

Pan, Tilt

Track

ELS, ECU, Diegetic Sound Non-diegetic

sound. Confused? Well, don't be. These are part of the language

Of films and it is

important for us to know the language of films, to understand

films intricately. In fact, the better you know these terms, the

better the comprehension about or films and the world of films.

Hi, I'm Andrew Barreto, Assistant Professor at

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Autonomous and you're watching a module on basic

film terminology, part of the course Culture Study

through Film: India.

So what will we be learning

today? Well, you will go through a few basic film terms that you

will come across when you are doing film criticism, film

theory, or if you decide to make a film of your own. I've

categorized them in these six headings. Mise-en-Scene, Literary

Design, Visual Design, Cinematography, Sound, Design

and Editing. What shall be your learning outcomes? Well, you

will learn a few basic film terms, you will learn to identify

these concepts in films. And you will understand innately, the stages of film-making. So let's start with *Mise-en-Scene* pronounced "*Mees-ehn-sehn*" and it's a French phrase which means to put into scene. In fact, it's a catch-all term to represent everything that is in a frame or a shot.

For example, think of your favorite movie scene - Now, freeze it. Can you imagine it?

Think of what is present in this shot. Right now, your actors, the props, the costumes. Well, all of this is *Mise-en-Scene*.

Now although it Encompasses Visual Design, but according to me, I think it is the essence of film-making. Think about it. Let us assume that you are a filmmaker. And you are shooting a scene where a student is watching this very video at home. So what are you going to do? Well, you will begin by writing a story.

Creating the character.

Choosing a set, filling it with props. Then you will shoot it and edit it. So doesn't it make sense that *Mise-en-Scene* will come from literally design and end at editing? Well according to me? That's what *Mise-en-Scene* is. Let's move onto

Literary Design. Literary Design is a part of

reproduction. That means it occurs before the production stage, which is essentially the shooting stage of a film. In here we deal with story. The full story needs to be written down with characters and conflict and theme and subtext and text. You develop it further by creating a script by adding dialogue, and character actions, and then work on screenplay and further treat the script of yours.

Storyboard means Sequence of drawings and sketches to comprehensively plan all your shots and scenes.

Next we have Visual Design. Visual design falls under the pre-production stage as well as the production stage and like I said before, this is where *Mise-en-Scene* happens. Over here you will take care of the performance of your actors, your mannerisms, their expressions, their movements. You will take care of blocking. Have you ever wondered how your favorite actor knows what to do in a scene and how to move, especially in crowds?

Well, that's what blocking is. It is the arrangement of actors and props and their movements in any given scene or shot.

Lighting is also directorial choice. The amount of light, the amount of shadows, all of it - the director chooses to

create perception, meaning, mood, and atmosphere.

Her makeup costume are also a part of Visual Design.

How many films and TV series have you hated because the

Costume or the hair just

don't make sense. Which brings me to the next important thing

in visual design that is set design or setting setting means

the room or the space or the world that you are creating in

your movie. And in today's times with franchises and

worldbuilding, set designers are really sought after. Can you

imagine your favorite Marvel Cinematic Universe movie or Star

Wars, Star Trek or even Titanic without the grand sets?

Well, we can't imagine them now, can we?

Next we have cinematography, which falls again in the pre

production stage cause the director of photography that is

the DOP looks at the storyboard that you've created and decides

exactly how to execute them during the production stage. Now

cinematography is really interesting because even to

amateur film-makers like us.

We can learn a lot. Why? Because it's related to camera choices,

camera placement, camera angle, lens choice and camera movement

and we will be looking at this one by one. First we need to

understand what is framing. Framing is what is placed in front of the camera and how it is placed in front of the camera. Which leads us to the shot or shot is the shortest uncut footage of a film. So for example, what you're looking at right now. Is called a medium close up. If the camera work to focus on my face, that would be a close up, and if the camera with the focus on just say let's say my eyes, that will be an extreme close up. Lens choice to understand lens choice. You have to understand the Bokeh effect that we amateur photographers keep on trying to achieve without camera phones we keep the foreground clean and the background blurred right? Well in film-making this is achieved through the choice of lens. Now remember these are only few examples and you do. You need to explore more. Next we have camera movement. Camera movement deals with the physical movement of the camera as well as the lens movement of the camera. So for example, the zoom in and zoom out that you do with your camera phones. Well that two is achieved in filmmaking through the movement of the lens. Next we have pan - Pan right or pan left. That's when the camera moves on its horizontal axis.

What about the vertical? Then tilt up and tilt down? Well,
that's when the camera moves around its vertical axis.

Then what about those action movies that you love to watch,
where the camera is moving along with your favorite actor was
dashing down the street. Well, that's achieved through
something known as a track, a track in, or a track out where
the camera is placed on a Dolly or physical tracks and actually
physically moved. Very interesting, isn't it? Well, I
hope that you explore more of these movements by yourself.

Next we have sound design.

Sound design is a part of production as well as post
production, an. Essentially there are two types of sounds,
one diegetic sound.

This is the sound which comes naturally to the setting that
you have created or sound that is set in reality. For example
dialogue, my speech or ambient
noise. Let's take an example. Think of the canteen back at
college. Close your eyes.

Now imagine the sound that

Emerge in your canteen.

Now that's diegetic Sound. you can open your eyes now.

Non diegetic sound is other type of sound, which essentially means the background score or a voice over, and these are not natural to the set who can ever

Forget the beautiful voiceover given by Morgan Freeman in the movie The Shawshank Redemption Beautiful.

Last, we have editing.

Editing is a part of post-production and according to me is one of the most important aspects of filmmaking. And yet nothing can be achieved during editing. If the previous stages were not well done.

What does editing mean? Editing is the art of joining shots together to create significant meaning. An the editor uses 4 basic edits on the editing table to create the magic of films.

Cut, dissolve, fade and why?

Let's look at this one by one.

The cut. The cut is the most often used.

Edit Add editing table. It's when the first shot cleanly ends where the next begins.

Next is a dissolve that is always when the editor superimposes two sets of shots over each other for a length of time. Think about the dream sequences that you've watched in

movies or the montages.

Right? Next, we have the fade.

The fade in or fade out. It's when the editor lightens a shot

from a black screen to a shot, or from a shot to a black

screen. And normally you will see this at the start

of movies or at the end of movies, or when somebody's

been bopped unconscious.

Last we have the why the why is when an artificial boundary

replaces a shot?

Think of your presentation

transitions. Well, those are

wipes. To conclude, film is made up of all the above terms that

you have learned today.

But film is so much more, it is a combination of the technical,

the artistic and the creator.

And all films boiled down to just one thing or story. That

one has to say one has to share. One has to and is compelled to

tell. So my advice to you is go tell your story

through film today.

These are the references.

And it's a wrap from me.

I am Andrew Barreto, Assistant Professor at Parvatibai Chowgule

College of Arts and Science Autonomous, and I really hope

that you've enjoyed this journey of learning. Thank you.