

### What is narrative?

The narrative is the telling of the story. A narrative recounts events, perhaps leaving some occurrences out because they are not significant to the person telling the story. Conversely, some bits can be the sole focus. A fight might only take seconds but this could be the whole focus of a narrative.

### Mise en scène

A French that literally means put in the scene. These include i. **setting** .ii. **décor** .iii. **props** .iv. **lighting** .v. **costume** .vi. **make-up** .vii. **colour** .viii. **body language and movement**

**Act 1** - Set up the themes and settings whilst introducing the protagonist. There should be an introduction of a problem for the protagonist and introduction of the antagonist.

Plot point 1 - The **INCITING INCIDENT**. Turns the story in a new direction, changes the protagonist's world. Increases the stakes for the protagonist and sets up Act 2

**Act 2** - At least HALF the whole story. The protagonist struggles to come to a solution of the problem from the 'INCITING INCIDENT.'

Plot point 2 - The 'climatic turning point' The protagonist's journey reaches a critical point!

**Act 3** - Where the protagonist achieves his mission!

PP1

PP2

Set up

confrontatio

Resolution

### Narrative Structures

**Chronological/Linear** - In the order the events happened.

**Dual Narrative** - split between two narrative perspectives.

**Multi Narrative** - Split between more than two narrative perspectives.

**Meta- Fictive Narrative** - Framed by a narrator. (A story within a story)

**Fragmented Narrative** - Deliberately not linear - the audience have to work out the order of events.

### Narrative Devices

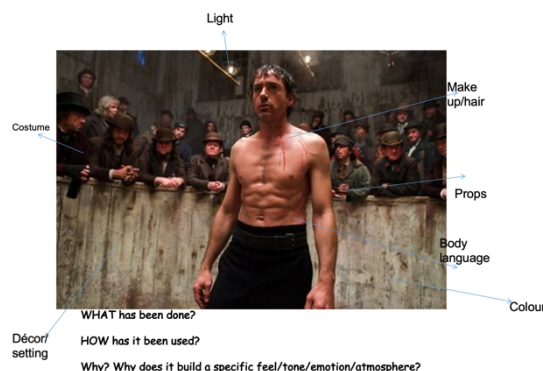
**Cause and Effect** - creates realism. Actions have consequences.

**Ellipsis** - purposefully missing out information.

**Withholding and releasing**

**Enigma Codes** - questions deliberately raised for the audience.

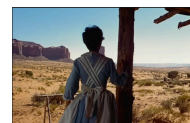






**Binary Opposition** - contrasts - physical or emotional.



### Ask yourself:

- How does the M-E-S build the realism?
- What do we learn about the characters?
- What do we learn about the situation?
- Are their links with previous scenes?
- Does M-E-S build/change? Why?

Look at each film we have looked at. Pick, for each:  
1. What narrative structure was used?  
Why do you think it was picked?  
2. The most effective narrative device used.  
\*Are there any films that have more than one narrative structure?\*

<b>Setting</b>	Setting can mirror aspects of the overall message of the film/characters. If a film is too perfect it could imply that the situation is unrealistic. A deserted place, an isolated place, a busy place can all provide information about a film	
<b>Décor</b>	Similarly to setting this can give a lot away about a character. It can also indicate time of the film or aspects such as class.	
<b>Props</b>	Essential in the generation of meaning, giving information about genre, historical period or character.	
<b>Lighting</b>	This is essential in conveying mood or atmosphere. The three main types of light used in Cinematography are: <b>Key light</b> - usually the brightest light. <b>Back light</b> - usually used behind a character to make them seem more rounded and less one dimensional. <b>Filler light</b> - used to soften harsh shadows which might be thrown by key or back light. When directed from different angles these can create a range of effects. <b>Underlighting</b> is when the source of a light comes from below. This is often used to make a character seem threatening. <b>Toplighting</b> is when the light comes from above and can make a character seem glamorous. Backlighting is when the light source comes from behind a character. When used on its own silhouettes are created.	
<b>Costume</b>	These are important as they can help create historical time, character status and state of mind.	
<b>Hair and Make-up</b>	Essential in all but can also be used to create particular meaning. A person slowly becoming ill, a specific time. As with costume, these are essential when thinking about continuity within a series of films.	
<b>Colour</b>	Can be used to great effect within films, dominating in certain scenes or identifying people or objects. Think of "The Wizard of Oz"	
<b>Body language and movement</b>	How someone walks, stands or positions themselves can tell us a lot. Their mood, feelings and attitudes all can be indicated. <b>Blocking</b> can have an effect on the audiences perception of a scene or character. If a character is partially blocked on film or is blocking other areas these can evoke feelings within the audience.	