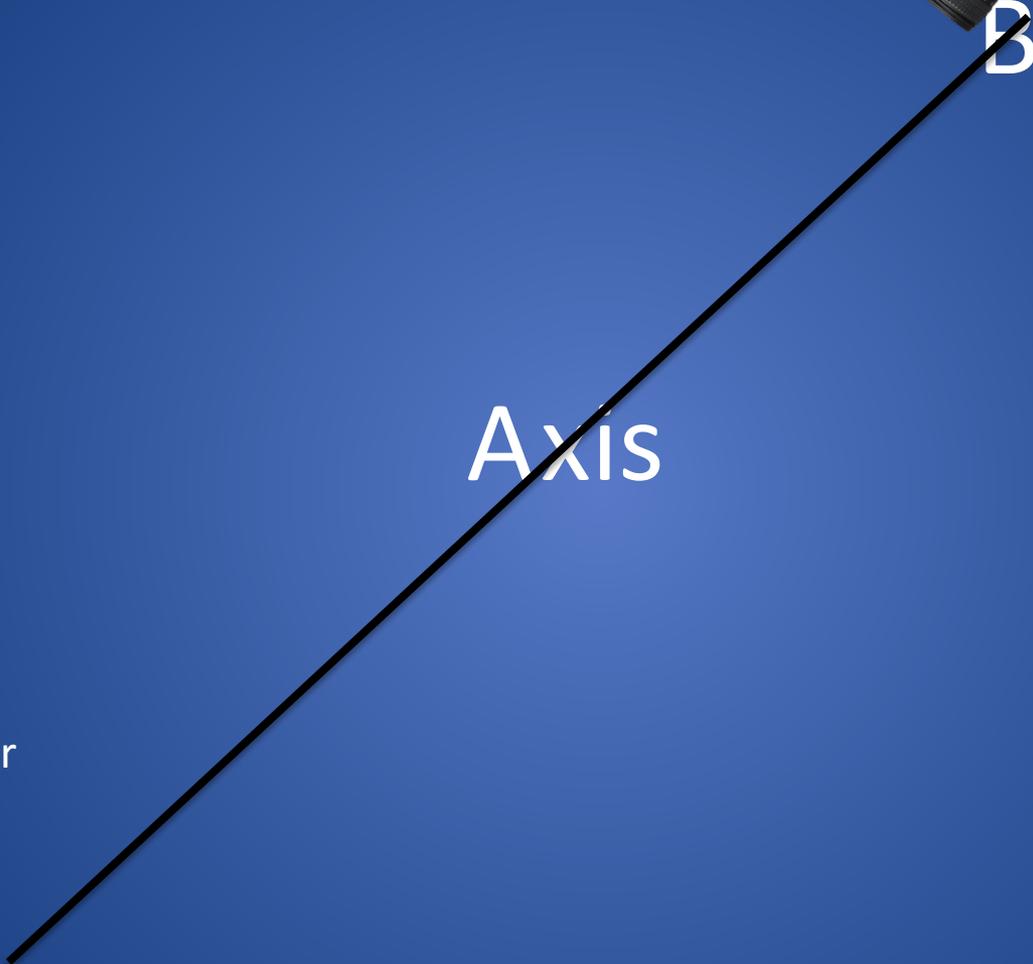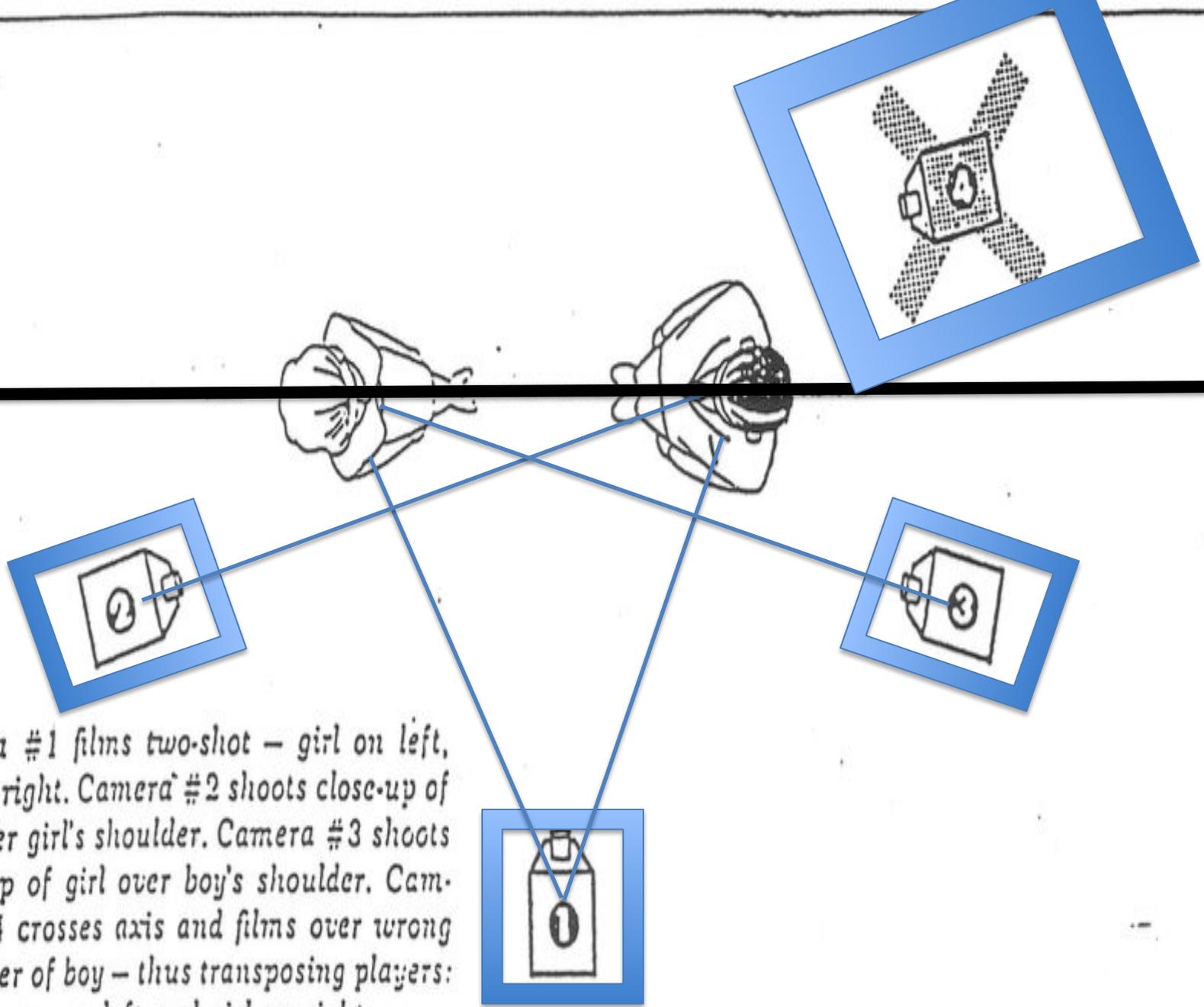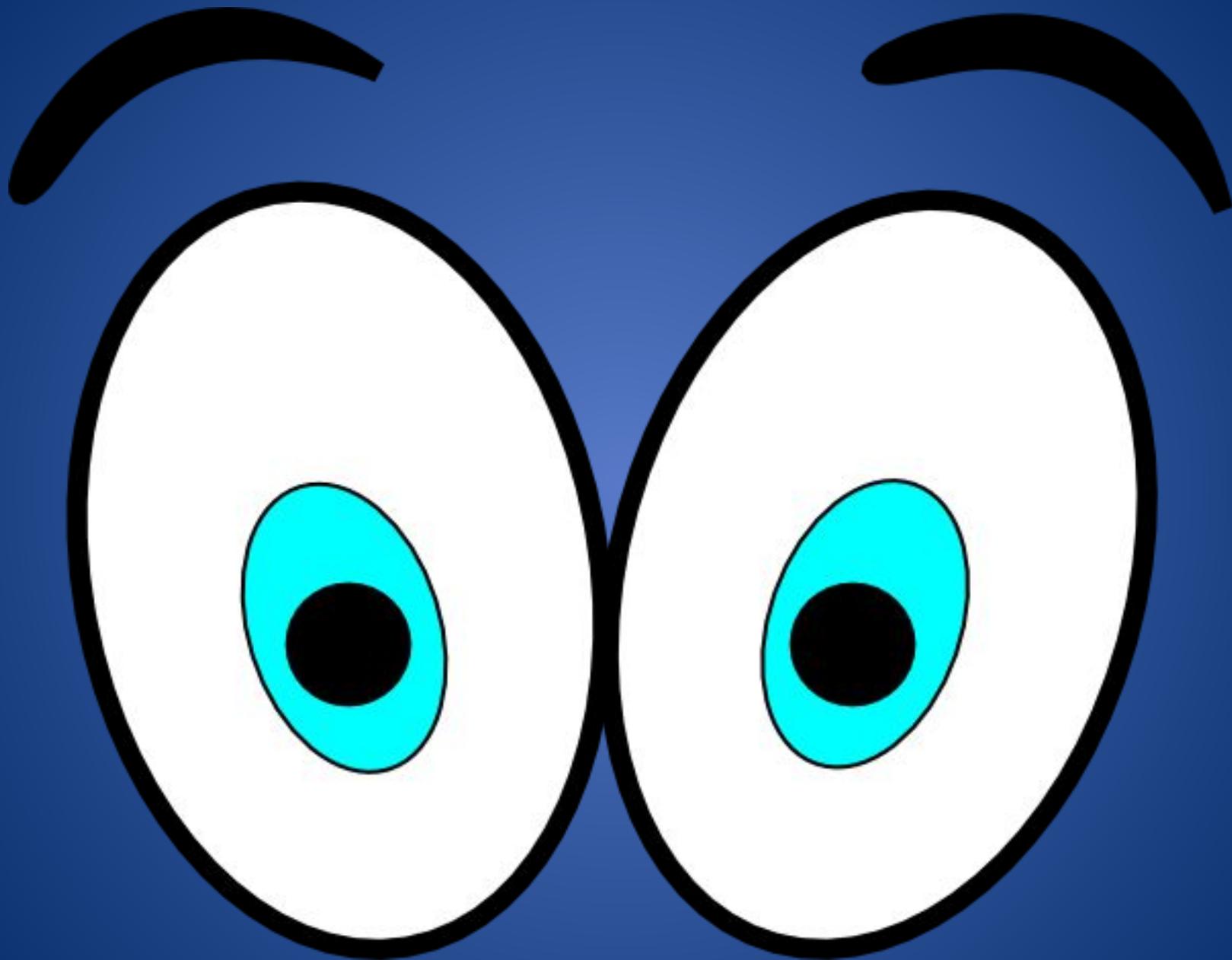A's left shoulder

Camera #1 films two-shot — girl on left, boy on right. Camera #2 shoots close-up of boy over girl's shoulder. Camera #3 shoots close-up of girl over boy's shoulder. Camera #4 crosses axis and films over wrong shoulder of boy — thus transposing players: boy is now on left and girl on right.

More than 2 characters

Breakdown the scene

Long sequence shot   Continuity

"All the material has to be edited properly; so all of the shots have to match. If they don't, the director could choose the only one take that matches, but if that take is not the best in terms of acting, for example, it can really affect the film."

- Patrick Aubert

Camera Movement

"Motion Creates Emotion"

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- The use of Motion in film is one of the most important factors mainly because this creates the setting and mood for that particular scene.
- A slow stabilized tracking shot can make a scene look epic and a fast and shaky shot can give a scene a thrilling effect.
- https://www.youtube.com/watch?v=KtlJkoAf0-4

Equipment Used

- Sliders : Parallel Movement
- Monopods : Horizontal/Vertical Pan
- Stabilizers : Tracking/Action Shots
- Dolly/(Dolly) Cranes/Jibs/Boom : Overhead and High Shots/High Speed Tracking/Wide Angle Parallel Movement

Movements in Film

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- Tilting and Panning.
  - https://youtu.be/R9JWgU9YVcU
- Zooming (Ken Burns Effect in editing)
- Pedestal (similar to tilting)
- Trucking and Dolly/Crane or Jib
  - https://youtu.be/ftnxSDKqIvg
- Steadicam/Stabilizer/GlideCam (aka Sled and Vest)
  - https://youtu.be/uBLccEDmn40
  - Devin Graham is one of the best at operating the glidecam
- Handheld (different possibilities)

Interesting Film Motion

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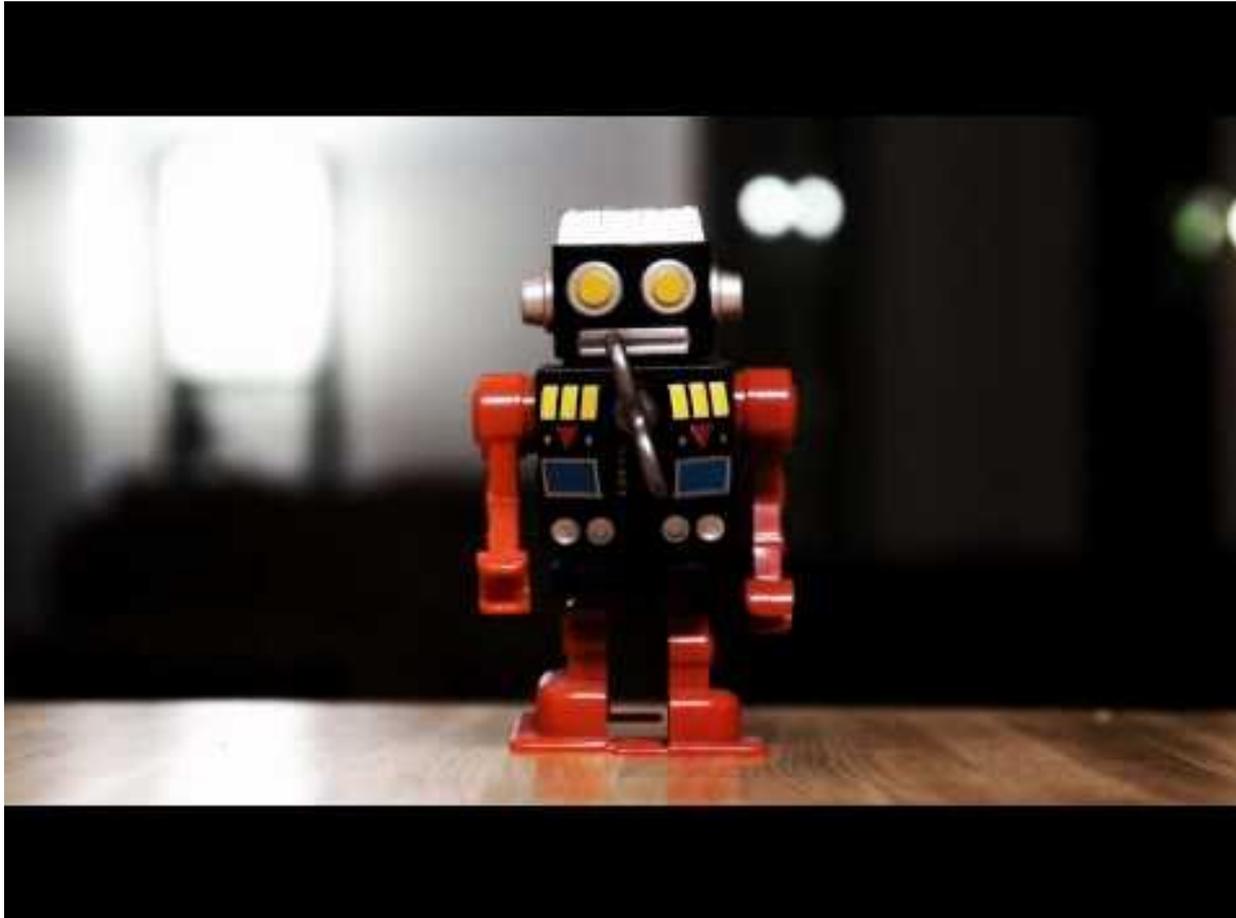
Other Factors that Affect Motion

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- Focus
  - Whether your subject is in focus or out of focus creates two very different scenes.
  - You can use focus as an effect in an opening scene as a complement to your camera movement.
  - Focus is also important in camera movement as camera movements sometimes cause subjects to go out of focus.
  - You can use AF/Al Servo on basic DSLRs but there are extra equipment used for cinematic cameras that helps the camera pull focus. This includes focus rings.

Essentials in Film

- To create fluidity in film
  - Shutter Speed should be twice the "fps". (e.g. shooting at 24fps and having shutter speed at 1/48). This might mean overexposure in some cases and requires an ND filter.
  - However, this depends on situation and it is just a common rule that is not always used. Intense actions scenes might use a higher shutter speed to create a stuttering effect. Cinematic sequences might use a lower shutter speed to create a far more blurry effect.

Speed

- Fast Motion : Overview and introductory
- Slow Motion : Attention to detail and epic action

Examples of Use of Fast Motion

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- Timelapses
- Creates excitement and intensity
- Example (https://youtu.be/bStq61Y0zU0?t=33s)
  - A video game effect is present and it makes the entire sequence more tensed than it would be in normal speed.

Equipment

- Any camera and a good computer that processes things well

Examples of Use of Slow Motion

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- Introductory Establishing Shot (makes things epic)
- Action Shots (Athlete Actions/Replay)
- Cinematic Effect
- E.g. The Matrix/300
- Slow Motion makes everything look cinematic. For example, https://youtu.be/tYhJErwSUJw?t=3m57s

Equipment for Slow Motion

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- Cameras with slow motion capability (60fps and more)
- If filmed at 60fps and editing in 24fps, 40% motion speed creates the best effect
- Editing Software
- Phantom Cameras
  - Films up to 1,000,000 fps but at low resolution
  - For at least FHD, it goes to about 800-2000fps depending on camera
  - Perspective, Canon 7D Mark II does 60fps at FHD ($2,000), RED Weapon 8K does 150fps at UHD

Question 1

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-What kinds of camera movements would you use in a scene where a subject is being chased by someone?

1.) Monopod
2.) Dolly
3.) Tripod
4.) Stabilizer

Question 2

———

-How do you ensure fluidity in your shots?

Give an example of when you would not need fluidity in your scene.

1.) with the use of equipment
2.) by changing the ISO of the camera
3.) by setting the right fps before shooting video
4.) by getting the shutter speed right on the camera

Question 3

———

Which would give the best slow motion?

1.) 24fps
2.) 30fps
3.) 60fps
4.) 120fps

Question 4

———

Why is it important to create motion in film?

Question 5

———

Why is focus important in film? How can you make use of
focus as an effect?

Example from X-men

———

"The extraction"

https://youtu.be/J9rE_Bk0Ygc?t=25s

Home

Editing

Double click to edit

Home

What is Editing?

- **Putting Shots and scenes together in order to tell the story of the film**

Terminology

Transitions

Fade

Cuts

Cross Fade

Montages
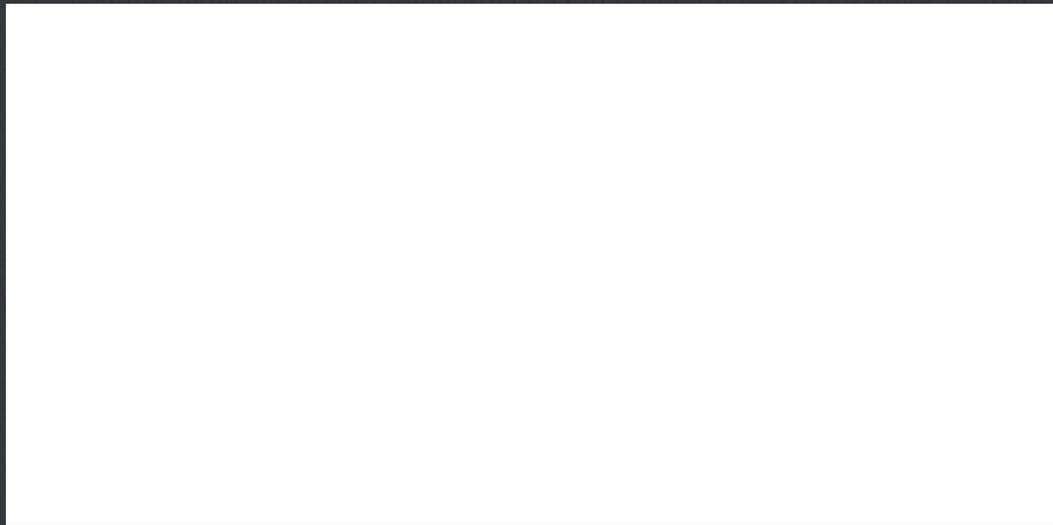
Cross Dissolve

Pace

Cutaways

Split Edits

Shots

- **Individual portions of a film that are shot separately**

- **Alone, they do not tell a story**

- **Together… they do**

Transitions

- The movement from one shot to the other.

Fade out/Fade in

- **A way to gradually begin or end a scene by moving from darkness to light or light to darkness.**

Fade to Color

- **Fading the color from one shot to the other so that it creates an ambiance in the film**

Cross Dissolve/Fade

- **One shot fades out while the next shot fades in, so it's superimposed for a second**

Jump Cut

- Abrupt transition forsaking continuity, where some frames are taken out of a sequence in order to make the subject appear to suddenly "jump" from one spot or point in time to another

Swish Pan

- One scene changes to another in a blurry motion--making the camera appear to be moving rapidly from right to left (or visa verse)

Montage

- **Collections of a series of scenes in order to paint a larger, connected story**

Hip Hop Montage

- **Rapidly edited montages to give key detailed information in a short amount of time**

Parallel Editing/Match Cut

- The cutting and splicing of two or more related actions occurring at the same time in two different locations or points in time

Pace

- **Ensure that the pace of your film is consistent throughout, as sudden changes in pace are unnerving and ostracize the viewer**
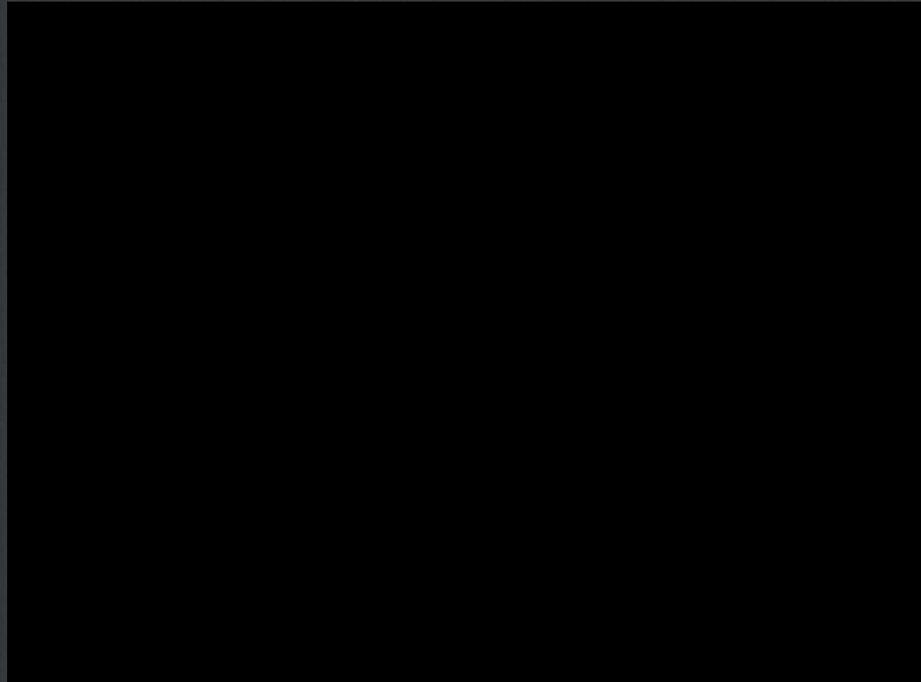

Jsme fantazie devítiletého chlapce,

Intersplice

- **Place one shot quickly in between two consecutive shots so that it shows a subliminal image without breaking continuity**

Freeze Frame

- Effect wherein a single frame stays on screen for long enough to appear "frozen"

What not to do

Home

Light
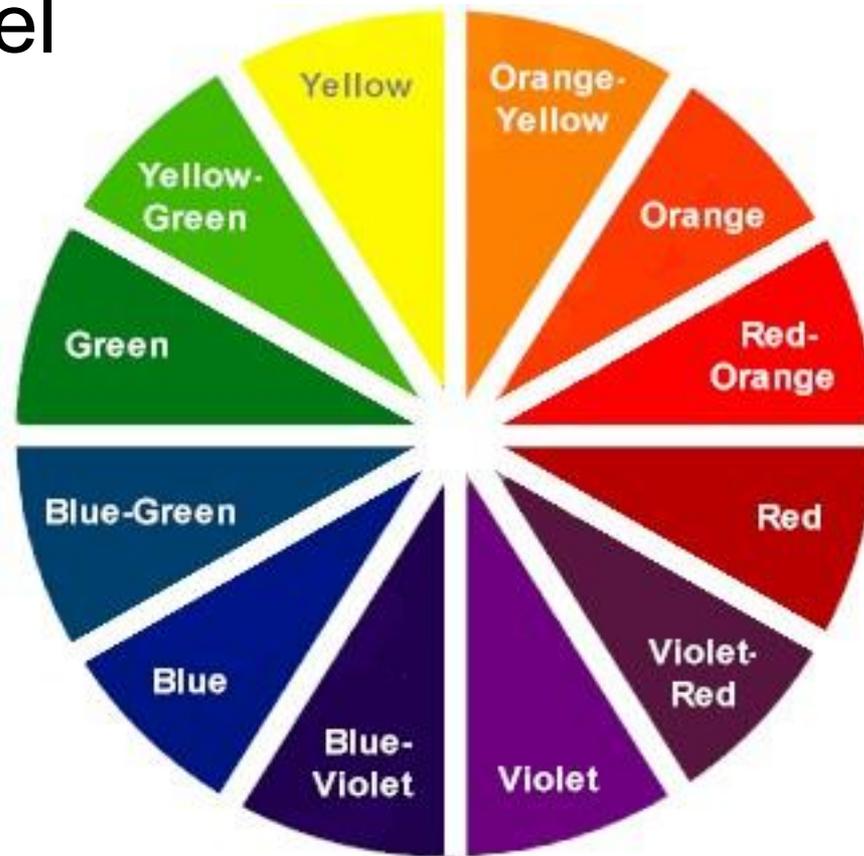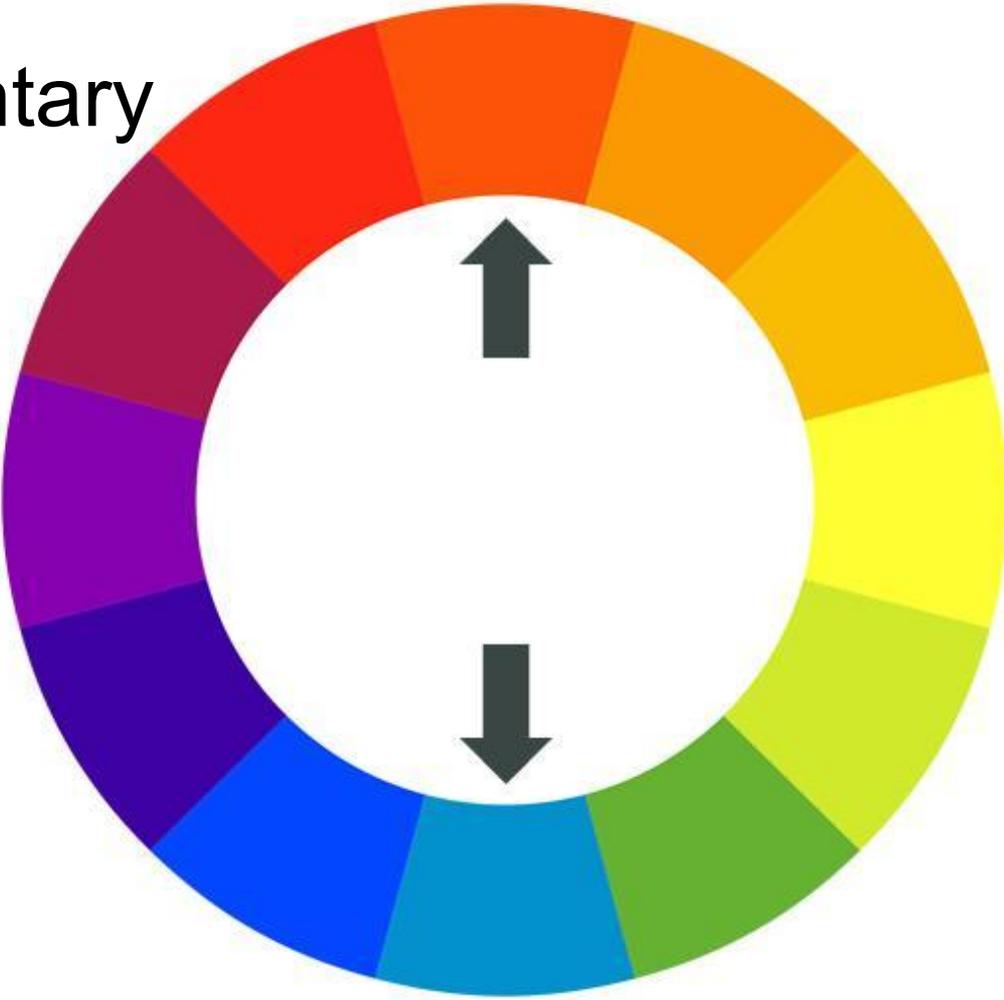# &
Color

Lee & Greg

September 14, 2016
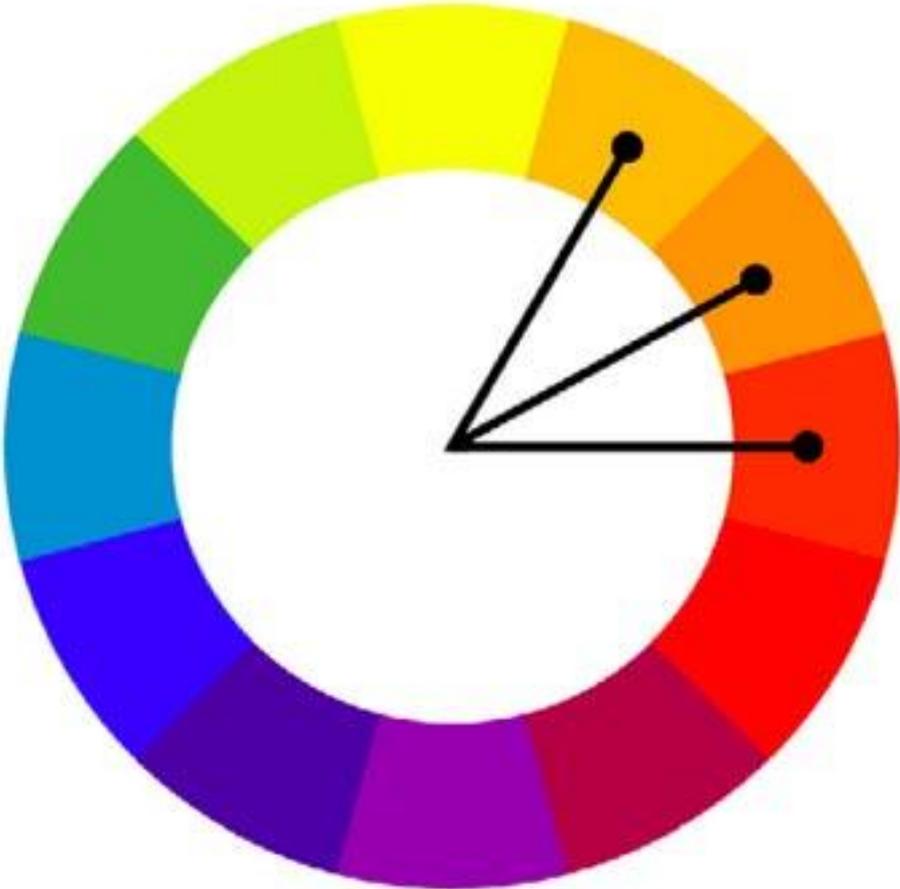
The Color Wheel

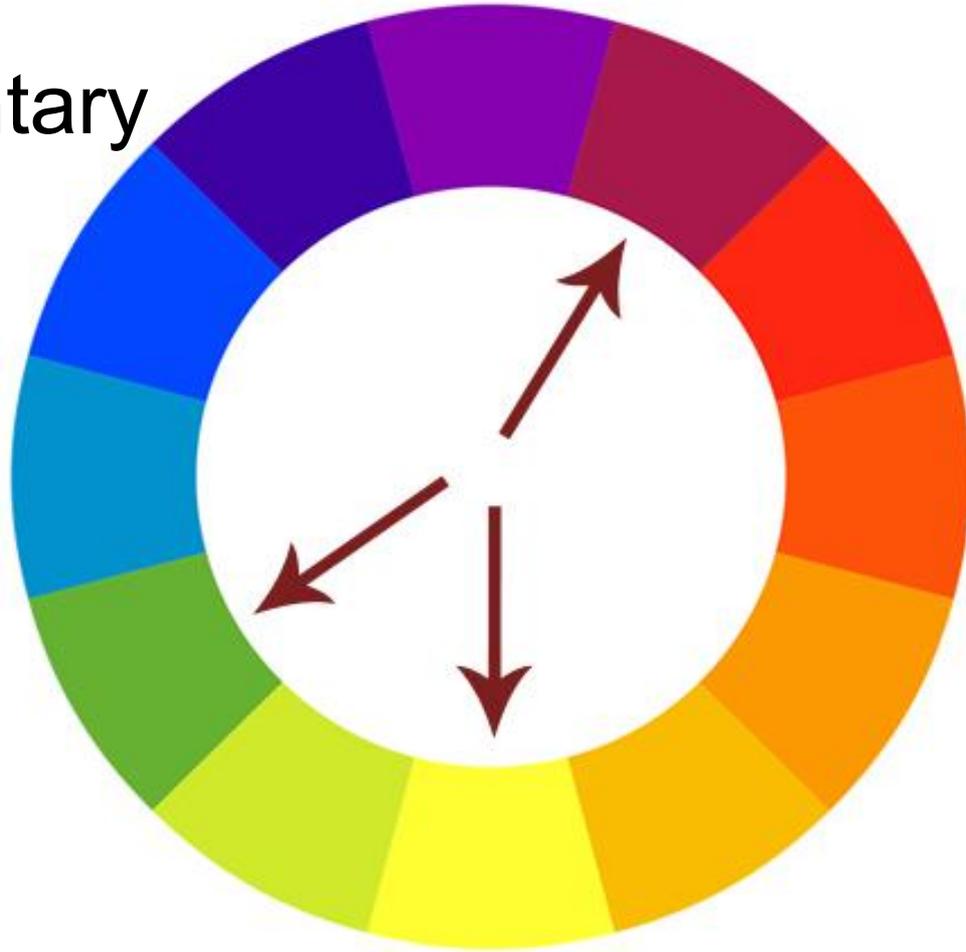Home

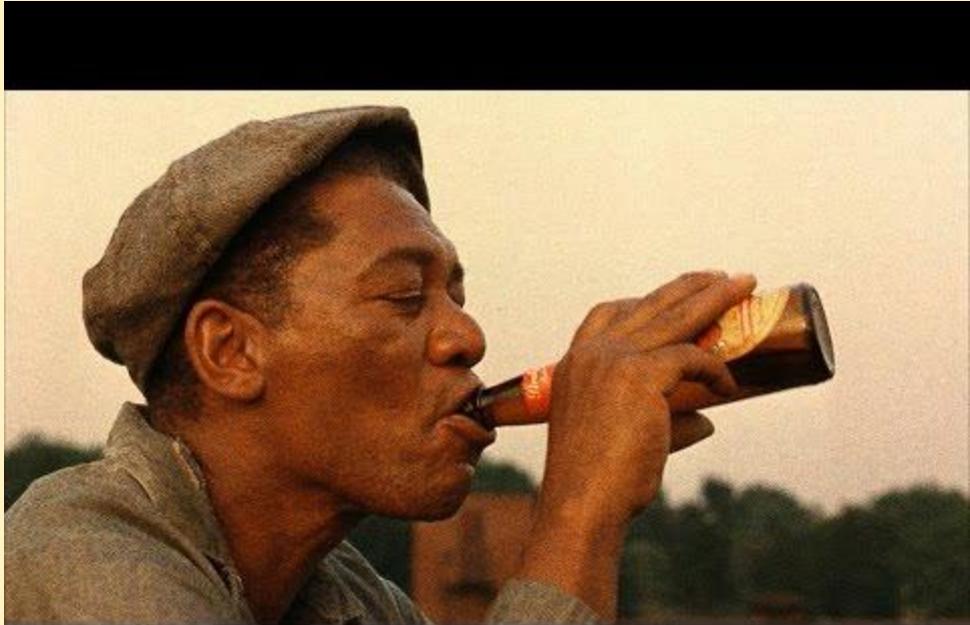# Colour Wheel

Complimentary

Analogous

Triadic

Split
Complementary

INTERSTELLAR

Film: Limitless

Before the drug
Grey skies: Depressing day to help set the mood

After the drug
Golden tint: Highlights background taking away the dullness of his
surroundings
Facial features: Face has more color to it, making him seem more uplifted

Film: Schindler's List

Black & White tone
- Allows for color to be noticed immediately indicating an important scene
- Dull/ depressing feeling
- Impacts the feeling of the World War II era
- Strongly suggests the difference between the good and evil

SOUND

Jessica Brender & Simone Saputo

PURPOSE

- Enhance the film's message

- Enable the viewer to have a more in depth connection

FOLEY SOUND

- Created by Jack Foley

- The process of adding sound to a film after it was recorded

- Using props that are different than what is on the screen

- Ex: In Jurassic Park, the sound of the T-Rex was a dog chewing on a dog toy

"REAL SOUNDS"

- Natural/Diegetic

  - Ex: Dialogue, rain falling and waves breaking

SYNCHRONOUS AND ASYNCHRONOUS SOUND

- Synchronous:

  - Sound that matches what is shown on the screen

    - Ex: dialogue & footsteps

- Asynchronous:

  - Sound that comes from something that is not shown on the screen to add tension and mystery

    - Ex: tree branch snapping

Example of Asynchronous Sound

MOOD

- The mood of the music can guide the audience into believe what the director wanted

- Ability to mislead an audience

  - Ex: Using a high pitch voice in a song, the audience assumes the character is female

CINÉMA-VÉRITÉ

- Appeals to the audience

- Very realistic sound quality

DIEGETIC SOUND

- Sound that we see on the screen

- We hear what the characters hear

NON-DIEGETIC SOUND

- Non-Diegetic Sound:

  - Sound that was added

    - Ex: voiceovers and background music

MUSIC

- Used the set the scene and mood

  - Hits/"Mickey Mousing"

  - Contrapuntal music

  - Parallel music

  - Leitmotif

  - Sound bridge

  - Silence

HITS/"MICKEY MOUSING"

- When the music matches perfectly what is in the scene

CONTRAPUNTAL MUSIC

• Music that contradicts what is being show on the screen

PARALLEL MUSIC

- Music matches what's on screen

LEITMOTIF

- Each character has their own kind of music

SOUND BRIDGE

- Makes scenes flow smoother

- Start putting sound effects of at the end of the scene that carry into the next scene

SILENCE

- From hectic music →
  silence helps make the
  message more powerful

QUESTIONS

1.   How can the editor use sound to create a mood?

2.   What is the process of Foley Sound?

3.   Explain what Diegetic Sound is.

4.   What is the use of silence in film?

5.   Explain what a Leitmotif is.

6.   Why would the editor make a sound bridge?

Camera Shots

01

02

03 Exteme Long Shots & Very Long Shots
Establishing a setting

04 Mid Shots & Long Shots (Wide Shots)
- Hips to Head vs Head to Toe
- Showing people in the setting
- Showing movement

05 Putting it All Together
How do you want your story to be told?

06 Camera Angle

Eye Level Shot
-The neutral shot
-Most Common
-More Personal

gle
ra pointing upwards
th / Power /Authority

gle
s pointing downwards
werful / weaker

What does the director want us to see?

Prezi

Home