

## CHAPTER 2

### THEORETICAL HOMEWORK

#### 2.1 Intrinsic Aspect

In their turning point, Bordwell, David, and Kristin Thompson. (2004). *Film Art: An Introduction* frequently discusses intrinsic aspects of film without necessarily using the word 'intrinsic'. But in their study, the term intrinsic refers to the elements that are part of the movie itself as a structured work of art, regardless of outside influences like audience reaction, historical background, or financial success.

##### 2.1.1 Narrative Elements

In Bordwell, David, and Kristin Thompson. (2004). *Film Art: An Introduction* Thompson also dissects the function of narrative elements in movies, highlighting how they are used to create a coherent and captivating narrative that directs the audience's emotional and cognitive reaction. These components are essential to any tale because they influence how it is told and perceived.

The structured narrative that a movie tells, including the events that transpire, the character growth, and the main conflicts that emerge over time, is referred to as its narrative. Through the use of components including images, dialogue, sound, acting, and editing, it is a purposeful structure that directs the audience's experience and interpretation of the narrative. When analyzed from an ecofeminist perspective, the film's plot transcends its storytelling function and instead reflects the intertwined oppressions of women and the environment, which are frequently affected by patriarchal power and control structures.

##### 2.1.1.1 Conflict

The main struggle or obstacle that propels the story along is referred to as conflict in

movies. Tension is produced and the characters are inspired to act, change, or find a solution by the confrontation between forces, ideas, or characters interactions (Bordwell & Thompson, 2017:215). Because it creates the stakes and difficulties that keep the tale interesting, conflict is crucial in movies.

### **2.1.1.2 Character**

Characters are the people or things that have roles in a film's plot and move it along via their actions, motivations, and interactions (Bordwell & Thompson, 2017:215). Because they represent the emotional and psychological components that captivate the viewer and establish the dynamics of the story, characters are crucial to the narrative's structure.

### **2.1.1.3 Characterization**

**Characterization** is the way a film presents and develops characters through their actions, dialogue, appearance, and interactions within the narrative (Bordwell & Thompson, 2017:215). It involves how characters are constructed and how the audience learns about them over time. Through various cinematic elements such as dialogue, appearance, actions, and interactions with other characters, the audience gradually comes to understand who the character is. A character can also be shaped through formal techniques like camera angles, lighting, costume, and music, which help emphasize emotional states or symbolic meanings. Characterization is essential to narrative development, as it not only drives the plot forward but also allows viewers to connect with or understand the characters' internal conflicts and growth. For instance, in *Maleficent* (2014), the main character is characterized through her physical transformation, her evolving emotions, and her relationship with the natural world, all of which contribute to a complex portrayal that aligns with ecofeminist themes.

### **2.1.1.4 Setting**

The term setting in film refers to the environment or surroundings in which the story

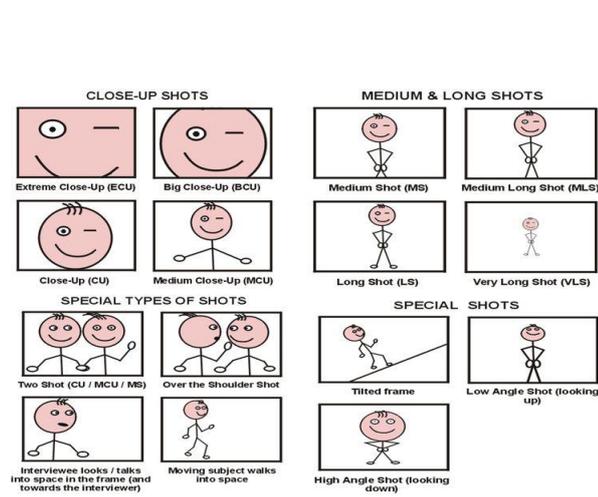
is set (Bordwell & Thompson, 2017:115). It includes elements such as Location, the location is geographical location, example a city, a rural area, a particular building. Time Period is The time period in which the story is set, which may be in the past, present, or future. Cultural Context is the historical, social, and cultural conditions that impact the characters and plot. Atmosphere is the mood or feeling that the setting creates, example bright and cheerful, dark and eerie. Moreover, the setting can have a significant impact on the tone and themes of the film.

### **2.1.2 Cinematography Elements:**

The art of presenting a story with visual and artistic components is known as cinematography. Cinematography comes in several forms, such as camera shots, lighting, framing, camera angles, and movements (Bordwell & Thompson, 2017:159). However, the primary focus of this research is on camera image capturing and camera angles since angle and distance are crucial elements. Camera results can influence how the viewer perceives a film's subject matter.

#### **2.1.2.1 Camera Size**

In cinematography and filmmaking, a camera shot is characterized as a solitary, continuously viewpoint from the camera's point of view. Different camera angles are used to convey different feelings and images to the audience. Kristin and David Bordwell and Thompson classified camera angles into seven categories: Long Shot, Extreme Long Shot (ELS), Long Shot(LS), Medium Close-Up (MCU), Medium Long Shot (MLS), Medium Shot (MS), close-up (CU), close-up extreme (ECU) (Bordwell & Thompson, 2017, p. 188).



Picture 2.1  
Camera Size

Source: <https://www.mrboll.com/camera-angles/>

### 2.1.2.2 Camera Angle

Camera angle is "the position of the frame in relation to the subject it shows," (Bordwell & Thompson, 2017,:188). It refers to the precise location where the scenes are captured by the camera. wherein the height of the camera being used for filming is likewise correlated with the camera angle.

### 2.1.2.3 Sound

According to Bordwell and Thomson, they are two types of sound, diegetic sound and nondiegetic sound. Non-diegetic sounds (Bordwell & Thompson, 2017:263). , are noises that originate from locations other than the story's setting. For instance, music has been added to the movie to improve the action. Any sound that can be heard organically in a video game is considered diegetic sound. Basically, any sound you could hear in a scene in a movie if you were a character would be considered stomach noise. This encompasses both on-screen and off-screen sounds, such as sirens, chatter, clapping, and dialogue.

### 2.1.2.5 Lighting

In film, the setting refers to the environment or surroundings where the story takes place. It includes elements like Location: The geographical place (e.g., a city, a rural area, a particular building), Time Period: When the story is set, which could be in the past, present, or future, Cultural Context: The social, cultural, and historical conditions that influence the characters and plot, Atmosphere: The mood or feeling created by the setting (e.g., dark and eerie, bright and cheerful). The setting helps establish the context of the narrative, enhances the storytelling, and can significantly affect the tone and themes of the film.