YEAR 10 KNOWLEDGE ORGANISER: *Film Form and Technical Codes*

Cinematography how the camera is used.

Cinematography involves the choice of camera shots, camera angles, camera movement, lighting and camera filters and lenses.

Type of Shot	
	establishing shot - Tells the audience where and / or when the scene is taking place. - Usually includes buildings, landmarks, signs (or other ways to show time or place). - Sets up the mood or tone for the scene. - They can also give us information about the plot or characters that we weren't already aware of.
	close-up - Brings our attention to a character's face or focuses our attention on a significant prop. - Used to draw us into how a character is feeling. - Brings us closer to their reaction than we would ever get in real life; sometimes offering insight into the character's feelings or motivations that other characters might not see.
	mid-shot - Usually shows characters from the waist up. - Used when dialogue (what people are saying to each other) is the most important factor in the scene. - Helps focus on the characters and their emotions; the background does not distract us from this. - Makes the audience concentrate on important elements of the narrative or to reveal tension or emotion between characters.
	long shot - Enables us to view characters within a setting. - Can show multiple things happening that are relevant to the plot. - Helps us understand what might happen next and what roles the characters play within that. - Sometimes allows us to see the setting from the perspective of a character.

Type of Camera Angle	
	low angle - The camera is placed below the subject, making it appear bigger. - This can make the subject look dominant and stronger.
	high angle - The camera shows the subject from above, making it appear smaller. - This can make the subject look less significant and weaker.
	canted - The camera is tilted to one side. - Can be used to suggest a point of view shot (when the camera becomes the eyes of a character, seeing what they see). - Can create a feeling of disorientation or confusion.
	overhead - When the camera is placed directly above the subject. - Can capture the action of the whole scene from above. - Can show the power of a character (just like an angled shot). - Can give the audience an all powerful / omniscient feeling implying a sense of destiny or fate.

Editing Cutting different shots together / The movement of one shot to another.

straight cut	The most common transition in editing. Takes us smoothly from one image to the next. It allows the narrative to be read in a continuous way, without interruption, so it creates a feeling of realism, drawing us into the story.
cross cut	Switches between scenes to show that action is happening at the same time. It can be used to build tension, or compare themes (such as good vs evil).

shot reverse shot	Usually used during dialogue (characters talking). The shot will show a character, then who or what they are looking at, then back to that character to show their reaction.
fade	When the screen slowly changes to black. It usually shows that one part of the narrative is ending and another is beginning. Sometimes it changes to white (usually used when a character is fading out of consciousness).
jump cut	A jerky transition that is fast and abrupt. It can feel quite uncomfortable, so is often used for an action or violent sequence as it shocks the audience. It draws attention to what it otherwise supposed to go unnoticed so it can be used in strategic ways. It draws attention to the fact an edit is being used.

Lighting

Key lighting: The main source of light in a scene.
High key lighting: reduces the lighting ratio (amount of light and dark) in a scene. It can be used to create a hopeful or optimistic tone.
Low key lighting: emphasises the dark tones and shadows. It can create a suspenseful and ominous tone.

Sound

	diegetic sound • Sound that is a part of the film's world • Dialogue (characters speaking), sound effects (explosions etc.), ambient sound (noises in the background – birds, traffic etc.), music coming from objects in the story (radios etc.)
	non-diegetic sound • Sound that is not a part of the film's world • Theme tunes, sound effects added for dramatic effect, incidental music (played over the top of scenes to create emotions), voiceover or narration
	parallel sound • Sound that matches the mood of the scene
	contrapuntal sound • Sound that does not match the mood of the scene

Mise-en-scène anything onscreen.

setting	The setting is used to show where a film takes place, but it can also show when a film takes place. A setting in a film can also show where a character comes from or is going to, it can also suggest things about a character or the story.
props	Props are the objects in a scene that help to make a scene appear realistic or as if the film we're watching is a real place. Props can help to make somewhere look old or new, busy or quiet or just show us what is happening.
position of people and objects	The position of people and objects is important as it helps to inform the audience where to look first or what to focus on. It can also show who or what is most important (or powerful) in a scene.
costume, hair and makeup	Costume, hair and makeup establishes who characters are and where (or when) they are from. It also demonstrate their characterisation. Costume, hair and make-up can show what a character is like before they even speak any dialogue or act in a scene.
Performance, including facial expression and body language	When considering performance, pay attention to how the actor is seeking to convey their character. An actor doesn't need to say a thing in order to convey specific reactions, feelings and in some cases, even thoughts. If we describe what the (possible) emotion is, and then refer to the specifics of their face and body language that have helped to do this, then we can begin to analyse performance.