**Terms used in film analysis**

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**General Terms**

* ***Shot****:* continuous, unedited piece of film of any length
* **Scene:** a series of shots that together form a complete episode or unit of the narrative
* **Storyboard:** Drawn up when designing a production. Plans AV text and shows how each shot relates to sound track. (Think comic strip with directions - like a rough draft or outline for a film.)
* **Montage**: The editing together of a large number of shots with no intention of creating a continuous reality. A montage is often used to compress time, and montage shots are linked through a unified sound - either a voiceover or a piece of music.
* **Unity:** The way all the film’s parts relate to each other and flow together.

**Special Effects:** A general term for various photographic manipulations and techniques.

**Shots**

* **Long Shot:** Overall view from a distance of whole scene often used as an establishing shot - to set scene. Person - will show whole body.
* **Medium or Mid Shot**: Middle distance shot - can give background information while still focusing on subject. Person - usually shows waist to head.
* **Close Up**: Focuses on detail / expression / reaction. Person - shows either head or head and shoulders.
* ***Tracking shot*:** single continuous shot made with a camera moving along the ground
* ***Reverse shot*:** shot taken at a 180 degree angle from the preceding shot (reverse-shot editing is commonly used during dialogue, angle is often 120 to 160 degrees)
* **Point of View Shot** Framed from a particular character's point of view. Audience sees what character sees.

**Camera Movement**

* **Pan:** Camera moves from side to side from a stationary position
* **Tilt:** Movement up or down from a stationary position
* **Tracking**: The camera moves to follow a moving object or person

**Camera Angles**

* **Low Angle Camera:** shoots up at subject. Used to increase size, power, status of subject
* **High Angle Camera**: shoots down at subject. Used to increase vulnerability, powerlessness, decrease size

**Editing (the way shots are put together)**

* **Cut:** The ending of a shot. If the cut seems inconsistent with the next shot, it is called a jump cut.
* **Fade in or out**: The image appears or disappears gradually. Often used as a division between scenes.
* **Dissolve**: One image fades in while another fades out so that for a few seconds, the two are superimposed.

**Sound**

* **Soundtrack:** Consists of dialogue, sound effects and music. Should reveal something about the scene that visual images don't.
* ***Score****:* musical soundtrack
* ***Sound effects****:* all sounds that are neither dialogue nor music
* ***Voice-over*:** spoken words laid over the other tracks in sound mix to comment upon the narrative or to narrate

**Lighting**

* **Back lighting:** lighting that comes from directly behind the subject, placing it in silhouette
* **Soft focus:** all objects appear soft because none are perfectly in focus; used for romantic effect
* **Side light:** the illumination of a subject from the side to place the subject in depth
* **Spot Light:** the illumination of a subject that uses a beam of light