Part 5: Advanced Aesthetics: Film Art – The theory behind aesthetics.

A film offers two principle pleasures, the pleasure of the 'story' and the pleasure of the spectacle. In this section we will be examining how a director develops meaning throughout the length of the film by manipulating aesthetic techniques, to create the 'spectacle' or look/style of the film. These elements of construction work together to create the film's world.

How have the directors used editing, sound and cinematography to establish the world of the film?

https://www.youtube.com/watch?v=e5L617dEXlE (Apocalypse Now, Opening Scene)

https://www.youtube.com/watch?v=Z4HUydk0kII (City of God, Opening Scene)

- How are the audience positioned in this scene? And why? Is there an alternative view to your interpretation of the scene?
- How do we respond to the protagonist?
- What does the pace of this scene imply about the world of the film?
- How are the relationships of the characters implied through editing?
- What sounds have been amplified? And what is the effect on the audience?

How do mise-en-scene and cinematography work together to create a disturbing fantasy?

https://www.youtube.com/watch?v=qLgrTk7Gr38 (Trainspotting 'Perfect Day' Scene)

https://www.youtube.com/watch?v=lSsfuEG4GMA (Pan's Labyrinth 'Pale Man' Scene)

- What colours have been highlighted?
- How has the look of the film been created?
- How is the positioning of actors within the scene significant?
- Why is set design important to the directors message in these scenes?

What are the similarities between Trainspotting and Apocalypse Now and their 'aesthetics of drug abuse'?

- How does sound contribute to this effect?
- Describe how the camera moves in these scenes, why do you think the director has done this?
- How would you describe the tonality of the colour palette used? What do you think this style suggests?

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How do Pan's Labyrinth & City of God offer different 'aesthetics of childhood'?

- How does colour establish a nostalgic effect?
- What does character design and the positioning of that character within the frame imply about the antagonist?
- What does the design of the location connote?
- How has sound been manipulated in the scene and why?