

Camera Shots/Angles & Movement

Low Angle Shot: Used to make those on screen look powerful and dominant

High Angle Shot: Used to make those on screen look weak and inferior

Over the Shoulder Shot: Used to make audiences feel involved in the scene, as if those on screen are talking to you

Medium Shot: Used for the majority of scenes to show the characters gestures and movements as well as their facial expressions

Close Up: Used to show the emotion on the characters face so the audience understand exactly how they are feeling

Extreme close Up: Used again to show the emotion on the characters face so the audience understand exactly how they are feeling

Long Shot: Used to set the scene to allow the audience to establish where the characters are or used to show a character alone or in isolation

Birds Eye View: Used to set the scene to allow the audience to establish where the characters are or to show the size of something

Static Shot: No camera movement, the camera is immobile. Can be used to emphasize the serious tones within a scene

Pan Movement: When the camera moves at a normal pace horizontally to show the scenery/setting/surroundings. Can be used to show the scenery/setting/surroundings in a scene

Whip Pan: A fast movement of the camera from one shot to another. Can be used as an unbroken means of transitioning between two shots, to indicate the passage of time, or to create an atmosphere of frenetic energy or disturbance.

Dolly Movement: A smooth horizontal movement of the camera (not panning of the camera). Can be used to maintain a perpendicular relationship with those on screen as they are moving

Handheld Camera Movement: The camera is controlled by hand and is not supported by equipment. Can be used to show a sense of panic and/or confusion as the camera shakes and is not still mirroring the panic

Sound

Diegetic sound: Sound from within the frame (actors speech etc)

Non-diegetic sound: Sound added in during the editing process (music, sound effects etc)

Music is a type of diegetic sound, the music used in productions mirrors the mood of what is happening on screen. When describing what music is used, it is important to talk about the:

Volume, Tempo (pace), Pitch (high or low), Style (soft)

Mise-En-Scene & Editing Techniques - Unit 1 - Knowledge Organiser

Key Terms

Mise-en-scene: The term mise-en-scene refers to everything you can see and hear in a scene/image/media text

Representation: The way in which people, groups, places and events are re-presented to the audience through the media text, how have they been made to look through the use of media techniques.

Denotation: An explanation of the object itself, for example a green piece of fruit, an apple.

Connotation: The hidden meaning behind the object, for example a green piece of fruit, an apple, might have connotations of health and technology linking to the company behind one of the greatest technological revolutions in history. When you see an object or an image, what else does it make you think of?

Create Meaning: You will see this term in lots of exam questions, it simply means how has mise-en-scene been used to represent people, groups, places and events in the media text in question. For example, *'How has lighting and sound been used to represent Darth Vader in scene 13 of Star Wars: A New Hope?'*

Lighting & Colours

Low key lighting is when the lighting in a scene or image is darker than usual. Low key lighting is often used to represent characters or situations on screen in a negative light

High Key lighting is when the lighting in a scene or image is brighter/lighter than usual. High key lighting is often used to represent characters or situations on screen in a positive light

There are three main colour schemes used: Warm, Cold and Natural. When analysing the connotations of colours used in Media texts first identify one of the three schemes, then refer to specific colours and how they were used to create meaning.

Warm: In a scene where there is a sense of enjoyment and happiness (Yellow, Orange)

Cold: In a scene when there is a sense of despair or desperation (Blue, White, Grey)

Natural: Used for the majority of the time in everyday/typical scenes (Brown, Green)

Costume & Props

A **costume** refers to what characters are wearing, **props** refer to anything that they are holding or that they have on them.

Both costumes and props are used to create meaning in media texts. You can tell a lot from a character by their clothing and the connotations of the items they possess

Editing Techniques

Sound Transitions -

Fade In: The volume, usually of the music in the scene, is gradually increased

Fade Out: The volume, usually of the music in the scene, is gradually decreased

Sound Bridges: When the sound from the succeeding shot is heard, before the previous shot has disappeared from the screen

Edit on the Beat: When sound added into the scene matches the movement on screen, for example when music notes play every time that a character takes a step

Edit on the Cut: When the sound from the previous scene abruptly stops as the new scene is introduced

Reverberation: Reverberation refers to the persistence and continuation of sound, after the original sound is produced

Distortion: Distortion refers to sound that does not have a clear quality, the clarity of the sound has been reduced and it appears erratic and irregular

Moving Image Editing Techniques -

Continuity editing: the most common style of film editing. The purpose of continuity editing is to create the illusion of smooth continuous action and helps to keep the audience's attention to the story. The viewer will not notice the transition between shots.

Non-continuity Editing: When shots are mismatched to disrupt the impression of time and space. This draws the audience's attention to the process of cutting and disturbs the illusion of 'reality'. An example is the use of flashbacks

180 degree rule:

When two characters are talking to each other, an imaginary line should be drawn through the two characters and that the camera should only stay one the one side of that line (or of the characters) so that it is easier to understand where the characters are in relation to each other.

Cutaways: Used as a moderate sensor, for example the audience know what is happening when the cutaway comes on screen, they can even usually here the noise however they don't need to necessarily see the action. **Shot/reverse shot:** This utilises the 180 Degree Rule to show two characters talking to each other. The shot may focus initially on one character as they talk, and it shows him looking off screen (at the other character) and then the shot changes to the other character to show the same action. This is so the audience presumes they are looking at each other.

Eye line match: When the gaze of a character in one shot lines up with/matches the person or object they are looking at in the next shot. This is for continuity and consistency in the scene or clip and to help the audience gain more a sense of the scope and space in the environment.

Action match: Used for continuity and consistency in a scene, as it is when a camera shot cuts to another, portraying the action of the subject in the first shot. The action match creates a "visual bridge" which draws the viewer's attention.

Cross cutting: Used commonly to show something happening in two different locations. The camera will cross cut away from one action or event and then show another scene or action happening in a different location. This type of editing allows the cinematographer to build intensity in a scene, or to help create suspense, or to create a certain atmosphere in the focal scene.

Intercutting: Where two or more actions in distinct locations are edited together into one scene. This allows the film to create and dramatise an intense setting or action in that place. It would also be used to show or create a more dynamic and intense storyline for the viewer and to show a multitude of simultaneous key events in the narrative.

Parallel Editing: The process of alternating between two or more scenes that happen simultaneously in different locations within the world of the film. With most films that utilise parallel editing, the corresponding scenes will eventually meet or have some sort of connecting action. This would be used to allow an increasingly expansive storyline to take place.

Continuity Cuts: When multiple shots are combined to make a new sequence in order of the events that happened

Jump Cuts: A quick change from one scene to another, showing a change in time. Used predominantly to speed up time, cutting out unnecessary narrative.