

**The following terms are fundamental to the Film Unit .....**

a shot - what is recorded between the time the camera starts and the time it stops.

a scene - a group of related shots, usually limited to one setting and group of characters.

a sequence - a group of related scenes - like a chapter in a book.

a reaction shot - a shot of a person who is listening or otherwise reacting non-verbally to a speaker.

a two-shot - commonly used to photograph a conversation, the two-shot shows both parties at once.

selective focus - directs our attention to an object or character that is in focus while the rest of the scene is blurred.

editing - the process of connecting pieces of film together to make a movie. Editing involves selecting and organizing the shots, selecting the transitional devices, intercutting, crosscutting, setting up contrasting shots, symbols, and leitmotifs (repetition of shots to establish a theme). The timing, or pace of the film is also done during editing by controlling the physical length of the pieces of film.

a cut - literally cutting the film and reconnecting it in order to put scenes in order and build the film. The cut makes an abrupt transition from shot to shot and is a primary tool of the film editor.






intercutting - cutting from within a scene to a shot of another location, object, person, etc. This is usually done to make some kind of point or comment.

crosscutting - results from frequent intercutting and is done to show two or more convergent or parallel actions occurring at different times and/or locations.

fade-in, fade-out, dissolve, iris-in, iris-out, wipe - various transitional devices, some no longer used unless the director wants to make a deliberate reference to older film technique.

montage - a French word from Russian film theory that expresses the idea that "shots, when placed together, add up to more than the sum of the parts." In other words, a single shot acquires meaning when placed in a context of other shots.

## SELECTED TERMS FOR FILM ANALYSIS

CAMERA RANGE	the distance between the camera and object	
long shot	<i>a view of a situation or setting from a distance</i>	
medium long shot	<i>shows a group of people in interaction with each other, e.g. a fight scene, with part of their surroundings in the picture</i>	
full shot	<i>a view of a figure's entire body in order to show action and/or a constellation of characters</i>	
medium shot	<i>shows a subject down to his or her waist</i>	
close-up	<i>a full-screen shot of a subject's face, showing the finest nuances of expression</i>	

POINT OF VIEW	
establishing shot	<i>often used at the beginning of a scene to indicate the location or setting, it is usually a long shot taken from a neutral position</i>
point-of-view shot	<i>shows a scene from the perspective of a character</i>
over-the-shoulder shot	<i>often used in dialogue scenes, a frontal view of a dialogue partner from the perspective of someone standing behind and slightly to the side of the other partner, so that parts of both can be seen</i>
reverse-angle shot	<i>a shot from the opposite perspective, e.g. after an over-the-shoulder shot</i>
CAMERA ANGLES	
high-angle shot	<i>shows people or objects from above, i.e. higher than eye level</i>
low-angle shot	<i>shows people or objects from below, i.e. lower than eye level</i>
eye-level shot <i>or</i> straight-on angle	<i>views a subject from the level of a person's eyes</i>
CAMERA MOVEMENT	
panning shot	<i>the camera pans (moves horizontally) from left to right or vice versa across the picture</i>
tilt shot	<i>the camera tilts up (moves upwards) or tilts down (moves downwards) around a horizontal axis</i>
tracking shot	<i>the camera follows along next to or behind a moving object or person</i>
zoom	<i>the stationary camera appears to approach a subject by 'zooming in', or to move farther away by 'zooming out'</i>
EDITING	
<b>the arrangement of shots in a structured sequence</b>	
cross-cutting <i>or</i> parallel action	<i>alternating between shots from two or more scenes which are taking place at the same time</i>
flashback	<i>a scene or sequence dealing with the past which is inserted into a film's 'present time'</i>
flash-forward	<i>a scene or sequence which looks into the future</i>
match cut	<i>two scenes connected by visual or aural parallelism, e.g. one door closing and then another one opening</i>
PUNCTUATION	
<b>the way in which shots are linked</b>	
cut	<i>a switch from one image or shot to another</i>
jump-cut	<i>(a) switching back and forth between two or more persons who are closely involved with each other, e.g. in a conversation or a chase scene; (b) using cuts to create an effect of moving rapidly towards a subject</i>
fade-in	<i>from a black screen or ground, the gradual emergence of an image, which slowly becomes brighter until it reaches full strength</i>
fade-out	<i>the gradual disappearance of an image until the screen or ground is completely black; a device used to end a scene</i>
dissolve <i>or</i> cross-fade	<i>following a fade-out with a fade-in in order to move slowly from one scene to the next</i>