

Year 8 An Introduction to Representation

KEY TERMINOLOGY

Mise-en-scene	A French phrase originally used in the theatre. Means <i>placing on stage</i> . In film studies this refers to anything that can be seen in the shot.
Cinematography	A term based on the idea of <i>photography</i> . In film studies cinematography refers to the analysis of a range of aspects that can influence how a film looks.
Sound	The things we hear. The volume and the pace at which we hear things. And why certain things are louder than others. This is made up of a range of aspects, not just music.
Editing	Editing refers to the order of what we see. Films are not shot in the order in which we see them, so editing is the process of putting the film into a specific order, how long we see each shot for and how we move from one shot to another.
Adaptation	The process of taking something, such as a book, and turning into something else, such as a film.
Representation	How we see people and how those people are presented to us in film through mise-en-scene, cinematography, sound, editing, narrative and performance.
Narrative	Narrative is the story of the film. Main characters may have their own stories and films often feature various sub-plots that may help to inform or impact the main story.

MISE-EN-SCENE

Props	Short for theatrical property, these are the objects used in a film by characters or just 'sat' in a scene to make it look realistic.
Setting	The place and time in which a film is set.
Costume	Costume is the correct term for clothing worn by characters in the film and builds characterisation and time and place.
Positioning	This is the place where things have been placed in a scene and can refer to people, props or where people or props move from or to. It can help suggest power or relationships.

SOUND

Score	This is the technical term for music written for the film, played to help emphasise a mood, feeling, atmosphere or reaction in a particular scene.
Soundtrack	Music that already exists, such as a song, that is played in a film is called the soundtrack. This can also emphasise a mood, feeling, atmosphere or reaction but is an existing song, not something written specifically for the film.
Sound effects	The noises we hear that make clear what props can sound like. These can also reflect the noises that costumes make or the reactions to something, or the sounds that every day life can sound like such as bird song.
Dialogue	Dialogue is the term for speech: when people talk we refer to it as dialogue.

CINEMATOGRAPHY

Shot size	How large is the main person or object on screen? This will be created by having the camera closer or further away from this subject and there are approximately 8 shot sizes that we refer to.
Camera angles	The position from which we see a person or object is called the camera angle. This will refer to the position in which the camera is.
Lighting	Lighting not only refers to how light or dark a scene is, but also where the light is coming from or what it helps to show or hide.
Camera movement	Cameras are able to move in various ways but two of these movements, the track and the zoom, focus or amplify our attention on a specific person or object. Different movements can make us react in different ways.

EDITING

Transitions	How the film shows us moving from one scene to another is called a transition. These can be quite dramatic and unnatural, such as a "wipe", or less obvious and common such as "jump cuts".
Montage	A collection of small moments or images placed together that cut out periods of time is called a montage.
Pace	The filmmaker will want us to feel a specific emotion and one way of doing this is to change the speed in which we see images. The shorter the period of time in which we see a shot, the quicker the pace on screen and vice versa.