**Module 5: Film, Television and Video**

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On successfully completing this module, you will be able to:

* Identify common technical manipulations that make movies, TV shows and videos effective.
* Identify common ways that movies, TV shows and videos can socially manipulate your response.
* Create a video message, using appropriate techniques to increase its effectiveness.

**Prepare to Analyze!**

Before creating a video, you will practice analyzing the various elements that make up clips from movies, TV shows or videos. Understanding the features and techniques that make a scene "work" can help you plan your own video.

**Characters**

Identify the important people, animals, robots, and even physical features that have roles in the scene. Characters do not have to be human! In fact, you may even decide that a feature like an old tree or a mountain needs to be mentioned as a character in a certain scene. Make brief notes about each character so you can remember relationships, roles, conditions, and so on.

**Setting**

Make notes about where the scene happens. Describe the location, and anything that is important for understanding how it affects the scene. Ask yourself why things are placed where they are. Remember that somebody decided how the scene would look for a reason. The French term ***mise-en-scène*** refers to the deliberate arranging of items in a scene ("on stage") to help tell a story.

**Action**

What do you see happen in the scene? Make notes about the main actions. Do not try to retell every motion and interaction. This is a good time to practice focusing on the elements of the action that are most important for delivering an effective message.

Other non-obvious elements used in film and video are:

* **Camera angle**
* **Camera motion**
* **Lighting**
* **Sound**
* **Production roles**
* **Social manipulations**

Click [here](http://www.wikihow.com/Analyze-a-Scene-in-a-Film) to visit a website that introduces the idea of analyzing scenes, from movies, TV, and videos.

**Technical Manipulations**

Regardless of the medium, the creation of effective scenes and messages use a common set of techniques to manipulate, or improve, the final message. When a technique is used properly, the result seems so natural that we often don't even think about how the effect was created. Understanding the techniques enables us to get more out of a movie, show or video. While we enjoy the story, we can also appreciate the skill that went into creating it. As well, we can better understand the subtle points of a video, show or movie if we recognize how technical elements have been planned and manipulated for specific purpose.

[**Camera angle**](https://nbvhs.nbed.nb.ca/content/English/MEDIA_STUDIES_120/MS120_PD_2014-15_S2/Module%204/MedStu120_04_04.html?d2lSessionVal=oPGHjCOLkYdmUbiII4RUEOtxm&ou=33016&d2l_body_type=3)

Everything you see is affected by the angle you see it from. The way you see the world is not the same as the way a toddler sees it, or a juggler walking on stilts. A boxer's view of a fight is very different from a spectator's view. The angle from which a camera records a scene—the **camera angle**—can affect how we react to the action, the mood and the actors in the scene. Will we feel as if we are part of the action, or watching the action from a safe or distant location? Will we see the action as someone secretly peeking through a window, or as a god-like observer from above? Keep in mind that camera angle is the answer to the question, "Where is the viewer in this scene?"

[***Click here***](https://www.youtube.com/watch?v=jURepXxuiGE) *to watch a YouTube video that examines camera angle*.

* [**Camera movement**](https://nbvhs.nbed.nb.ca/content/English/MEDIA_STUDIES_120/MS120_PD_2014-15_S2/Module%204/MedStu120_04_04.html?d2lSessionVal=oPGHjCOLkYdmUbiII4RUEOtxm&ou=33016&d2l_body_type=3)

In the same way that camera angle determines where the viewer is located in a scene, **camera movement** determines what the viewer is doing in the scene. European movies are famous for long conversation scenes where the camera does not move. The viewer is enabled (or forced) to focus on the expressions and movements of two actors as they work through the emotions and interactions of a life-like drama. On the other hand, an action movie may use rapid camera movements to put the viewer in a speeding car or on a runaway horse. Camera movements can make the viewer's eyes scan the horizon, zoom in to focus on a single teardrop, or bounce down a flight of stairs like a rubber ball. [***Click here***](https://www.youtube.com/watch?v=45e1XuA-oLY) *to watch a video that provides some good information about camera movement. Then,* [***click here***](https://www.youtube.com/watch?v=bRJ0Ei4hLWI) *to watch a high-energy video on the meaning of camera movement*.

* [**Lighting**](https://nbvhs.nbed.nb.ca/content/English/MEDIA_STUDIES_120/MS120_PD_2014-15_S2/Module%204/MedStu120_04_04.html?d2lSessionVal=oPGHjCOLkYdmUbiII4RUEOtxm&ou=33016&d2l_body_type=3)

Without lighting, the movies, TV and videos become radio. While radio is a wonderful medium, we go to the movies and watch videos for more than just sound. Lighting does more than simply make images visible. There is the technical side of lighting, where scenes recorded on a set can look like an outdoor scene, or a dark basement. Actors and key items in a scene require skilful lighting to stand out or look their best. Lighting can also help set the mood for a scene. Bright, yellow light can suggest a cheerful, safe setting. Grey, patchy lighting can suggest a dangerous, "stormy" atmosphere. What happens to the sky before aliens arrive to destroy Earth? How would that lighting differ from a scene where the beloved son everyone thought had died in the flood suddenly strides into town? [***Click here***](https://www.youtube.com/watch?v=rSo_bMFT5YI) *to learn more about lighting*.

* [**Sound**](https://nbvhs.nbed.nb.ca/content/English/MEDIA_STUDIES_120/MS120_PD_2014-15_S2/Module%204/MedStu120_04_04.html?d2lSessionVal=oPGHjCOLkYdmUbiII4RUEOtxm&ou=33016&d2l_body_type=3)

Images get top-billing when we think of moving **pictures**, tele**vision** and **videos** (the word "video" comes from the Latin word *videre*, "to see"), but we must not overlook the sound in those media messages! In fact, the sound in these media messages often carries as much—even more—information than the images! After all, we can usually follow a TV show while our eyes are busy with something else, but if the sound is turned off, we may not know what is going on. Think of the complex mix of information that sound can deliver for a single scene in a movie, TV show or video. A conversation can be heard, while music sets the mood, and background noises tell us more about the setting, and possibly what is going to happen next. You can probably recall the type of music played in a horror flick or suspenseful movie just before "it" happens. And what type of music plays in a romantic comedy just before "it" happens?

The creation of believable, effective sound is as important as the creation of the images. [***Click here***](https://www.youtube.com/watch?v=BWN3RJGUetk) *to watch a video lesson on sound*. Be patient at first, as the video begins with a sales pitch for a course. This video gives a great insight into the video production process, with a focus on the sound production.

*Now,* [***click here***](https://www.youtube.com/watch?v=d1japIhKU9I) *to watch a student video created to show a long series of specific camera angles, motions, and so on that can be used when creating a movie or video scene*. You do not have to learn all the terms shown here, but make notes about any techniques that interest you or that you might want to use in your own work.