

7. Film and Video

Synopsis

This module provides an introduction to the moving image, audio-visuals, film and video. It also introduces film appreciation through a few films.

Lectures

- 7.1 The Moving Image
- 7.2 The Auteur School of Thought
- 7.3 The Rasa Theory
- 7.4 Film Appreciation

7.4 Film Appreciation

An exercise that can help understand the rasa theory would involve watching films and identifying the principal rasas in the film. Listed below are ten films. Watch the films and identify the rasas in each of them. Reviewing the films helps in understanding how film-makers use the cinematic language to build a narrative.



Fig. 7.4.01

Watching films closely is a good way to learn some of the techniques of the best film-makers.

Ten Films to be viewed as a part of the course

1. Right Here Right Now, Anand Gandhi
2. War and Peace, Anand Patwardhan
3. Wild Strawberries, Ingmar Bergman
4. The Sacrifice, Andrei Tarkovsky
5. Close-Up, Abbas Kiarostami
6. Pollock, Ed Harris
7. Ways of Seeing, John Berger
8. Rang De Basanti, Omprakash Mehra
9. Q2P, Paromita Vokra

10. India Untouched, Stalin K.

References

The Photographers Handbook, Ed. Reynolds David, Ebury Press, 1977
Make the most of your pictures, Darker Roger, Focal Press, 1982
Digital Photography, Bavister Steve, Collins and Brown, 2000
<http://photography.about.com/od/basics/a/bpdigital.htm>

Exercises

1. Making an Audio-Visual

Before taking up a study of film and video, it might be useful to attempt an audio-visual. An audio-visual is essentially a sequence of images with a sound track that communicates some idea.

2. Writing a summary of the idea

To begin, put down a brief note that summarizes the idea. This helps in clarity.

3. Creating a storyboard

One may at this stage consider sketching out a quick storyboard that captures the sequence of images to communicate the idea. An audio-visual is a logical extension of a storyboard.

An audio-visual can be created by a series of still images arranged on a timeline of some appropriate software with a sound track having voice and music. Animators often create an animatic to get a sense of an animated film. Similarly an audio-visual can be useful to get a sense of some video or film. Experienced film-makers may skip such a step, but often make use of putting down their initial thoughts as a brief note or a story-board.

Examples of Audio-Visuals on 'The Transit of Venus'