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**The Language of Film**

**General Terminology**

* **Exposition** → the exposition is the beginning of the film. Its purpose is to introduce the basic information that must be supplied to an audience at the bginning of a film – the ***setting***, the ***main characters*** and the ***themes***, so they can follow the film and feel involved with it.
* **Denouement →** the ***denouement*** is the ending of the film. Its purpose it to wrap and perhaps make a final statement or judgement about the ***main characters*** and the ***themes***.
* **Turning Point →** a point in the film where something new in the form of a ***complication*** or a ***choice*** is introduced to the plot. This often leads to a ***development in the character***  in some way.

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| **Technique** | **Example** | **Effect** |
| **Extreme long shot / establishing shot** |  | This shot types shows a lot of landscape and is often used at the \_\_\_\_\_\_\_\_\_\_ of a film. It helps to develop important \_\_\_\_\_\_\_\_\_\_\_\_\_ about the place where the film is set. |
| **Long shot** |  | This shot types shows a lot of landscape, but we also see people who are \_\_\_\_\_\_\_\_\_\_\_\_\_. It helps us to see their \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ to the landscape. |
| **Close Up** |  | This shot contains little background and \_\_\_\_\_\_\_\_\_\_\_\_\_ the audience on a person's \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ and expressions. |
| **Point of View Shot** |  | In this shot the camera becomes the \_\_\_\_\_\_\_\_ of the of the characters and sees things from their point of view. This helps the audience feel like they are \_\_\_\_\_\_\_\_\_\_\_ to the film. |
| **High angle** |  | This angle has the camera looking \_\_\_\_\_\_\_\_\_ from \_\_\_\_\_\_\_\_\_\_\_\_ the subject. This helps suggest the character is \_\_\_\_\_\_\_\_\_\_ and \_\_\_\_\_\_\_\_\_\_\_. |
| **Low angle** |  | This angle has the camer looking \_\_\_\_\_\_\_ from \_\_\_\_\_\_\_\_ the subject. This helps suggest the character is \_\_\_\_\_\_\_\_\_\_\_\_ and \_\_\_\_\_\_\_\_\_\_\_\_. |
| **Bird's Eye View / Ariel** |  | This angle has the camera directly \_\_\_\_\_\_\_\_\_\_\_\_, like a bird. This helps suggest the characters are being \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_. |
| **Tracking Shot** |  | This is where the camera \_\_\_\_\_\_\_\_\_\_\_\_ the subject. It helps make the audience feel like they are taking part in the \_\_\_\_\_\_\_\_\_\_\_\_\_\_. |
| **Zoom in or out** |  | This is where the lens of the camera moves \_\_\_\_\_\_\_\_\_\_\_\_ or \_\_\_\_\_\_\_\_ from the subject. It helps the audience focus on a specific detail or see the subject in a wider setting. |
| **Cut** |  | The most \_\_\_\_\_\_\_\_\_\_\_\_\_\_ used type of editing, where one shot is replaced by another. When \_\_\_\_\_\_\_\_\_\_\_, cuts help create \_\_\_\_\_\_\_\_\_. |