Note Taking Chart for Film Viewing

Title: _____   Director: _____

Year: _____   Company: _____

NARRATIVE	
CHARACTER NAMES	
STORY	
PLOT	
CREDIT SEQUENCE(S)	

STYLE	
MISE~EN~SCENE • sets • décor • space (deep space?) • props • lighting • costumes • performance	

CINEMATOGRAPHY • quality (grainy, etc.) • color (black and white or color) • focus (shallow or deep) • camera distance (close-ups or long shots, etc.) • camera angles (low angle or high) • camera distortion (telephoto or wide angle) • camera movement (static or mobile, fluid or handheld and shaky; panning or tracking) • tricks (superimposition, split frames, etc.) • shot duration (long takes?)	
SOUND • Voice-over narration? • score • use of silence • ambient sound • sound transitions • sonic flashbacks? • Sonic flashforwards?	
EDITING • Pace (slow or quick) • Rhythmical? • Based on narrative logic (e.g. opening and closing a door to signal narrative progression) or associative logic (e.g. opening window blinds cut with blinking eyes as a way of analogizing window blinds to eyelids and windows to eyes) or visual logic (e.g. a white ball cut with a full moon) • Shot transitions (dissolves vs. straight cuts vs. fades) • Parallel editing (e.g. cutting back and forth between events happening simultaneously but in different spaces) • Continuity editing (i.e. smooth and unobtrusive) or discontinuous editing (i.e. editing that is obtrusive by calling attention to itself)	

REPEATING IMAGES, TROPES, SYMBOLS

STRIKING SEQUENCES