

## TASK 2: Micro-elements of film

When we analyse the micro-elements of film we would look at the type of camera shots used, camera angles, the sound, the colours or lighting, the setting, props and editing. This task will build your familiarity with some of the terminology used to analyse film texts.

**SHOT TYPES** When making a film we use a variety of “shots”. These are the building blocks of a film, and with their different sizes, angles, movement and how they are connected to one another (editing), they create emotions and convey ideas. Being able to understand shot types is at the foundation of understanding films. There are two ways to distinguish the shot types:

1. **SIZE:** the distance of the camera from its ‘subject’:



**EXTREME LONG SHOT XLS**



**VERY LONG SHOT VLS**



**LONG SHOT LS**



**MEDIUM LONG SHOT MLS**



**MID SHOT MS**



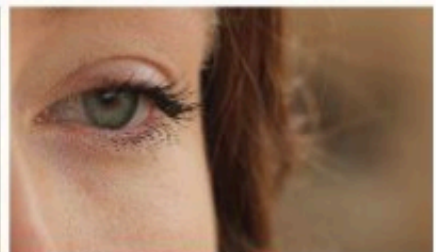
**MEDIUM CLOSEUP MCU**



**CLOSEUP CU**

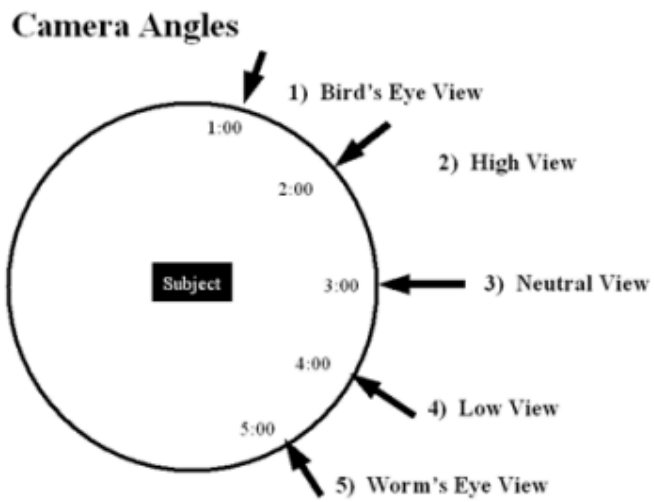


**BIG CLOSEUP BCU**

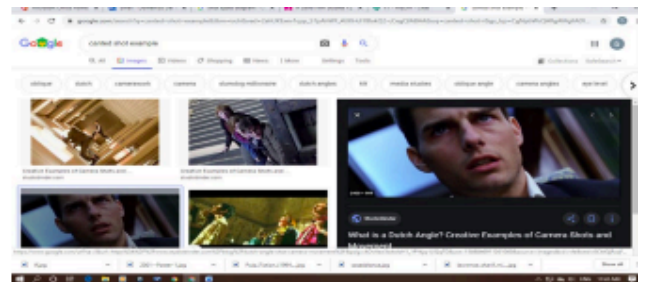


**EXTREME CLOSEUP ECU**

2. ANGLE: the position of the camera in relation to the 'subject':



(from Oliver Lister's Wordpress)



There is another angle, that when used, it makes look the image "tilted": this is called "canted angle", or "Dutch angle"

# TASK

## SHOTS

For each of the pictures below, name the shot and make a brief note of the effect - what it communicates to the audience.



SHOT:

EFFECT:



SHOT:

EFFECT:



SHOT:

EFFECT:



SHOT:

EFFECT:



SHOT:

EFFECT:

## ANGLES



ANGLE:

EFFECT:



ANGLE:

EFFECT:



ANGLE:  
EFFECT:



ANGLE:  
EFFECT:



ANGLES:  
EFFECT: