

Film Analysis in English

ASPECTS Method: stages in sequence analysis

Aspect: ratio – framing – depth of field – color – composition

Sound(s): noises, music (tone, rhythm), diegetical, non-diegetical, sound effects...

Point of View: point of view in the sequence, what is offscreen? Use of space, setting, position of characters




Editing: transitions, relations between the shots, ASL (average shot length), rhythm



Characters and setting: attitudes, dialogues (levels of language), costumes, relations, social political, historical background.

Temporal structure: linear- chronological, flashback-flash-forward

Sense and meaning of the sequence

VOCABULARY

CAMERA RANGE and FRAMING (cadrage) (=the distance between <i>the camera and object</i>)		
<p>extreme long shot Plan de grand ensemble</p>	<p>shot of, e.g. a large crowd scene or a view of scenery as far as the horizon <i>"What is the effect of the ~?"</i></p>	
<p>long shot Plan d'ensemble</p>	<p>a view of a situation or setting from a distance <i>"the camera pulls away from the close-ups to a long shot of the Boston skyline."</i> <i>Plan d'ensemble</i></p>	
<p>medium long shot plan demi-ensemble</p>	<p>shows a group of people in interaction with each other, e.g. a fight scene, with part of their surroundings in the picture</p>	
<p>full shot plan pied</p>	<p>a view of a figure's entire body in order to show action and/or a constellation of characters</p>	

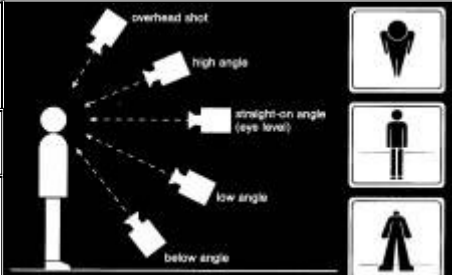
<p>medium shot, mid shot, medium close shot</p> <p>plan américain</p>	<p>shows a subject down to his or her waist, e.g. showing head and shoulders of two people in conversation</p> <p><i>"What is the purpose of the high angle medium close shot?"</i></p>	
<p>close-up</p> <p>gros plan</p>	<p>a full-screen shot of a subject's face, showing the finest nuances of expression</p> <p><i>"The camera suddenly cuts to a close-up."</i></p> <p><i>"What does the series of close-ups show?"</i></p>	
<p>extreme close-up (shot) detail (shot)</p> <p>très gros plan</p>	<p>a shot of a hand, eye, mouth or object in detail</p>	

POINT OF VIEW (VIEWPOINTS)

(= the position from which the camera is filming)

<p>establishing shot</p> <p>plan de situation</p>	<p>often used at the beginning of a scene to indicate the location or setting, it is usually a long shot taken from a neutral position</p>
<p>point-of-view shot, POV-shot</p> <p>camera subjective</p>	<p>shows a scene from the perspective of a character</p>
<p>over-the-shoulder shot</p> <p>prise de vue par-dessus l'épaule</p>	<p>often used in dialogue scenes, a frontal view of a dialogue partner from the perspective of someone standing behind and slightly to the side of the other partner, so that parts of both can be seen</p>
<p>reaction shot</p>	<p>short shot of a character's response to an action</p> <p><i>"He decided to hold a ~."</i></p>
<p>insert (shot)</p>	<p>a detail shot which quickly gives visual information necessary to understand the meaning of a scene, for example a <i>newspaper</i> page, or a physical detail</p>
<p>reverse-angle shot</p> <p>champ-contre-champ</p>	<p>a shot from the opposite perspective, e.g. after an over-the-shoulder shot</p>
<p>hand-held camera</p> <p>camera à l'épaule</p>	<p><i>"What effect does the ~ have in the party scene?"</i></p>

CAMERA ANGLES

<p>aerial shot or high angle or overhead</p> <p>plongée</p>	<p>long or extreme long shot of the ground from the air</p> <p><i>"How does the sequence of aerial and tracking shots support the voiceover commentary?"</i></p>	
<p>high-angle shot</p>	<p>shows people or objects from above, i.e. higher than eye level</p>	
<p>low-angle shot or below shot</p> <p>contre-plongée</p>	<p>shows people or objects from below, i.e. lower than eye level</p>	
<p>eye-level shot or straight-on angle</p> <p>angle normal</p>	<p>views a subject from the level of a person's eyes</p> <p><i>"In the first part the straight-on angle of the camera puts the viewer on the same level as Mrs Robinson."</i></p>	

CAMERA MOVEMENT <i>(movement of the camera during a shot)</i>	
pan(ning shot) <i>(panoramique)</i>	the camera pans (moves horizontally) from left to right or vice versa across the picture <i>"The camera pans across the picture."</i>
tilt (shot) inclinaison caméra	the camera tilts up (moves upwards) or tilts down (moves downwards) around a vertical line
tracking shot (travelling)	the camera follows along next to or behind a moving object or person : track in – out- lateral
Zoom	the stationary camera appears to approach a subject by 'zooming in' ; or to move farther away by 'zooming out' <i>"The camera zooms in(zooms out) on Ben's face."</i>

EDITING /MONTAGE
(= the arrangement of shots in a structured sequence)

master shot plan d'ensemble	main shot of a whole scene taken by one camera in one position, which is then intercut with other shots to add interest
Cutaway Plan de coupe	shot of something not shown by the master shot of a scene, but connected to the main action in some way (plan de coupe)
cross-cutting or parallel action montage parallèle	intermingling the shots of two or more scenes which are taking place at the same time
Flashback	a scene or sequence dealing with the past which is inserted into a film's 'present time'
flash-forward	a scene or sequence which looks into the future
match cut raccord dans le mouvement	two scenes connected by visual or aural parallelism, e.g. one door closing and then another one opening
split screen écran fractionné	division of the screen to show two or more pictures at the same time
Establishing shot	Plan inaugural

PUNCTUATION
(= the way in which shots are linked)

Casting	choosing actors to impersonate the characters
Cut transition	a switch from one image or shot to another <i>"What effect does the sudden cut from the pool to Ben's room have on the viewer?"</i>
jump-cut saute d'image -ellipse	(a) switching back and forth between two or more persons who are closely involved with each other, e.g. in a conversation or a chase scene; (b) using cuts to create an effect of moving rapidly towards a subject
fade-in ouverture en fondu	from a black screen or ground, the gradual emergence of an image, which slowly becomes brighter until it reaches full strength
fade-out fondu au noir	the gradual disappearance of an image until the screen or ground is completely black; a device used to end a scene
dissolve, dissolving shot or cross-fade fondu enchaîné	following a fade-out with a fade-in in order to move slowly from one scene to the next

LIGHTING

The Standard 3-Point Lighting Technique (éclairage 3 points)

The *Three Point Lighting Technique* is a standard method used in visual media such as video, film, still photography and computer-generated imagery. It is a simple but versatile system which forms the basis of most lighting.

The technique uses three lights called the **key light**, **fill light** and **back light**.

A key-light (lumière clé - éclairage principal) that produces the most amount of light and shines on your subject.

A fill-light (lumière d'ambiance) that 'fills' in any shadows left by the key-light.

A back light (contrejour) that beautifies the image with a soft glow on the back of the subject's head/shoulders.

GLOSSARY FRENCH -ENGLISH

Arrêt sur image : freeze-frame ou still-frame ou still

Cache animé : travelling matte

Champ : shot

Contre-champ : reverse shot

Champ/contre-champ : shot/reverse shot

Contre-plongée : low-angle-shot

Eyeline match: un personnage plisse les yeux, tente de voir quelque chose, et le plan suivant nous montre ce qu'il voit (c'est ce que l'on infère).

Fondu-enchaîné : dissolve (gradual fading of an image whilst another image gradually appears on screen).

Panoramique "horizontal": pan shot - pan to the left, pan to the right

Panoramique "vertical": tilt - tilt up, tilt down

Panoramique très rapide: whip pan

Panoramique filé : swish

Plan : shot/framing

Plan long : long take

Plongée : high-angle shot, voire bird's eye view / nosedive si vue "à la verticale" (e.g. rue depuis le sommet d'un gratte-ciel)

Reaction shot: plan, en général close-up, où l'on voit la réaction d'un personnage après ce qui s'est passé au plan précédent.

Retour arrière : reverse

Sequence : sequence

Plan sequence: sequence shot

Trajectoire : path

Travelling : tracking shot

Travelling avant / arrière: tracking in/out

Travelling latéral: tracking to the left/right

Travelling vertical: tracking up/down

Travelling arrière très lent : creep out / travelling avant très lent : creep in

Travelling circulaire : arc

Travelling compensé: dolly zoom (zooming in + tracking out or zooming out + tracking in: a very destabilising effect used by Hitchcock. The central character/object doesn't change size but the background does!)

Travelling avec caméra sur une plate-forme montée sur roues: dolly shot (dolly in /out)

Travelling optique : optical travelling

Voicing over (narrateur non présent dans le lieu de l'action : voix off en français !) - différent de voicing off (narrateur hors-champ mais prenant part à la scène, au récit : "voix hors-champ")

Zoom AV, AR : zooming in/out

Pour aller plus loin

<https://filmanalysis.coursepress.yale.edu/>

<http://www.empireonline.com/features/film-studies-101-camera-shots-styles>

http://www.mediaknowall.com/as_alevel/alevel.php?pageID=image

L'émission *Blow up* sur Arte