



Sixth Form Transition Pack

Subject: Digital Media

In order to be fully prepared for your studies in sixth form, please complete the research tasks and reading set in this booklet.

Please place the completed work in a plastic wallet, clearly labelled with your name and bring it with you when you enrol on results day:

Thursday 22nd August.

If you require any support or have any questions, the contact detail for subject staff are as below:

weirj@astn.uk

Subject Overview	Career / further study opportunities
As a prospective student of Media you should already be taking a real and active interest in this subject. This progression booklet will help build your knowledge and skills and get you off to the best possible start this September. The tasks set for you will give you a taste of what is involved and get you thinking like a media professional. This is just a small taste of the wide range of topic you will cover. You will be planning and creating your own short movie, running an advertising campaign including making posters and trailers, and also learning how to plan your own productions and make your own portfolio.	Degree courses are available in the media fields, including digital media, advertising and film studies. Jobs include many in the media industry including those in Radio, TV and Film, as well as becoming your own producer, screen writer etc.

Contents:

1. Research Camera Angles
2. The use of sound and music

1. Research Camera Angles

At first you might be thinking why am I looking into this? What's the point in camera angles? Well, I think there's one thing that almost all humans have in common, it's that we all like Television shows or movies of some sort. In modern games with cinematic style scenes these are also used for the same effect. The evolution of graphics has ensure that many games look almost like real life.

To back this up, the amount of money made in this industry each year on average for the past five years:



This is also backed up by the fact that over 70% of the population of the US go to the cinema at least once a year. Factor in watching TV at home and it is pretty much everyone isn't it!

So, onto the camera shots...

These are deliberately planned to achieve a specific purpose. They might want the audience to see something in a certain way or feel a certain emotion. This can be achieved through many methods including lighting, props, the clothing the characters are wearing among others. But one very noticeable (when you're looking) thing is the camera shot. The director of the TV show or movie will carefully plan these out using storyboards to get the effect that they want.

Please read through this website and watch the example videos for each shot

<https://www.empireonline.com/movies/features/film-studies-101-camera-shots-styles/>

Another site you could use for help is:

<https://www.bhphotovideo.com/explora/video/tips-and-solutions/filmmaking-101-camera-shot-types>

If you don't understand the types of shot or do not like the example on the site, try searching the name of the shot type on YouTube and you will find many examples.

Your Task

Once you have read through the site and watched the examples, I want you to focus on the following:

1. **Extreme Close Up**
2. **Close Up**
3. **Mid Shot**
4. **Establishing Shot**
5. **Aerial Shot**
6. **Over the shoulder shot**
7. **Dutch Tilt**
8. **Dolly Zoom**

Choose a film to watch. It's totally up to you. Examples I would choose for this are:

Batman Begins/Dark Knight/Dark Knight Rises

Inception

Twelve Monkeys

Ocean's Eleven

Silence of the Lambs

For each camera shot I would like to explain what it is in your own words, and provide an example where it is used.

I would also like to explain what you think the intended effect of the shot is, where possible.

WAGOLL example

Extreme close up

An extreme close up shot is used to show the emotion in someone's face, e.g. the tears in someone's eyes or the look of terror. In this example in *Silence of the Lambs* it is to show the look of evil on Hannibal Lector's face. The shot actually keeps skipping between the two main characters but every time it returns to Hannibal Lector it is even closer. The aim is to suck the audience in and to feel his sinister persona.

<https://www.youtube.com/watch?v=OLBotH5Bki8>

2. The use of sound

Sound and music are massively important factors in visual products like TV and movies. This is also true in many modern games as well where the music helps to add atmosphere and intensity.

Verisimilitude is a term used to describe how realistic a media product is. For example, *Saving Private Ryan* shows verisimilitude through the use of the uniforms, locations, props like guns and vehicles, and the excellent and realistic performances from the actors.

Music and sound can be extremely useful for this, and can help to create a believable world for the audience.

There are 2 types of sound that you need to know; diegetic and non-diegetic.

Diegetic sound is those which would be heard on screen, and in that world. In other words the characters can hear it too. For example, imagine a scene in a bar or restaurant, where someone is playing the piano. Diegetic sound

is the people talking, clinking of glasses, and the music from the piano. This helps to make a world more believable.

Non-diegetic sound is any sound that you add in afterwards. This is most commonly music that is added in over the top, but also sound effects like a punching sound. As you know the punching sounds in boxing films make it less realistic. The same could be for music but the best films have scores written by composers which are suitable for the movie. For example, Braveheart has music featuring a lot of bagpipes music because it is set in Scotland. This kind of music can add a lot of emotion and suspense to a movie, and without it the film does not have the same impact.

There is more on this to be found here:

https://www.youtube.com/watch?v=H_4hOY-9nKA

Imagine a horror film with no eerie music, or a film like Gladiator without that intense music behind it.

There is some useful discussion here:

<https://www.youtube.com/watch?v=iSkJFs7myn0>

The last 2 winners of the Academy Award for best music in a movie were Joker, and Black Panther. These are both essentially comic book movies but the scores help to create a big effect on the audience. Joker helps to create the uneasy feeling and the psychological issues the lead role is experiencing. Black Panther features a lot of African music which helps make the film more believable due to its setting in Wakanda.

There are excellent examples of how music can change a scene:

<https://www.youtube.com/watch?v=mndDbN60Eiw&t=28s>

<https://www.youtube.com/watch?v=ecYgqLml89c>

Examples of the best film scores are here:

<https://www.youtube.com/watch?v=m6my-GDN1Mc>

Your task

I would like you to obviously read all of the above, and watch the two videos.

Next, choose a film to watch and I would like you to describe in about 250-500 words an example of:

1. Diegetic sound
2. Non-diegetic sound
3. How the music helps to make the film:
 - a) More believable
 - b) Have some sort of effect on the audience (how does it make you feel?)