

## Quadrant II – Transcript and Related Materials

**Programme: Bachelor of Arts (First & Final Year)**

**Subject: English**

**Paper Code: EGG 101**

**Paper Title: Literature and Cinema**

**Unit: I**

**Module Name: Syntax and Cinema**

**Module No: 02**

**Name of the Presenter: Sachin Chatte, Film Critic**

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### **Glossary of terms/words:**

- 1. Syntax:** refers to the set of rules, principles and processes that govern the structure of sentences in any language. Here, the syntax of cinema is constructed around the camera angles that create a visual image/s which impacts the way viewers appreciate the film
- 2. Ponzo illusion:** Mario Ponzo, the Italian psychologist, demonstrated how the human mind judges objects in tune with the background. It is a geometrical-optical illusion
- 3. Diachronic shot:** Speaks about the 'shot' distance; viz. 'close-up' to emphasis on character/s and/or objects; 'long shot' to present a long view of the scene. Three angles determine this shot: i.e. pan-where the camera moves between characters and/or objects; tilt-where the camera is angled to sync with moving object/s; rolls-mimic the appearance of the horizon
- 4. Canted:** is also known as the Dutch angle, refers to a camera shot whereby the camera is angled such that the horizontal frame line is not parallel to the horizon

### **Possible misconceptions/clarification**

**This module discusses the placement of the camera at different angles to create certain effects and thus impact the viewers. Read “Monaco, James. ‘The Language of Film: Signs and Syntax’ in *How to Read a Film: The World of Movies, Media & Multimedia*, OUP, 2009, Chapter 3, pp.170-249” for a better understanding of the various terms.**

### **Case Studies and Additional Examples/Illustrations**

**Many films have been mentioned in the course of this lecture. Learners may watch these films to better understand cinema and its syntax.**