

What are CODES & CONVENTIONS?

- The detailed rules of the genre (type of film). Things we come to **expect**
- Codes and Conventions make it easier to understand the film and easier to make it

CODES AND CONVENTIONS

- ① Setting
- ① Themes
- ① Characters
- ① Props
- ① Narrative & Plot
- ① Style

Conventions

What is the typical setting of a superhero film?

Often a major American city. Lots of crime. Hero will have secret hideout/HQ

How do we separate the themes in superhero movies?

Public / Private

Which character types typically feature in the superhero genre?

- Hero
- Villain
- Princess

Question

Answer

Setting

- Often American city
- Place where crime happens
- Big locations where things can go wrong!
- Secret base or HQ



Themes

- Public – things that affect everyone
- Private – things that affect the main characters only



Characters

Must be heroic

Or a villain

Or a damsel

Or a victim/general public

**Hero's are often recognisable
as normal people**

**Hero's are also something
people aspire to be – are cool**

**Hero's always want to do
good, fight for truth and
justice (and the American
way?)**



CONVENTIONS

What term do we use to describe a significant object that the plot revolves around?

What props would we typically expect to see in a Superhero film?

What is the typical narrative of a superhero film?

MacGuffin

Gadgets (Iron Man's suit, Batman's utility belt), Iconic Superhero weapon (Thor's Hammer, Captain America's shield)

Good vs Evil, Todorov (equilibrium, disequilibrium, equilibrium)

Props

Significant items
that we expect



Macguffin = a significant object
around which the plot revolves



Narrative & Plot

- At its simplest;
Good V Evil
- Often a franchise
(series of films)
- Often starts with heroes origin story
- Often High Concept
(simple plot, big SFX and budget)



Style

- Includes micro elements to build up a specific 'look' or 'feel'
- This may link to original comics, or stay throughout franchise



