

Lexicon and grammar of cinema

Christophe and Olivier Defaye

I teach with cinema

course 1

Frame / In-camera / Off-camera / Sound off

Framing, framing, camera operator, shot-reverse shot.





Lexicon and grammar of cinema

by Christophe and Olivier Defaye

"Lexicon and grammar of cinema", for ages 6 to 12, is presented in the form of a course made up of games and exercises created from films on the platform: platform.films-pour-enfants.com

This course will allow students to identify and appropriate through vocabulary, analysis and expression tools, but also to carry out preparatory activities for making a film.



Seen © Katie Sung Lee

SUMMARY

1

Frame / In-camera / Off-camera / Sound off

Framing, framing, camera operator, shot-reverse shot.

2

Composition / Plan scale / Angle of view

General shot, long shot, medium shot, close-up... foreground, second shot, background, normal angle, high angle, low angle, depth of field.

3

Movements / Still shot / Panoramic / Traveling / Zoom

Entering and leaving the field of characters and objects.

4

Shot / Sequence / Scene

5

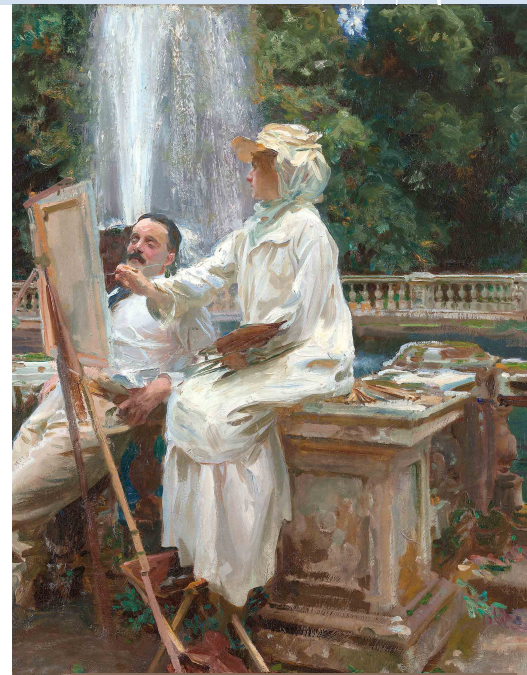
History / Scenario / Storyboard / Direction



Expected end of activity

The difference between the frame in painting, photography and the field in cinema.
The importance of off-camera as a staging tool.

Express your sensitivity and imagination with cinematographic language.
Say to be heard and understood using appropriate vocabulary.
Use drawing in all its diversity as a means of expression.



The Fountain, Villa Torlonia, John Singer Sargent, 1907

Art Institute of Chicago

Presentation

It's hard to imagine an infinite drawing!

We are always limited by the size of the support of our drawing, a sheet of paper, a wall, the playground floor...

The "Bayeux tapestry" of Queen Mathilde (11th century) which measures yet 68 meters long could not be infinite either.

In painting, but also in photography and cinema, we are always limited by a frame which defines the limits of the image. In painting, the frame means the edge of a painting. The image inside the frame is called the field.

Limited by the size of the drawings, artists very early on found tips for depict things outside the frame, leaving room for imagination spectators. For example, drawing a character looking outside of the frame invites the viewer to imagine what this character is looking at and expands the space of the painting in a certain way.

And at the cinema?

Unlike painting or photography, a film allows you to represent things over a period of time. During this period, the framework of the camera can move and therefore the objects, the characters can come out of the field or enter the field. Even when the camera is not moving, the moving characters or objects can enter or exit, a car, a cloud for example.

In cinema, what the spectator can see is called the field and what he cannot see but can imagine is called off-camera.

All film directors use this trick with images and sounds.

A sound that is part of the scene like a voice, a noise or music, but we do not see the source of this sound, it is off-camera.

If the source of the sound is not part of the scene, it is called off sound.

For a voice, that of a narrator who cannot be seen, it is called a voice-over.

The reverse shot is a technique which consists of filming the same scene from two opposite angles.

The great frescoes

Cave paintings

Some paintings in the room of the Bulls of the cave Lascaux (18,000 years old) measures up to five meters long.

Ancient frescoes

The Alexander Mosaic (2,200 years) measures 5.80 m by 3.10 m.

The rebirth

The ceiling fresco of the chapel Sistine, painted by Michelangelo at 16th century measures 40m x 14m (560m²).

The largest fresco in Europe French artists Ella and Pitr on the roof of pavilion 3 of Paris-Expo Porte de Versailles has a surface area of 25,000 m² and the Brazilian artist Eduardo Kobra, made on the occasion of the Games 2016 Olympics great fresco of the world: 190 meters long.



Cinema questions

Questionnaire for students.

. What is a painting frame?

The frame is the edge of a painting.

. What is the field in cinema?

The field is everything that is visible inside the frame while recording the film, everything the viewer can see.

. What is off-camera in cinema?

Off-camera is everything that is outside the frame, what the viewer cannot not see.

. What is a sound off in cinema?

An off sound is a sound that is not part of the scene and whose source cannot be seen in the frame.

. What are the main differences between a photograph and a film?

A film allows us to represent things but also the movement of things over time. Since the invention of talking cinema, a film has made it possible to use sounds.

Vocabulary [Learn more...](#)

Framing is the action of framing, that is to say to choose what enters within the limits of the frame.

When shooting a film, the cameraman with his camera (or cameraman) is responsible for **framing**.

You can modify the framework of a image from a photo or film after the shooting: this is the **cropping**.

[Other meanings of the word frame](#)

Billiard frame

Beehive frame

Living environment

Bike frame

Activities

1. Write a text using the words frame, field, off-screen and voice-over (ages 9 to 12).

(material from the films "Bunny Magic" and "The Inspector and the Umbrella" for this activity p 3).

2. Describe the visual and sound elements of a film of your choice which are on and off-camera (ages 9 to 12).

3. Explain what in the field allows you to imagine what is off-screen (ages 9 to 12).

4. Invent a scene with something in the frame and something off-screen (ages 9 to 12).

5. Name visual or sound elements that can enter or leave the frame even when the camera is stationary (ages 6 to 12). (elements which, through their movement, can sometimes be in the frame and sometimes out of frame).

A car, a bicycle, a train, a wave, a cloud, a character, an animal (a fish, a bird...), a part of a character (a hand, a leg...), an object held by a person (a spoon, an axe...)

6. Draw an object when it is in the frame then when it is out of frame (from 6 to 12 years old).

Ex: a dolphin jumping...

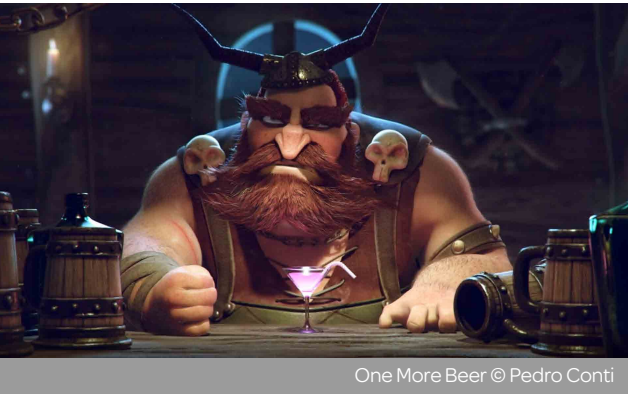
7. Imagine from an image which represents a character in the frame a character off-screen (from 6 to 12 years old). (material from the films "One More Beer" and "Raoul" for this activity p 4).

8. Imagine where the character could have been a second earlier and where he could be a second later.

Following the viewing of the two short films,
Write a text using the words frame, field, off-screen and voice-over (ages 9 to 12).

Materials for activity 7

Imagine from an image which represents a character in the frame a character off-screen (from 6 to 12 years old).



In the movie "One More Beer", the viking is angry against the person in front of him.
Imagine this person.



In the film "Raoul", Raoul is angry at the no one behind him.
Imagine this person.

Imagine what a character is looking at (from 6 to 12 years old).

[illegible]