

CHAPTER II

INTRINSIC THEORETICAL FRAMEWORK

2.1 Narrative Elements

The purpose of locating the narrative elements is to assist the critical analysis of the film. Narrative elements allow the writer to examine how the aspects of this film are made. The narrative elements included to conduct this study further are plot, characters, and settings.

2.1.1 Plot

The plot in a dramatic or narrative work is constituted by its events and actions, as these are rendered and ordered toward achieving particular artistic and emotional effects (Abrams & Harpham, 2012:293). Abrams & Harpham explain in *A Glossary of Literary Terms*, through Gustav Freytag's pyramid concept, the plot is divided into five levels (Abrams & Harpham, 2012:296). Exposition introduces the foundational elements of the narrative, which build the world where the conflict would take place. Rising action unfolds conflict and complicates the plot of the protagonist. Climax is where the story peaks, weaving all relevant plotlines in its most intense point. Falling action follows as the aftermath of the climax and how it affects the protagonist. The intensities deflate into dénouement (resolution) where all plotlines unknot into a clear segment of narrative events.

2.1.2 Characters

In literature, a character is a representation of something whilst possessing a particular moral, intellectual, and emotional qualities (Abrams & Harpham,

2012:46). A character is important because it is a person who drives the narrative around. A differentiation to be made between characters is possible due to characterization. Characterizing is a process of establishing the distinctive characters of a narrative by showing and telling (Abrams & Harpham, 2012:47).

2.1.3 Setting

Setting the story in a specific time and place allows the writer of a narrative to establish the desired mood to fit into said narrative. A setting is the general location, time, and social circumstances in which actions occur in a narrative work (Abrams & Harpham, 2012:363). A setting is what nails the atmosphere of a story down.

2.1.4 Conflicts

In a plot, a conflict is the struggle that grows out of the interplay of two or more opposing forces (Holman & Harmon, 1972:118). The function of a conflict is to drive the plot, create tension, and reveal themes in a narrative. Holman & Harmon (1972:118) state that there are various kinds of conflicts opposing the protagonist in a narrative. An external type is the struggle against another person, usually the antagonist. Another external type is the struggle against society as a force. The internal type is when two elements within oneself clash against each other. A less common type is the struggle against the forces of nature. Lastly, the struggle against fate or destiny. A complex narrative would utilize a mix of two or more of the aforementioned kinds of conflicts.

2.2 Cinematography Elements

Cinema is a form of storytelling that relies on visual and auditory elements. The mastery of said process can be referred to as cinematography.

Brown (2012:2) defines cinematography as “the process of taking ideas, words, actions, emotional subtext, tone, and all other forms of nonverbal communication and rendering them in visual forms.” Therefore, the elements of cinematography can be defined as everything that contributes to the visual story desired by the makers. These elements work together to guide the viewer’s perception, enhance the narrative, and convey the intended emotional and thematic nuances of the film. The cinematography elements included to further conduct the study are camera techniques, lighting, soundtrack, costumes, and sets.

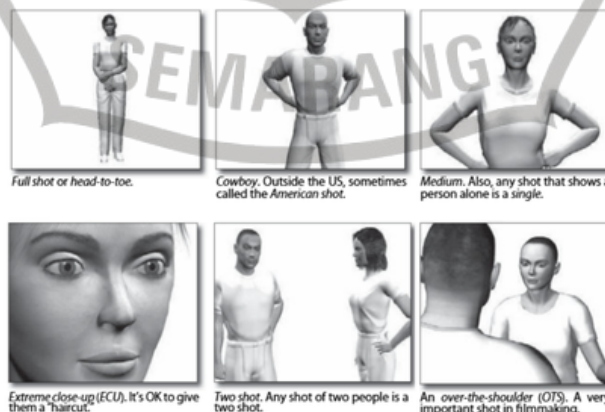
2.2.1 Camera Shots

Filmmakers have the ability to guide viewers’ attention and shape their interpretation of a scene through the methods of camera shots. Camera shots are the basic elements in cinema combined in editorial continuity and are the grammar of cinema (Brown, 2012:17). Various types of camera shots have been utilized in history. First, the Wide Shot is a frame that encompasses the entire scene (Brown, 2012:17). The Wide Shot is usually the establishing shot. It is a shot at the beginning of a scene that tells us where the scene is. It gives the viewer specific locale information. There are a number of terms for each shot of characters. One type is the Full Shot, where a character is shown from head to toe (Brown, 2012:20). Any object is possible to be in place of the character. An American variation would be the Cowboy Shot in which captures the top of the head to mid-thigh, originally in order to see the guns and belt of a cowboy (Brown, 2012:20). Next in order is the Two Shot. It is a shot that includes two characters (Brown, 2012:20). The variation changes depend on the number of characters shown (e.g, Three Shot, Four Shot, etc.). The Medium Shot is shown

from the hip up (Brown, 2012:20). It is relative to the subject and is closer than a Full Shot. The viewer becomes more immersed in what the character is saying and doing. A Close-Up is a shot generally from the top of the head to somewhere just below the shirt pockets (Brown, 2012:21). It is often called a *head and shoulders*. An Extreme Close-Up is a shot that consists just of the mouth and eyes (Brown, 2012:21). It captures all facial details of a character. Lastly, another variant of a Close-Up is the Over-The-Shoulder or OTS. It is a self-explanatory shot where it is placed over the shoulder of one actor and a Close-Up of the other actor (Brown, 2012:23). It aligns two characters in one shot and positions the character being addressed.



Picture 2.1 Wide Shot
(Brown, 2012:18)



Picture 2.2 Various
Character Shots (Brown,
2012:22)

2.2.2 Lighting

In movies, lighting is used to set the mood, show who a character really is, and highlight important parts of the story without needing words. Lighting is “the ability of utilizing a light source to reproduce the colors of various objects desirably in comparison with a natural light source,” (Brown, 2012:130). Lighting is maintained to achieve the desire to create a scene retaining a favored range of gradations, texture, and emotional content. Lighting and color control take a major amount of effort out of the filmmakers due to possessing the ability to reach the viewers with a visual gut.

2.2.3 Soundtrack

The soundtrack of a film functions as a cinematic element that enhances the film’s depiction of a narrative or a scene through selectetd musical arrangements. It includes sound effects, background music, and dialogue. Sound effects are the amalgamation of a collection of distinctive sound recordings into a thorough mixing process of said sounds into a unified piece of several levels of volume and pitch (Uhlin, 2024:143). Sound effects are utilized by filmmakers to consistently recreate a catalog of real lif sounds that the viewers might be familiar with. Music that was used in the background of a scene functions as a resonator of the implicit emotions of a scene, intensifying the narrative (Uhlin, 2024:149). Music can be found in the form of just instrumental arrangements or accompanied by vocals. Dialogue is a set of audible utterances coming out the mouth of the characters (Uhlin, 2024:147). It provides the purpose of a scene. Through the usage of those elements, filmmakers enhance the experience of the scene by utilizing auditory devices.

2.2.4 Costume and Makeup

Costume and makeup are cinematography elements that contribute to what each character represents within a film. Costume is a device to provide the definition of a character that distinguishes itself from other characters (Uhlin, 2024:32). It refers to the clothing and accessories worn or put on by the characters. It functions as a tool to convey character traits, status, and personal transformation. Makeup involves the application of cosmetics to alter a character's appearance. Makeup is a significant element in creating an illusion in the film's manufactured world, whether beautifying or not (Uhlin, 2024:34). Together, they support the film's narrative to be properly understood by the viewers. Therefore, costume and makeup function as a cinematographic element that enhances characterizations.

2.2.5 Sets

Sets are an equally important element of a film whereas costumes and makeup modify the characters, sets modify where and when the characters stand and take place. Sets function as a credible establishment of the film's narrative of time place (Uhlin, 2024:28). They are designed to create a visual setting of a film and provide extra information about the film's whereabouts by building a structure using either carpentry, rigging, or visual arts. Sets help establish the mood and atmosphere by attempting to recreate real life places.