Film Analysis: Summary of Concepts and Terms

I General Information, Background
  - Cast (Actors, Director, Storywriter, Editor, Producer, …)
  - Setting (time and place)
  - Theme, Genre
  - Source, Relevance
  …

II Plot, Narrative
  - Characters (Protagonist, Antagonist), Character Development, Character Complexity
  - Structure:
    - Linear Structure (Exposition, Rising Action, Crisis, Climax, Resolution, Denouement)
    - Fragmented, Episodic Structure
    - Flashback / Flashforward
    - Framed Action
    …
  - Conflict (!)
  - Subplots
  - Point of View

III Composition, Staging
  - Mood, Atmosphere
  - Setting (On Location, Studio)
  - Color, Tone
  - Lighting (harsh, hard, soft, diffuse, natural, artistic, tinted, …)
    - Ambient Light: diffuse background light
    - Halftones: hues or shades in the image that are between full light and full shadow
    - Day-For-Night, Night-For-Day: night scenes film at daylight, day scenes filmed at night
    - Mood Lighting: lighting that supports the atmosphere of the shot, mostly softened colors
  - Movement
    - Blurred Motion: movement that is blurred due to high speed
    - Slow Motion
    - Choreography: organization of the (complex) movement of different characters in relation to each other, especially for dance or fighting
  - Costumes, Make Up
  - Graphic Composition (relation of objects in the image)
  - Pace: Speed of Action (Fast-Paced, Slow-Paced, "Meditative", "Poetic")
  …

IV Editing (merging of individual shots)
  - Flipover: the camera spins 180 degrees to introduce the new scene
  - Jump Cut: quick, immediate transition to a new shot as contrast to the previous one
  - Crosscutting (Parallel Montage): alternating jump cuts between lines of action (for example in a chase), giving the impression that they happen simultaneously
  - Match Cut: a fast cut where the start of the new shot is related to the end of the last one
  - Reverse Shot: a shot that is from an opposite position to the previous shot, often in dialogue-scenes
  - Bridging Shot: The connection of one scene to another through the use of a shot that shows a change in time or location
  - Fade In / Fade Out
  - Dissolve : a fade out of the old shot while the new shot fades in at the same time
  - Reverse Motion : the movie is played backwards
  - Superimposition: two or more shots are visible on top of each other by multiple exposure of the film

V Cinematography (Camera Position & Movement)
  - Camera Distance
    - Close Up, Extreme / Medium Close Up
    - Full Shot: an image that shows the complete body of the actor, from head to toe
    - Long Shot, Extreme Long Shot: an image that shows a wide view of the scene
    - Establishing Shot (Master Shot) / Reestablishing Shot: an image that introduces the scene the reestablishing shot is a repetition during the sequence

- Camera Angle
  - Straight On (Eye Level)
  - High Angle: a shot from slightly above
  - Low Angle: a shot from slightly below
  - Sideview Angle: a shot that is taken perpendicular to the object, person(s), or scene that is staged
  - Dutch Angle: a tilted shot that is not aligned to the normal horizon.
  - Subjective Camera: a shot from the perspective of one of the actors
  - Bird's Eye Perspective: a shot from higher above
  - Aerial Perspective: a shot taken from a helicopter, a balloon, or something similar
- Camera Movement
  - Pan(orama): the camera moves from side to side from a stationary position
  - Swish Pan: the camera pans so fast that the image is blurred
  - Tracking Shot: single continuous shot made with a camera moving along the ground
  - Tilt: an upward / downward motion of the camera
  - Pullback Shot: a tracking shot where the camera moves backwards, revealing more of the scene
  - Vertigo Effect: a combination of a pullback shot with a zoom, creating a "strange" feeling
- Lens
  - Aperture: the opening of the lens, determining how much light enters the camera
  - Fish-Eye Lens: a lens with an extremely wide angle (close to 180 degrees) which distorts the image at the edge. Often used in fantasy films
  - Wide Angle Lens: with a wide angle lens, objects in the background are still in focus
  - Short Angle Lens: with a short angle lens, only objects in the foreground are in focus
  - Tele(photo) Lens: a strong short angle lens with magnification, images give a "flat" impression
  - Zoom
- Framing: properly surrounding the subject of a shot by the edges of the actual boundaries of the film
  also: dividing the screen into several sections, each of which showing a separate shot.

VI Additional Elements
- Sound, Sound Effects
  - Voice Over
  - Background Music: the music used in a film to create a certain atmosphere.
  - Score: the music used in a film to support the action
  - Soundtrack: the complete audio of a film, both music and speech
- Special Effects
  - Pyrotechnics: the use of fire and explosions
- Computer Animation (Computer Generated Imagery - CGI)
  …

Some More Terms:
Plan-Sequence: a long shot without much movement of the camera, the aim is to prevent cuts
Blue Screen: sequences filmed with a blue screen as background, which is later exchanged to another picture
Steadycam: a camera-device that is is carried by person, but absorbs his movement, creating a smooth picture
Multicam: the use of multiple cameras to film on sequence
Continuity Editing: a concept where the screen is understood as a "window", the editing should create continuous storyline.
Dolly, Platform: cameras are often mounted on a platform or a dolly in order to create smooth movement
Shot: a single, uninterrupted take by the camera; a series of shots form a sequence or scene
Action Cutting: cutting in the middle of the action which cannot be observed by the viewer
Trailer: a short advertisement of a film that is shown in cinemas or on TV
Preview: a showing of a film to a selected audience before it is publicly released

Sources and Further Links:
- Elements of Film Analysis (http://spot.pcc.edu/~mdembrow/elements.htm)
- Film Analysis (http://www.class.uidaho.edu/englso2210/film_analysis.htm)
- Film Analysis Terms (http://www.studyguide.org/fillmterms.htm)
- Film Techniques (http://www.cwrl.utexas.edu/~rouse/e314l/filmtech.html)
- Filmstudy.net (http://www.filmstudy.net/)
- **The Moving Image Genre-Form Guide (http://www.loc.gov/rr/mopic/migintro.html)**
- **The All Movie Guide (http://www.allmovie.com/)**
- **The Internet Movie Database (http://www.imdb.com/)**