

Introduction to FILM Studies

Editing

Exploring editing can be difficult because the better it is done the less you should notice it! Film editing is part of post production. It was Francis Ford Coppola who said, "The essence of cinema is editing."

Editing pace

Fast pace - frequent cuts where shots last a minimal amount of time.
Slow pace - infrequent cuts and the shots last longer (over 3 secs)

Transitions

Straight cut - when making it is joining two strips of film together. In the film, an instantaneous change from one from to another.

Fade - A visual effect used to indicate a change in place and time. This involves a gradual brightening as a shot opens or a gradual darkening as the shot goes black or to another colour. Sound also fades in and out to convey the change.

Wipe - The transition from one shot to another with a visible pattern or element. No longer used in today's films but very common in early cinema.

Dissolve - When the end of one shot overlaps the start of the next one to create a gradual scene transition.

Match Cut - A cut joining two shots with matching compositional elements. This helps to establish strong continuity of action. One of the more notable examples of this technique is from a famous scene in "2001: A Space Odyssey."

Cutaway/motivated cut - The interruption of a continuously filmed action with a shot that's peripherally related to the principal action.

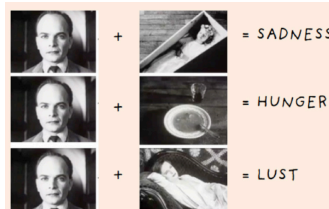
Cross Cutting - Technique used to give the illusion that two story lines of action are happening at the same time by rapidly cutting back and forth between them.

Jump Cut

An abrupt cut that creates a lack of continuity between shots by leaving out parts of the action.

Montage editing

The **Kuleshov effect** is a film editing (montage) effect demonstrated by Soviet filmmaker Lev Kuleshov in the 1910s and 1920s. It is a mental phenomenon by which viewers derive more meaning from the interaction of two sequential shots than from a single shot in isolation.



Montage

A sequence of shots assembled in juxtaposition of one another to create an emotional impact, condense a story or convey an idea. A famous example is "Psycho's" shower scene.



Sound

There are two key different types of sound in a film, sounds within a film that a character may be able to hear and sound added to a film in post production. Both types of sound have a number of purposes and effects.

Diegetic sound - the word "diegesis" means story, so diegetic sound is that which exists within a story of a film. Traffic, a creak of a door or a car radio are examples of this.

Non-diegetic sound - these do not exist in the story of a film. Sound track or voiceovers are examples.

Why is it important?

Character.

Non-diegetic sound can be attached to a character to give information about personnel qualities or a state of mind. Music specific to a character is called a **character theme**. A good example of this is the music in 'Jaws', the shark not needing to be on screen, but the music creating a menacing, unstoppable quality, creating tension for the audience.

Diegetic sound can be used also to become synonymous to a character or a presence. The phone ringing in 'Scream' and the killers harassing the victim on the phone means that when the phone rings it is associated with the voice of the killer contacting the victim.

Narrative

A **sound bridge** can be used to effect the narrative. It is a non-diegetic or diegetic sound carried from one scene through into the next one. This is an effective way for the filmmaker to use sound to suggest a link between two scenes.

A **voiceover** can be used to provide additional information, link scenes and develop plot. This non-diegetic device can both be reliable or not, both purposes adding something to the film.

Genre

Non-diegetic sounds can be a good indicator of the intended genre (often a vital device in supporting the film makers intended genre)

Diegetic sounds similarly can support the genre or branch of a genre. The sound of laser guns in a sci-fi film or the horses hooves in a western.

Setting

It is important for a filmmaker to create a clear sense of place. The atmosphere of an environment, the historical period and country in which the action is set can all be evoked through sound.

Key things to remember!

Visual effects:

Superimposition - More than one image on the same film strip

CGI (computer generated imagery). Application of computer graphics to create or contribute to images

Continuity Editing

Visual editing where shots are cut together in a clear and linear flow of uninterrupted action. This type of cutting seeks to maintain a continuous sense of time and space.