







Codes & Conventions



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- Learning Intentions – To understand the role of Conventions & Narrative in media artworks.
 - To understand how Opening & Closing sequences.
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- Do now – Think/ Pair/ Share – Discuss & write down a movie you watched recently that you weren't happy with the ending.
 - Discuss & write down a movie or TV show that you started watching and suddenly lost track of or stopped watching.
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What is Narrative?

- The narrative is how the story is told or demonstrated. This is the overarching idea of the story – the narrative is the interpretation of the events within the story.





A bird's eye view of story


- The narrative is the architect's design or how he intends others to interpret the building.





NARRATIVE


**STORY ELEMENT + PRODUCTION ELEMENT =
NARRATIVE**

- This equation tells us that if you add a story element to a production element, you have a *Narrative*.
 - Film has evolved since its beginning, adding more elements in the construction of a Narrative.
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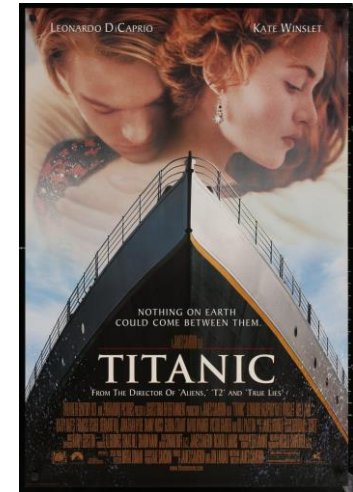
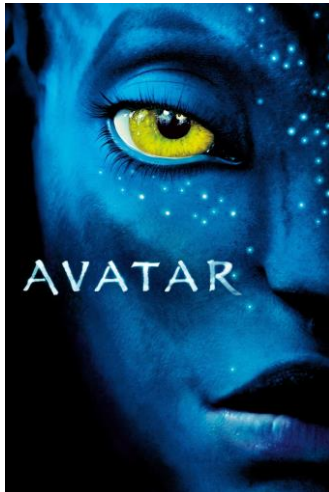
Story & Production elements



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- Learning Intention – To understand the difference between story & production elements.
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Do now -


- Write down why the following movies are memorable. Is it special effects? Characters? The story or something else?





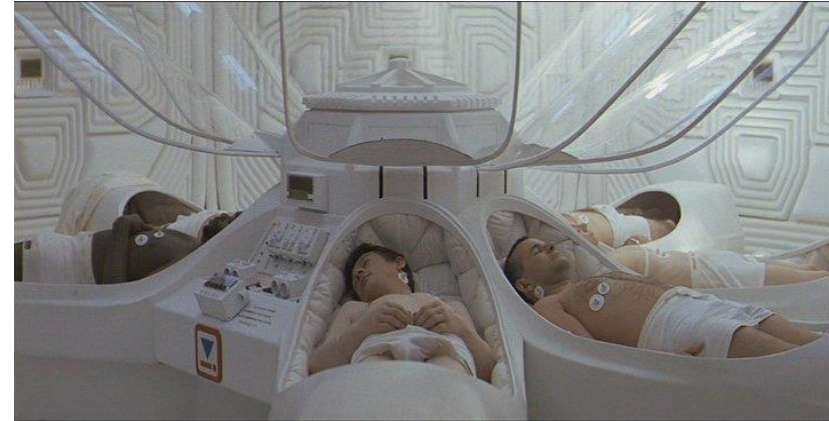
STORY ELEMENTS

All storytelling relies on establishing a setting, introducing and developing characters and constructing a plot that will hold the interest of the audience. Story elements are vital parts of a film narrative and they include:

- Opening and Closing sequences
 - Character
 - Setting
 - Time
 - Cause and effect
 - Point of view
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STORY ELEMENTS - Opening & Closing Sequences

Opening sequence - introduces us to the world of time and space in which the narrative takes place. Opening sequences are often called 'set-ups'.




Closing sequence - brings the narrative to its conclusion. The closing sequence brings the plot to the point of climax, both in a story and emotional sense.





STORY ELEMENTS - Opening & Closing Sequences


Watch the Opening Sequence of Indiana Jones: Raiders of the Lost Ark and answer the following questions:

- 1.** What characters are introduced?
 - 2.** What do we know about them?
 - 3.** What narrative possibilities have been suggested?
 - 4.** What themes have been introduced?
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STORY ELEMENTS - Opening & Closing Sequences


Watch the Closing Sequence of Indiana Jones: Raiders of the Lost Ark and answer the following questions:

1. How is the narrative concluded?
 2. Is there a point of climax? If so, what is it?
 3. What other clues help us determine that the film is coming to an end?
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STORY ELEMENTS - Narrative Possibilities

Throughout a narrative, possibilities are presented to the audience. For example, the meeting of the boy and a girl presents several narrative possibilities, among these:

- The possibility of romance
 - The possibility of rejection
 - The possibility of an unhealthy obsession
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STORY ELEMENTS - Narrative Possibilities

Watch Scott Pilgrim vs. The World clip and answer the following questions:



- 1.** What narrative possibilities does this scene present?

STORY ELEMENTS - Character Development

Character development - the revelation to the audience of a character's personality, beliefs, strengths, weaknesses and emotions.

As the character progresses through the plot, the audience is able to follow the changes and development of their personality traits. There are three features to character in all film narratives:

- Establishment
- Development (Motivation)
- Resolution



STORY ELEMENTS - Character Development

Watch the following clips from Finding Nemo.

- What changes occur in Marlin's character development.






STORY ELEMENTS - Setting

The **setting** of a fictional film narrative refers to the location and the historical period in which the story takes place.

The **setting** of a narrative helps to tell the story because the audience already has an understanding of settings and their context within film genres.



STORY ELEMENTS - Setting





STORY ELEMENTS - Structuring of Time

- Film narrative operates within codes and conventions, and as the audience we view them with an understanding of these conventions.
- The structuring of time within a narrative is an example of these conventions. Film uses conventions to help the audience overcome the limitations of real time.




STORY ELEMENTS - Structuring of Time



Watch the opening montage scene from Up and answer the following questions.


- How does this scene move time forward?
- What does this scene communicate about the relationship?
- The scene goes for approximately 5 minutes. How much time in the duration of the film does the scene represent?



STORY ELEMENTS - Cause and Effect

Cause and Effect is a narrative function. Everything that happens in a story must happen for a reason. There must be a cause for there to be an effect (result/consequence)

Example:

- Cause - Little Red Riding Hood decides to visit grandma
 - Effect - She is confronted by the wolf dressed as her grandma
 - Cause - Little Red Riding Hood is confronted by the wolf
 - Effect - Little Red Riding Hood must escape the wolf
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STORY ELEMENTS - Cause and Effect



Watch the short film
Dangle.

- Identify the cause and effect.

STORY ELEMENTS - Point of View

In presenting the narrative, the filmmaker decides from whose **point of view** the story will be told.

- Point of view is basically whose eyes we see the film through - this may or may not be the same as the person telling the story, although it usually is.
- Of course we do not always see a whole film from one character's point of view. Point of view may change over the course of the film, but we usually see a story unfold through the eyes of the main character.

Point of view can be achieved in a number of ways:

- By narration, where we hear a character recount their thoughts.
- By camera work, such as camera movement and angles (point of view shots).





PRODUCTION ELEMENTS

Production Elements are the tools that filmmakers use to communicate story elements to an audience. Production elements include:


- Sound
 - Editing
 - Camera
 - Lighting
 - Acting
 - Mise en scene
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PRODUCTION ELEMENTS - Sound

Diegetic - Sound from within the story is called diegetic sound because it happens within the world of the story.

Non-Diegetic - Sound that is imported into the movie but isn't related to the on-screen action is called non-diegetic sound. If the characters can't hear it, it is non-diegetic sound. Voice-overs, soundtrack and narration are non-diegetic sound.






PRODUCTION ELEMENTS - Camera Techniques

Camera techniques are used to focus the audience on a specific object. They can also create a feeling or mood.

Camera Techniques include:


- Camera Shots
 - Camera Angles
 - Camera Movement.
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PRODUCTION ELEMENTS - Camera Techniques

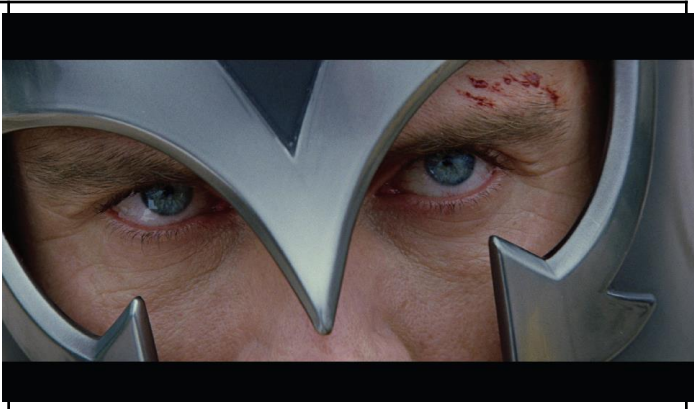
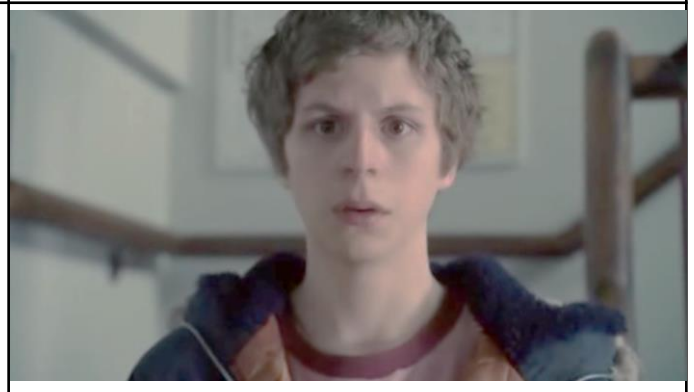
Camera Shots- Camera shots signify how the camera sees and frames the scene. Generally these camera shots relate to the position of the human body within the film frame.

Camera Angles- The angle that a shot can be taken from can tell the audience about the character, their emotions or feelings. It can reveal or conceal narrative details and it can be used to create a feeling or emotion in the audience.



PRODUCTION ELEMENTS - Camera Techniques

Camera Shots:

Extreme Close-Up	<p>A tight shot that only contains a single object (and in the case of a person usually just the mouth, nose or even just the eyes). This shot is used to focus the audience's attention on a single significant object that has a great deal of importance within the narrative.</p>	 An extreme close-up shot of a character's eyes. The character is wearing a silver, metallic helmet with a large, downward-pointing triangular visor. The eyes are blue and looking directly at the camera. There is a small amount of red, possibly blood, on the forehead near the right eye.
Close-Up	<p>A shot from the shoulders up. This focuses attention on an object or person (but not so close as an extreme close-up). This shot is often used as a reaction shot. It usually has the effect of adding tension and can create a feeling of claustrophobia for the audience.</p>	 A close-up shot of a young boy with short, curly brown hair. He is wearing a blue and red jacket. He has a serious, slightly concerned expression on his face and is looking slightly to the right of the camera.

PRODUCTION ELEMENTS - Camera Techniques

Camera Shots:

Medium Shot

A shot from about the mid thighs up. This is the most common shot in narrative films. It is a shot that emphasises the person in the frame, as well as their environment. In addition, it easily allows the viewer to see the actors' position and their physical relationships to each other and to the setting.



Long Shot

A shot that includes the whole body of a person, often with additional space included. This shot has the effect of focusing the attention of the viewer on the environment and the person in equal amounts. It allows for greater action and movement on the part of the actor.

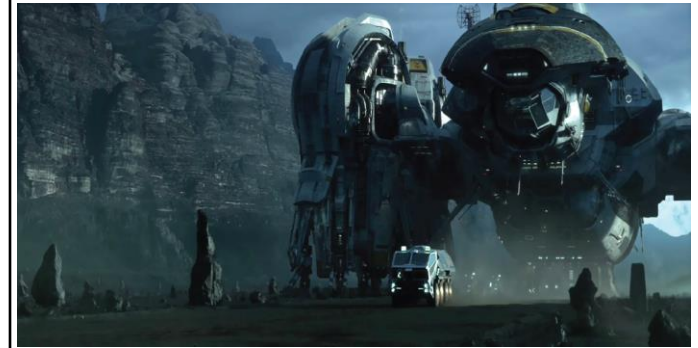


PRODUCTION ELEMENTS - Camera Techniques

Camera Shots:

Extreme Long Shot

A shot where the actor is lost in the landscape. The effect of this shot is to focus the viewer's attention on the environment and it is often used when a character is alone somewhere hostile. This shot is extremely isolating and emphasises the power of the environment and/or the isolation of the character within that environment.




Establishing Shot

Locates time and place at the beginning of a scene. Usually the first shot of a scene, but not always.





PRODUCTION ELEMENTS - Camera Techniques

Camera Shots:

<p>Point of View Shot</p>	<p>Shot taken as if through a characters eyes.</p>	
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PRODUCTION ELEMENTS - Camera Techniques


Camera Angles:

Low Angle Shot	Where the camera looks up at a character or object. The effect is to make a character look powerful, intimidating and/or overbearing.	 A low angle shot of a man with brown hair, wearing a dark jacket, looking upwards. In the background, a brick building has signs with the letters 'Z', 'O', 'S', and 'P' on it.
High Angle Shot	Where the camera looks down on a character or object. The effect is to make a character look weak, scared or a victim.	 A high angle shot of a child in a blue shirt and dark pants, kneeling on a red and orange patterned carpet. The child is surrounded by colorful toys, including a yellow ball and a blue toy car.



PRODUCTION ELEMENTS - Camera Techniques

Camera Movement - It is usual in most films for there to be a static camera – that is, the camera does not move. This is the usual camera position for most of a narrative film, although there can be some other camera movements...



PRODUCTION ELEMENTS - Camera Techniques



PRODUCTION ELEMENTS - Lighting

Lighting allows objects and characters to be seen by the audience. Light generates much of the mood of a film and is used to indicate the time of day or night, the seasons, the state of mind of a character or to enhance a theme.

There are two types of lighting:

1. Expressionistic
2. Naturalistic

The Exorcist (William Friedken, 1973).
An example of expressionistic (artificial) lighting in use.






PRODUCTION ELEMENTS - Lighting

Expressionistic lighting

Films use expressionistic or artificial lighting to emphasise a character or situation.

For example:

- Bright lighting can create a happy impression.
 - Soft lighting can help create a sense of peace.
 - A character can be lit from behind, emphasising their heroic status.
 - A characters face can be partly shaded, suggesting their darker inner self.
 - Expressionistic lighting includes the use of coloured lighting, such as a red filter to imply anger or warm.
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PRODUCTION ELEMENTS - Lighting

Key Light

Fill Light

Back Light





PRODUCTION ELEMENTS - Lighting

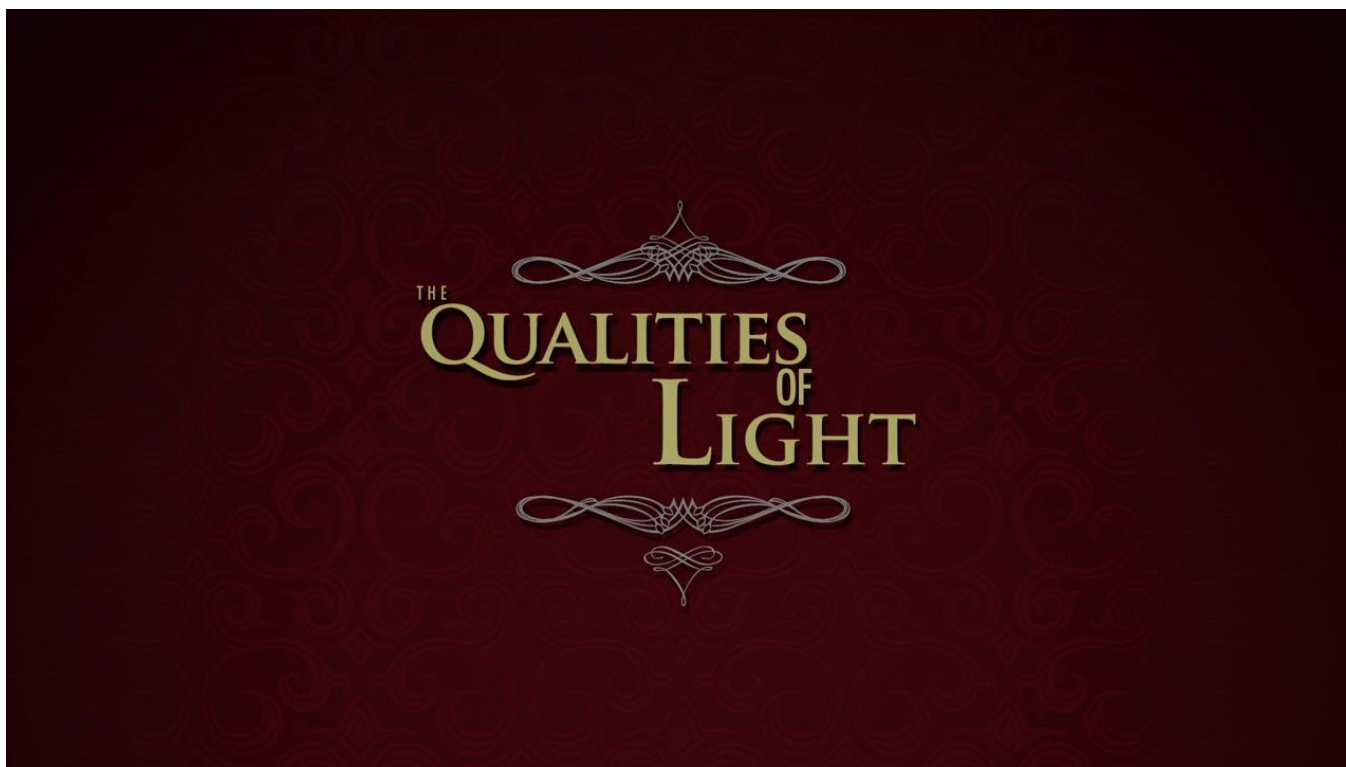
Naturalistic Lighting

Naturalistic or realistic lighting is lighting that makes the location look as much as possible like the real world. Films invest and devote much energy and expense into making scenes look natural.





PRODUCTION ELEMENTS - Lighting






PRODUCTION ELEMENTS - Acting

Acting - How the actor portrays the character through body actions, posture, delivery of lines and tone of voice develops the character and creates a relationship between the character and audience.

There are two main types of acting:

- 1. Melodramatic/Stylized/Theatrical** - This acting style is used when the actor deliberately exaggerates or distorts their acting style. Superhero films, comedies and musicals will often employ stylised acting because the story and themes of such films are not realistic.
 - 2. Realistic /Naturalistic** - This acting style appears to be natural and does not draw attention to itself. Films that often approach mature and realistic subject matter will most likely employ this style of acting.
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PRODUCTION ELEMENTS – Mise-en-scene (Visual Composition)

The director, together with the set designer, artistic director and director of photography, carefully considers where the actors will be placed within the shot, what props will be placed within the frame, how the shot will be arranged and how it will be lit. The resulting visual composition sets the atmosphere of a shot.

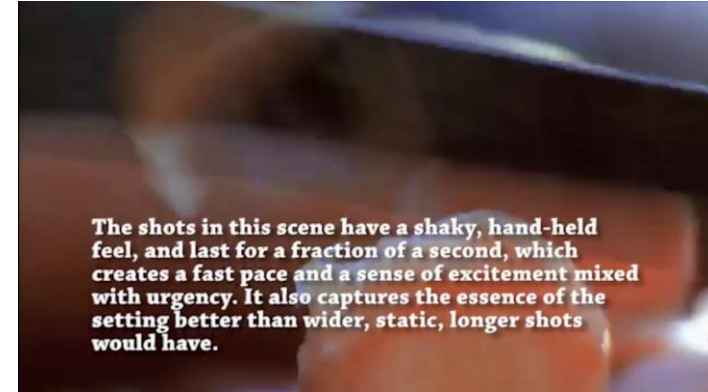




PRODUCTION ELEMENTS - Editing

- Editing is the process of placing images and sounds in an order that tells the story and creates emotion in the audience.
 - At its most basic level, editing is the process of looking at the footage shot by the camera operator, selecting the most appropriate shots and then assembling them in a sequence that conveys the narrative to the audience.
 - There are numerous kinds of editing but the two we will be focusing on are:
 - Fast pace editing – quick, short, choppy, one or two seconds for each shot
 - Slow paced editing-long, extended shots.
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PRODUCTION ELEMENTS - Editing



The shots in this scene have a shaky, hand-held feel, and last for a fraction of a second, which creates a fast pace and a sense of excitement mixed with urgency. It also captures the essence of the setting better than wider, static, longer shots would have.

