The Grammar Of Film



- Just like languages, films have grammar— 'rules' to communicate with us.
- The good news is most of us are in on it already.

Shot: Any strip of film containing one camera motion or angle

 There are several types of shots that filmmakers use to communicate ideas to us.

Standard 35mm Widescreen





Long Shot



 Also called an *establishing shot*, the camera is often a long way away from the subject.

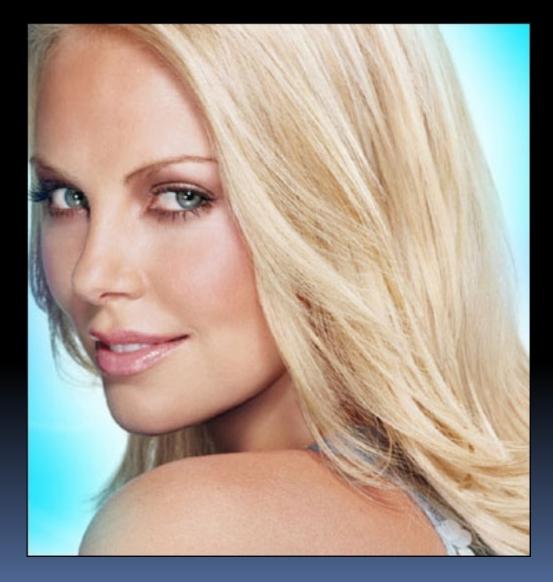
Medium Shot



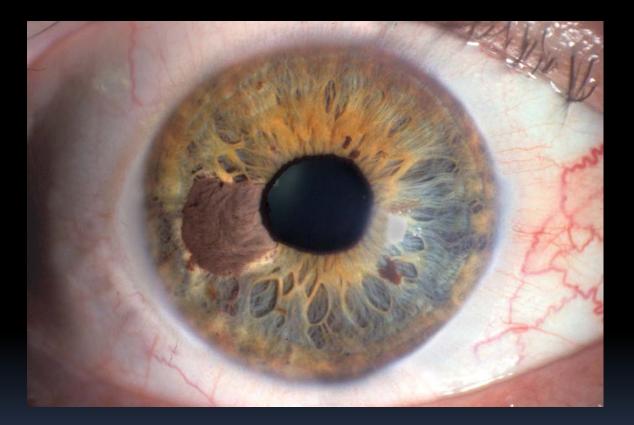
- On actors, a shot generally from the waist up
- Provides details, yet can show action, too.

Close Up

- When the camera gets close to reveal detail.
- Message: There's something here you have to see.



Extreme Close Up



- When the camera gets really close.
- Often emphasizes important plot details.

Scene: A series of related shots put together to tell one part of the story in a film (like a chapter in a book).



Transition Shots



 These are shots designed to help orient the audience and *transition* from scene to scene.

Lap Dissolve: When one picture dissolves (or seems to melt into)...



...another picture (often to show the passage of time).



Fade In: When the screen starts out all black...

...then a picture gradually appears.



Fade Out: The opposite of a fade in.



The picture gradually goes to black.

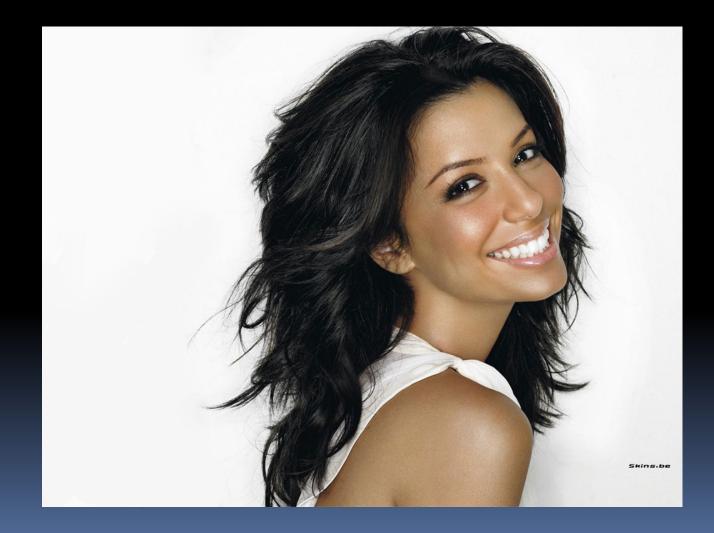
Split Screen: When two ideas are developed at once in the same shot.



Wipe: When one picture ...



...is 'wiped' away by another.



Jump Cut: When one scene suddenly 'jumps'...



...to another scene.



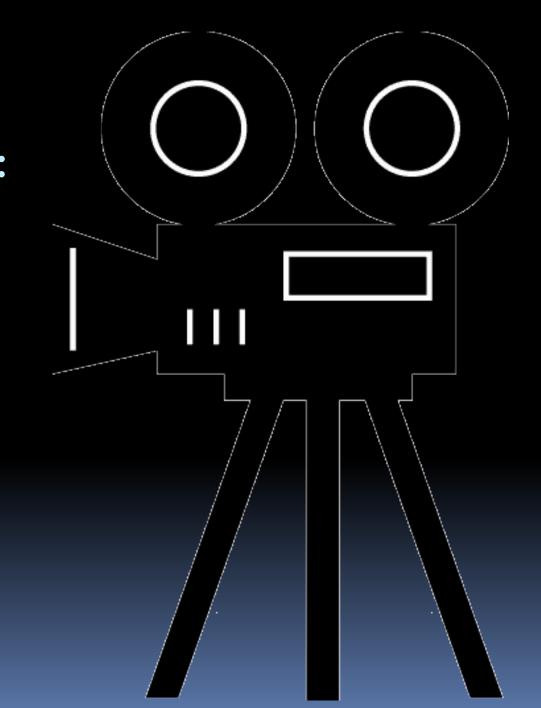
Montage: When a series of shots condense a lot of action into a small amount of time.



Montages are often accompanied by music, like music videos.



Camera Angles: Where the camera is set up can also communicate information.



Low Camera Angle



- Camera is below the subject, forcing the viewer to look up
- Indicates size and power

High Camera Angle



- Camera is above the subject, forcing the viewer to look down
- Indicates weakness and vulnerability

1st Person POV Camera Angle



- Forces the viewer to see what a character sees
- Indicates an identification with the character
- Has a "You Are There" feel

Crane Shots: Moving shots where the camera is mounted on a crane.



Tracking Shots: Moving shots where the camera is moved on track.



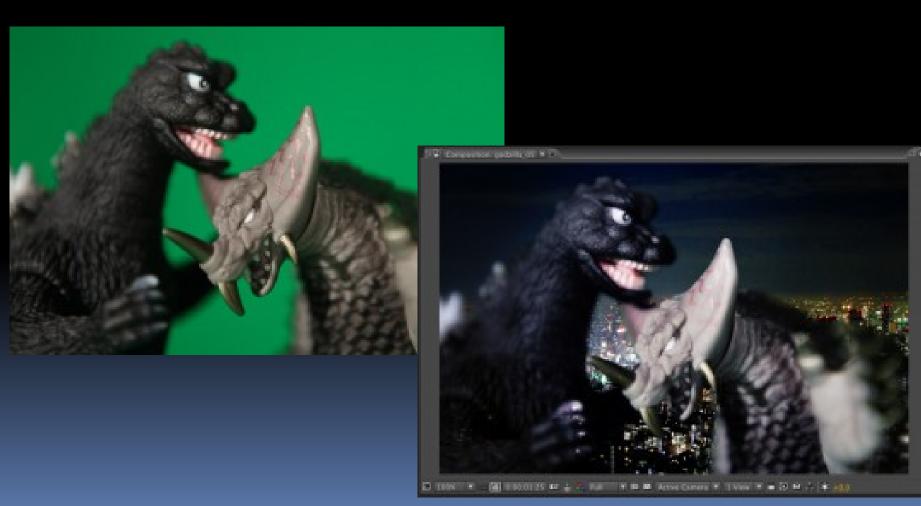
Dolly Shots: Moving shots where the camera can roll on its own.



Steadicam: Moving shots achieved by strapping the camera to the cinematographer



Process/Matte Shot: Any shot where live action is combined with Special Effects



There are more, of course, but these are the basics.

