# Film Shots Visual Semiotics & The Language of Moving Images

Terminology & Approaches







## Se-mi-ot-ics

- Ferdinand de Saussure 1857 -1913) Swiss and Charles Sanders Peirce (US) The co-founders of 20thcentury linguistics and semiotics.
- MAJOR QUESTION: Is there a <u>SCIENCE</u> which can be developed and applied to language and linguistic meaning making?
- RESEARCH: "Proto-European Languages" = Latin, Ancient Greek and Sanskrit ...searching for baseline commonalities in structure, syntax, development, meanings...
- Semiology =
   The study of signs and symbols; their use or interpretation. (Ferdinand de Saussure Swiss Linguist, Comparative Language Analysis 1890s)
- Semiotics (also called semiotic studies)
   Refers to the study of meaning-making via signs and symbols; the study of sign processes (semiosis) and meaningful communication using signs and symbols.



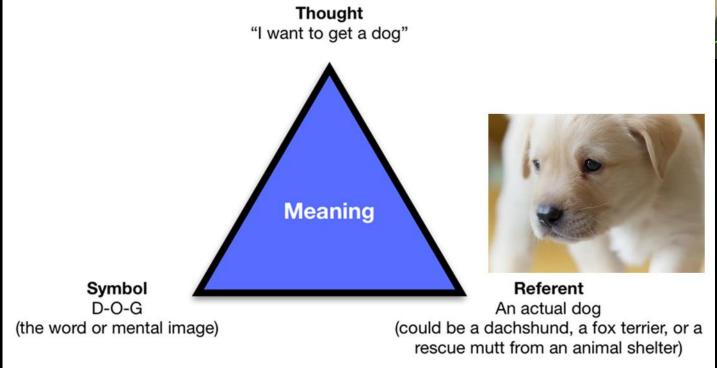


## Se-mi-ot-ics

#### Two systems at play:

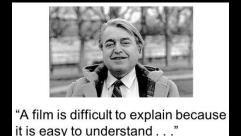
- 1. LANGUAGE is a system of signs— a **dynamic** semiotic system.
- 2. Language is also a **social phenomenon.** It is an on going product of a community of people (the people who speak it and learn it).





#### **Christian Metz**

Film Theory + Visual Film Language/Codes



Film semiotics = Film Language (Christian Metz -1970s France) Understanding the various elements which contribute to the VISUAL composition of film, TV, and video productions.

#### The MAJOR SEMIOTIC "Channels" for flim

- 1. Visual Composition/use (Still photos)
- 2. Visual Composition/use (moving images)
- 3. Graphics-Illustrations
- 4. Text/Titles
- 5. Edited/Sequences
- 6.\*\*Computer Generated Imagery (CGI)
- >PSYCHOLOGICAL IMPACT(emotion/drama)
- >STORY ADVANCEMENT

## **Semiotics of VISUAL Composition**

The Arrangement and PRIORITIZATION of objects within a FRAME

#### **Considerations**:

⇒Rule of Thirds + Look Room

**⇒**Sight lines

**⇒VISUAL LAYERING &**Object Placements

- **⇒**Foreground
- **→ Middle Ground**
- **⇒**Background

**⇒**Size/Proximity

(relative to the frame and other objects w/in the frame)

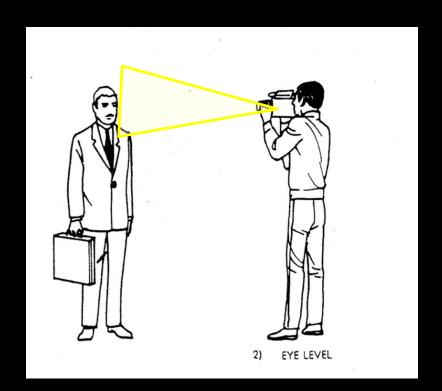
⇒Focus/Depth of Field

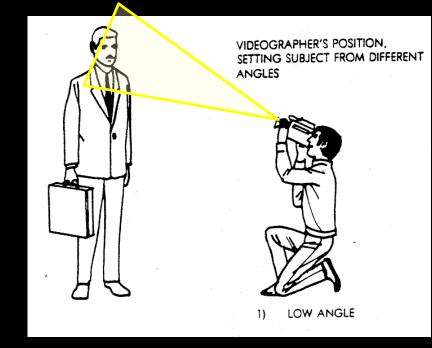


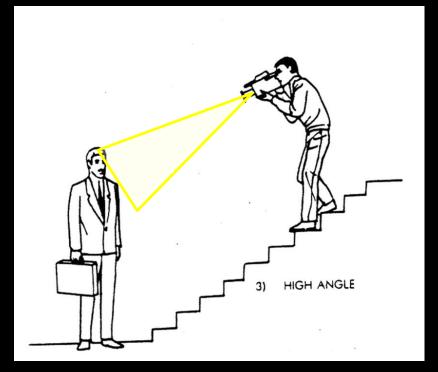
# Camera Position & Camera Angles

(Relative to the subject being filmed)

- Low Angle (LA)
- High Angle (HA)
- Eye Level (EL)→







## Establishing Shots (ES)

## and Establishing SHOT SEQUENCE (ESS)

Establishing shots (usually wide or long shots) are important for the development of a film and each <u>new scene or place</u>. An establishing shot sequence is made up of several shots edited together to form a larger whole (IMPACT).

- 1. WHERE AM I? Space/Place/Setting) > Establishing shots set the place. Enough visual information needs to be provided to establish approximately where we are situated—location/geography.
- 2. WHAT TIME IS IT? → Establishing shots set the TIME. That includes HISTORICAL, SEASONAL, WEEK, DAY/NIGHT.
- 3. HOW DO I FEEL? Emotion-Tone-MOOD. Establishing shots set the tone and mood for the project.
- 4. Artistic or Aesthetic STYLE? Color Saturation vs. black and white; Sepia tone, film grain, scratches, stylized lighting...
- 5. STORY EXPECTATION(S) ANTICIPATION(S) of the likely story to unfold. Most viewers develop a series of PREDICTIONS or expectations or about what is to come.





## **Documentary Story**

#### **ARGUMENTS and Perspectives**

- Overall Arguments
- Disability (?)
- Paralympics & National Disability Laws/Practices
- Bigotry
- Perception
- Action & Activism
- Change
- Individual Vitality-STRENGTH OF CHARACTER

#### **Individual Profile Stories**

#### **Front-Back-Side Stories**

- Ellie Cole (Aus)
- 2. Jean Baptiste Alaize (FRA/Burundi)
- 3. Bebe Vio (Italy)
- 4. Matt Stutzman (USA)
- **5.** Jonnie Peacock (UK)
- 6. Cui Zhe (China)
- 7. Ryley Batt (Aus)
- 8. Ntando Mahlangu (SA)
- 9. Tatyana McFadden (USA/Russia)

#### (ES) Establishing Shot- DIAGONAL PERSPECTIVE

**Bebe Vio** 

Italy – Fencing + Commentary



## (ES) Establishing Shot – (EL) Centered

Matt Stutzman USA- Archery



## (ES) Establishing Shot – (EL) Inverted/Upside Down Aerial/Drone

Tatyana McFadden – Wheelchair Racing Entering a New World Sequence 1:03: 20 UpsideDOWN



## (ES) Establishing Shot – (EL) Aerial/Drone Tatyana McFadden – Wheelchair Racing



## (WA) The Wide Angle Shot

- Larger Perspective Shot >

   A wide angle shot generally frames an "overview" of a visual scene.
- Once you can see a person's entire body you are generally into the realm of a wide angle shot.
- About PEOPLE in a
  PARTICULAR PLACE
  long/wide shots are usually
  about people in a particular
  PLACE.
- FOCAL CUES→ Sight lines, camera angles, and focused lighting provide the focual cues for WIDE ANGLE SHOTS.





## Different Types of Wide Angle Shots (WA) Capturing & ACCENTUATING Action

Jean Baptist Alaize - France/Burundi- Long Jumper



#### Ellie Cole Australian Swimmer WA Underwater Set Piece



## Different Types of Wide Angle Shots (WA) Capturing Action Matt Stutzman - Hoops



#### WA PROFILE - (WA) Capturing & ACCENTUATING Action

Ntando Mahlangu (55:00)
South Africa Sprinter
Wide Angle Profile (no pan – no tracking)



#### (WA) Capturing & ACCENTUATING Action – AERIAL/DRONE

Ntando Mahlangu (55:00)

South Africa Sprinter

Wide Angle Aerial (Drone) Canted Frame



## (WA) Capturing & ACCENTUATING Action (DIAGONAL PERSPECTIVE) Ntando Mahlangu (55:00) South Africa Sprinter - Wide Angle for Depth of Field



#### (WA) Capturing & ACCENTUATING Action - ARCHIVAL

Cui Zhe China - Powerlifter





#### **Motivated B-Roll (50:20)**

"I'm a bit of an adreneleine junkie....when you're hitting someone head-on, it's a bit of a car crash! ...It's called MURDERBALL!"







## Medium Shot (MS)

- Head and Torso → A medium shot generally frames the entire head and midtorso. Once you can see a person's entire body you are generally into the realm of a wide shot.
- "Conversational" Intimacy >
  The medium shot provides a comfortable feeling for a conversation. It allows you to see a person's face and upper body features. You get to know them without invading their space.
- Work horse shot 
   The medium shot is your bread and butter shot. It's versatile and it's used A LOT in film and TV.
- Diagonal Perspective allows for foreground-middle groundbackground.
- WALLPAPERING!
   Wallpapering refers to the
   staging of important objects or
   artifacts in the nearground or
   background which contribute to
   the story.





#### **EDITING – NARRATIVE STORY STRUCTURE**

**Parallel Plot Structure** 

Two Stories told Simultaneously

Plot A	Plot B	!

#### MS – LOW ANGLE (LA) Jean Baptiste Alaize

Burundi – France – Long Jump



#### **MS – Side Profile; MS Straight on Centered**

Matt Stutzman

USA- Archery





## MS – HA High Angle <u>Archival</u> "camcorder" footage ~ 1995 Ellie Cole

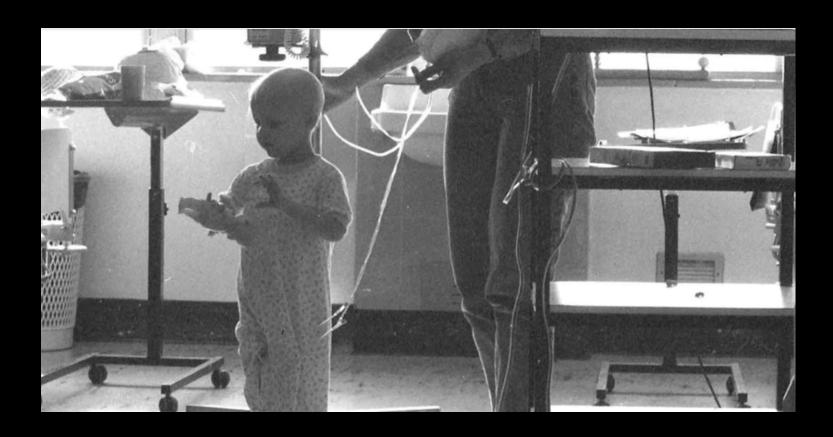
Australia – Swimmer



#### MS – EL Eye Level Archival "camcorder" footage ~ 1995

Ellie Cole

Australia – Swimmer



## Close-up Shot (CU)

- Filling the Frame--The person or subject fills the camera frame. Frequently, facial close-ups will cut off part of a person's head and only show you the lower 2/3rds of their face (the expressive part).
- Psychologically Involved and MORE Intense--Close-ups are more emotionally POWERFUL!
- Detail--Close-ups allow you to concentrate on DETAILS and emotional reactions.
- Close-ups work really well as insert or reaction shots or other kinds of illustrative shots to add texture and detail to your story.





## Close-up Shot (CU)



## Close-up Shot (CU) Jean Baptiste Alaize

Burundi – France – Long Jump



#### CU - Close Ups + SPLIT SCREEN

Cui Zhe

**China - Powerlifter** 



## Matt Stutzman USA- Archery



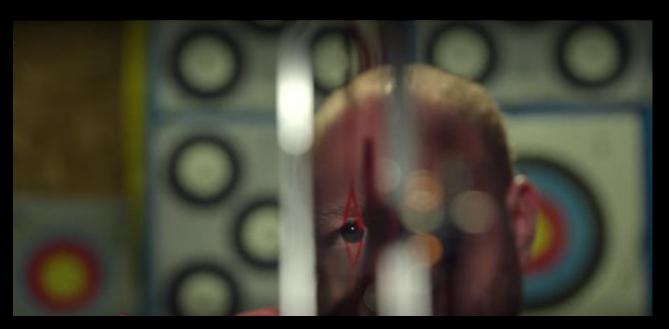
#### **CU Interview**

Ryley Batt Australia – Wheelchair Rugby



## Extreme Close-up (ECU)

- Proximity (within arms length)
- Uncomfortably close
- Extreme/Fine Details
- Intense Emotion
- Quick Reaction
- Subtle Response





## **More ECUs**





# Extreme Close-ups (ECU) Visual objectification ECUs (50:00) Australia – Wheelchair Rugby











#### **SEQUENCING of Shots & STORY ARC**

The Classical Hollywood DRAMATIC EDITING Style & SHOT SEQUENCING

