

FILM TECHNIQUES

CAMERA ANGLE: The angle at which the camera is pointed at the subject, e.g. a high tilt angle when the camera is pointed up at the subject makes the subject look large, powerful or strong. Low tilt angles make the subject look small or weak.

EDITING: The way that the shots are put together to make up a film. Most of the time a film is made up of sequences that are put together purposefully and will influence each other's meaning.



MISE EN SCÈNE: Known as “the set,” but can also refer to everything that is presented before the camera to create intended effects (but doesn't include the effects of editing which takes place afterwards). The phrase actually means “putting-in-the-scene”. It can include:

- what the actors are directed to do
- position of cameras
- choice of camera lenses, etc.
- objects placed in the scene

POINT OF VIEW SHOT: A shot where the audience sees the scene from the specific point of view of one of the characters.

SHOT: The camera distance with respect to the object within the shot – it can be used to frame an object, set a scene and create a sense of space (or lack of space). Different types of shots include:

- extreme close-up
- close-up
- medium close-up
- medium shot
- medium long shot
- long shot
- extreme long shot or distance shot

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SUBJECTIVE CAMERA: The camera is used in such a way as to show the point of view of a specific character:

- high- or low-angle shots indicate where the character is looking from
- a panoramic or panning shot shows that the character is taking in the scene
- a tracking shot or a hand-held camera shot signifies the character's movement.



Subjective shots like these also invite the audience into the actual story and help them to identify with the point of view of the character.

DIEGETIC SOUND: The sound that the characters can hear as well as the audience, and usually the character will show that they've heard it. Also known as "literal sound" or "actual sound", it includes:

- voices of characters
- sounds made by objects in the story, e.g. heart beats of a person, doors opening
- source music, represented as coming from instruments in the scene
- basic sound effects, e.g. dog barking, car passing; as it is in the scene
- music coming from record players, radios, tape players, etc.

NON-DIEGETIC SOUND: Sound which is represented as coming from a source outside the story space. Its source is not visible on the screen, and is not present in the action of the scene. Also known as "non-literal sound" or "commentary sound", it includes:

- narrator's commentary
- sound effects added for dramatic effect
- mood music
- film score

Non-diegetic sound plays a significant role in creating the atmosphere and mood within a film, e.g. music that adds to the terror in a scene. It is common for diegetic and non-diegetic sound to transfer from one to the other, e.g. when characters are listening to music (diegetic sound), then start dancing and the music becomes non-diegetic to indicate being 'lost in the moment'.

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