

<p><b>close up</b></p>	<p><b>Shows a character or object at close range:</b></p> <p>Can be used to show:</p> <ul style="list-style-type: none"><li>• A character's facial expressions or</li><li>• An object to illustrate importance</li></ul>
<p><b>diegetic sound</b></p> <p>di / e / get / ic      sound</p>	<p><b>Sound characters on the screen can hear, including:</b></p> <p>Sound effects Character's movements or actions. Background noises Dialogue</p>
<p><b>dystopia</b></p> <p>dys / to / pi / a</p>	<p><b>An imagined place or society in which:</b></p> <p>There is great suffering or injustice.</p> <p>Often about survival in the future</p>
<p><b>mise en scene</b></p>	<p><b>French term meaning 'To place on stage'.</b></p> <p>Refers to everything you see on screen.</p>

<p><b>lighting</b></p> <p>light / ing</p>	<p><b>How light has been:</b></p> <p>Used by a cinematographer and director.</p> <p>It can be used to add mood and meaning</p>
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<p><b>panning</b></p> <p>pan / ning</p>	<p><b>Camera follows a moving object from a fixed position.</b></p> <p>Used to create a sense of speed and to slowly show locations.</p>
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<p><b>non-diegetic sound</b></p> <p>non di / e / get / ic sound</p>	<p><b>Sounds which do not come directly from the story being told on film.</b></p> <p>Unfamiliar to the characters in the film/series, such as:</p> <ul style="list-style-type: none"><li>• A film's music</li><li>• Voice overs</li></ul>
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