Elements of Film Language

Camera

Shot – Close Up, Medium Shot, Long Shot

Movement – Pan (camera moves horizontally to create panorama), Track (moves along rails), Crane (from a height/crane)

Angles – High Angle, Low Angle (camera looking up or down at subject)

Framing and composition – What can you see? What has been left in/out?

Mise – en – Scène

Lighting – the arrangement or effect of lights used to create or emphasise colour, light or shadow (Key light = main light, Back light = lights from behind)

Colour – the range of colours used (palette) throughout the film

Setting / Location – the place or situation where the action takes place

Props

Costume/dress

Acting/Movement/Performance

Editing

Transitions – How the shots are combined using e.g. Cuts, Fades (e.g. to black), Dissolves

Techniques – Slow-motion

Visual Effects – titles, captions (e.g. subtitles), CGI

Editing for meaning – eg. Shot/Reverse shot

Sound

Music – Soundtrack

Dialogue, Voiceover

Sound Effects, Foley Sounds (everyday sounds reproduced e.g. footsteps)

Diegetic/Non-Diegetic Sound (sound from the action/sound added to the action)

Using Film Language to examine a scene
- Watch the scene first for understanding.
- In groups, choose an element to focus on as you watch the scene again. What information does your particular element give to the scene?
- How does it contribute to the overall meaning?

Element of Film Language	Type	What meaning does it convey?	Why do you think the director chose this particular element?
Camera Shot distance Movement Angle			
Mise en scene: what do you see? *Lighting* Where is the light coming from? *Costume* *Props* *Set* *Acting/Performance*			
Sound How many types of sound can you hear?			
Editing Count no of cuts			

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