

# Digital Media

Studying Digital Media involves knowing how to look more deeply at media products. It is about unpicking the work of others so that you understand the elements which go together to create a piece of media. Understanding the different elements will help you make informed choices when creating your own media.

Pre UG points	Task
40	<p>Create a brief <b>review</b> of a film of your choice. Use the below guidelines to help.</p> <ol style="list-style-type: none"> <li>1. Offer you overall impression of the film while mentioning the movie’s title, director and key actors. (this can be found at imdb.com)</li> <li>2. Briefly summarise the plot of the film.</li> <li>3. Positive comments; what did you enjoy? Why? Use descriptive words to discuss the plot, setting, techniques and effects used, music etc.</li> <li>4. Negative comments; what didn’t you like? Why? Comment on the same type of things as paragraph 3.</li> <li>5. Ending; your last opportunity to guide the reader. Summarise and strongly restate your opinions.</li> </ol>
100	<p>Write an <b>analysis</b> of a film of your choice. Use the below guidelines to help.</p> <p><b>BACKGROUND</b>            Who is the writer of the film? Has the screenplay been adapted from another work?            Who is the director?            When was the film made?</p> <p><b>STRUCTURE / FORM</b>            What does the title mean in relation to the film as a whole?            How are the opening credits presented? Do they relate to meaning?            Why does the film start in the way that it does?            Are there any motifs (scenes, images, dialogue) that are repeated? What purpose do they serve?            What three or four sequences are most important in the film? Why?            Is sound used in any vivid ways to enhance the film? (i.e. Enhance drama, heighten tension, disorient the viewer, etc.)            How does the film use color or light/dark to suggest tone and mood in different scenes?            Are there any striking uses of perspective (seeing through a character's eyes, camera angle, etc.) How does this relate to the meaning of the scene?            How and when are scenes cut? Are there any patterns in the way the cuts function?            What specific scene constitutes the film's climax? How does this scene resolve the central issue of the film?            Does the film leave any disunities (loose ends) at the end? If so, what does it suggest?            Why does the film conclude on this particular image?</p> <p><b>THEME</b>            How does this film relate to the issues and questions evoked by your topic?            Does the film present a clear point-of-view on your topic? How?            Are there any aspects of theme that are left ambiguous at the end? Why?            How does this film relate to the other literary texts you have read on your topic (or in class this year or on your own)?</p>

## General Terms

Shot: continuous, unedited piece of film of any length

Scene: a series of shots that together form a complete episode or unit of the narrative

Storyboard: Drawn up when designing a production. Plans AV text and shows how each shot relates to sound track. (Think comic strip with directions - like a rough draft or outline for a film.)

Montage: The editing together of a large number of shots with no intention of creating a continuous reality. A montage is often used to compress time, and montage shots are linked through a unified sound - either a voiceover or a piece of music.

Parallel action: narrative strategy that crosscuts between two or more separate actions to create the illusion that they are occurring simultaneously

### *Shots*

Long Shot: Overall view from a distance of whole scene often used as an establishing shot - to set scene. Person - will show whole body.

Medium or Mid Shot: Middle distance shot - can give background information while still focusing on subject. Person - usually shows waist to head.

Close Up: Focuses on detail / expression / reaction. Person - shows either head or head and shoulders.

Tracking shot: single continuous shot made with a camera moving along the ground

Reverse shot: shot taken at a 180 degree angle from the preceding shot (reverse-shot editing is commonly used during dialogue, angle is often 120 to 160 degrees)

Subjective Shot (P.O.V. Shot): Framed from a particular character's point of view. Audience sees what character sees.

### *Camera Movement*

Pan: Camera moves from side to side from a stationary position

Tilt: Movement up or down from a stationary position

Tracking: The camera moves to follow a moving object or person

### *Camera Angles*

Low Angle Camera: shoots up at subject. Used to increase size, power, status of subject

High Angle Camera: shoots down at subject. Used to increase vulnerability, powerlessness, decrease size

### *Editing (the way shots are put together)*

Cut: The ending of a shot. If the cut seems inconsistent with the next shot, it is called a jump cut.

Fade in or out: The image appears or disappears gradually. Often used as a division between scenes.

Dissolve: One image fades in while another fades out so that for a few seconds, the two are superimposed.

### *Sound*

Soundtrack: Consists of dialogue, sound effects and music. Should reveal something about the scene that visual images don't.

Score: musical soundtrack

Sound effects: all sounds that are neither dialogue nor music

Voice-over: spoken words laid over the other tracks in sound mix to comment upon the narrative or to narrate