GCSE Film Studies Y10 Autumn Term 1 Knowledge Organiser

MICRO ELEMENTS OF FILM STUDIES

ANGLES

- HIGH — The camera is above the subject
- LOW — The camera is below the subject
- CANTED — The subject appears titled
- EYE LEVEL — The camera is level with the main persons's eyes
- BIRD'S EYE — The camera is high in the air, looking down on the subject
- WORM'S EYE — The camera is low on the ground, looking up at the subject

CAMERA

SHOT SIZE

1. Extra long shot	1. The subject is far away
2. Long shot	2. The whole subject can be seen
3. Medium long shot	3. Top of head to thighs
4. Medium / Mid Shot	4. Top of head to waist
5. Medium Close-Up	5. Top of head to chest
6. Close-Up	6. Top of head and shoulders
7. Big Close-Up	7. The whole head
8. Extreme Close-Up	8. A part of the face

MOVEMENT

- PAN — Turns the camera left or right
- CRAB — A strafe left or right
- TRACK/DOLLY — Camera follows a set path
- ZOOM — The camera lens moves. The camera stays still
- TILT — A pivot up or down. Like a nodding head
- FREE — Held in hand, the camera position is not fixed
- CRANE — On a crane, the camera swoops & ducks

MISE-EN-SCENE

"EVERYTHING IN THE SCENE"

Settings & Props
Where the scene is & when it is

Costume, Hair & Make Up
The clothes worn & style of hair

Facial Expressions & Body Language
How people move & how their face acts

Lighting & Colour
The brightness, colour or size of light. The colour of the scene overall.

Positions of Characters or objects
Where people are in the scene

EDITING

PUTTING DIFFERENT SHOTS TOGETHER TO MAKE A WHOLE SEQUENCE

- JUMP CUT - A sudden cut from one shot to another
- GRAPHIC MATCH CUT - The shape of one thing matches something similar.
- FADE IN/FADE OUT - A slow fade into or out of a scene.
- DISSOLVE - A gradual fade from one shot to another
- WIPE - One scene replaces another by wiping across the screen
- MOTIVATED CUT - Showing something else as because of an event
- SHOT/REVERSE SHOT - Cutting between 2 people talking
- SUPERIMPOSITION - 2 or more images placed on top of each other

PERFORMANCE

WHAT AND HOW DOES THE ACTOR DO ? HOW DOES THE CHARACTER ACT?

REALISTIC	METHOD ACTING
SILLY	IRRESPONSIBLE
CHILDISH	CHEMISTRY
AGGRESSIVE	RASH
SHY	IMPOSING
FLIRTATIOUS	CHILD-LIKE
ADVENTUROUS	CAMP
IMMATURE	TRANSFORMATIVE
WILD	BRASH
CAREFREE	COURAGEOUS

EFFECTS

DEAFENING	BANG	HOWL
HARSH	BUZZ	ECHOING
LOUD	CRACKLING	GROWL
SUBTLE	SCREECH	WHIMPER
BRASH	SNAPPING	RUMBLE
MUFFLED	THUD	ROAR
MELODIOUS	RUSTLE	VOCIFEROUS

SOUND

- DIEGETIC - Sound the characters can hear
- NON DIEGETIC - Sounds the characters cannot hear
- CONTRAPUNTAL - Sound that is in contrast to the images
- PARALLEL - Sound that is similar to the images

SOUNDTRACK

BOMBASTIC	CRAWLING	SPRITELY
DRAMATIC	PIERCING	IMPOSING
MOVING	SHRILL	PACEY
SWEEPING	PLAYFUL	REGAL
EVOCATIVE	DELICATE	LANGUID
PULSING	CHILLED	GLOOMY
FAST	SOARING	SCARY

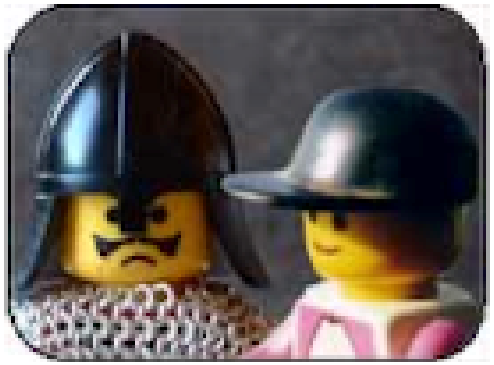
FILM SHOTS: Sizes and Abbreviations



BCU
Big Close-Up



MS
Mid-Shot



2-SHOT
Two Shot



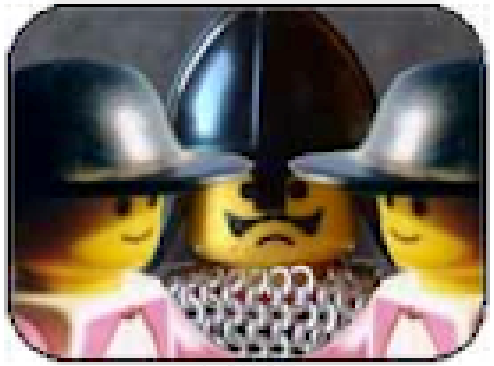
HA
High Angle-Shot



CU
Close-Up



MLS
Medium Long Shot



3-SHOT
Three Shot



LA
Low Angle-Shot



MCU
Medium Close-Up



LS or **WS**
Long Shot or Wide Shot



O-S
Over-the-Shoulder

- the 2-SHOT and 3-SHOT can be CU, MCU, MS, MLS or LS