

Handout

The Language of Film

Shot (the basic unit of a film sequence)

- shot scale (how far or close the camera is to the subject-e.g., long shot versus close up)
- shot angle
- point-of-view shot
- over-the-shoulder shot
- reaction shot
- long take (a shot that lasts for a long period of time)

Framing (how the shot is composed)

- internal framing (objects shown in an internal border)

Camera Movement

- tracking (a smooth, even shot done by machine)
- hand-held
- pan (a shot that moves slowly across a large field of view)
- whip pan (a shot that moves so quickly that it blurs the image)

Lighting

- key lighting (the main light source-for example, low-key or high-key)
- fill lighting (additional lighting to augment the main light source)
- contrast

Editing

- continuity (keeping the perception of seamless action)
- fade-in
- fade-out
- iris-in or -out (a closing or opening circle of darkness that frames the image)
- wipe (when an image disappears off the screen to one side)
- cross-cutting (showing two sequences at once)
- graphic match (visually parallel images)

Sound

- source onscreen
- source off-screen, but still in the world of the film
- internal source (for example, a voice over)
- external source (for example, a soundtrack)
- sound bridge (sound-often dialogue-that creates continuity between scenes)