**Research Task**

**Part One**  
In the beginning of the short film, an extreme long shot is used when a character drives up to the house; this establishes the location of the scene and shows the audience that it is a quiet and serene setting. More extreme long shots are used during the film when the old men are walking through the country deciding where the best location is to paint. The camera pans to show the destination of the car. Another pan is used to show a speeding clown car weaving in and out of the lane. A tracking shot of the clown’s car shows the speed and carelessness of his driving.  
  
A dolly shot is used to follow the first character out of his car at a closer distance, creating a smooth shot so there is no jerking or bouncing. Medium shots are used to introduce the characters. A long shot is used when the second character exits the building. Two shots are used when establishing the distance between the first two characters, and a series of shot-reverse-shots are used to show them speaking to each other. Close ups are used to show the character in more detail and their emotion towards the weather.   
  
Straight angle shots show the characters are of equal status, later on a low angle shot show the clown in the car, showing he’s controlling what he’s doing. The situation changes when a low angle shot shows the first character assembling his gun, showing he’s in control of the situation.  
  
Extreme close ups show the clown in a lot of detail, showing he’s tattered and dirty. Another extreme close up shows both the clown and the first character during the shootout, their appearance contrasts with one another as the first character looks clean, calm and sober. The camera zooms into the characters eyes to intensify the characters reactions, and also enhances the audiences’ emotions.  
  
Rule of thirds is used quite often, in extreme long shots, showing the symmetry and beauty of the country. The scenes involving the old men are calm, however when it cuts to the clown, the shots become fast and jerky, perhaps enhancing the clowns disorientation.  
  
A fade in is used at the start of the film, showing the tranquillity of the location, continuity and cuts create smooth looking shot transitions. Cut away breaks up the film sequence when showing the road for the first time. Cross cutting shows that the actions on the road and in the field are happening simultaneously, the scenes juxtapose against each other, as one scene is calm with the old men and the other is fast paced and frantic with the clown.  
  
A montage shows the clowns actions one after the other, condensing the events. And eye line match shows the first character and the clown looking at each other just before the shootout. The scene abruptly cuts to the credits, signifying the surprising turn of events.  
  
The old men wearing the green and brown clothes enhance the natural look and the colours of nature, the colours broaden the look of their age and fragility. The clown is wearing miss-matched, multi-coloured clothes, signifying his appearance as a clown. High key lighting shows the first two characters in complete serenity and contentment, this juxtaposes with the low key lighting of the clown, highlighting that he is sinister and dangerous.  
  
The first two characters fulfil their role of being peaceful, the first character acts more heroic as he shoots the clown down to protect himself and the second character, no emotion is betrayed as he shoots the clown, perhaps not taking the clown seriously, but seriously enough to know he poses a threat. The second character is bewildered throughout the shootout as it happens abruptly. The clown succeeds in acting like a drunken lunatic, who perhaps is behaving that way because he believes he has no purpose in life.  
  
The old men aren’t wearing any makeup making them look natural. The clown is wearing face paints in dull colours, fulfilling his image as a clown, his makeup is smudged, making him look sinister and sinister and sadistic.  
  
The characters are all wearing hats, enhancing their roles in the film, the old men look wiser, where as the clown looks more comical. The old men are carrying paint sets, showing their hobby to pass the time, the first character is also sharing his food, showing the kindness of his nature, this juxtaposes with the end of the film when he kills the clown. The clown is smoking a cigar and drinking alcohol excessively, showing he’s out of control and perhaps that he doesn’t care what he’s doing. The balloon enhances his image as a clown as it is a common clown prop. The gun makes the atmosphere more ominous, foreshadowing later events when he kills the bird.  
  
The film is set in the countryside, where the audience may thing that not a lot of drama or action would happen, as the area is very serene. The old men seem wealthy as one of them exits a grand building. The calmness of the countryside is disrupted by the clown, and is a shock to the old man killing the clown.  
  
Incidental music is used and is classical in the beginning, suggesting the positive mood of the characters as it is soothing music; it also suggests that the characters involved are old. Ambient sounds of the birds show they are in the country and everything is tranquil. Diagetic sound is used when the first car rolls across the gravel, also when the character opens and closes his door, which is also synchronous sound. More diagetic sound is used when the clown is listening to clown music, making it comical, he changes the music to something more mischievous, making the audience confused about his actions. There is diagetic music during the shootout as the music changes to a western tune, highlighting good versus bad; it abruptly stops when the clown gets shot.  
  
Sound bridge is used so the audience can hear the incidental music overlapping into the next scene; however the diagetic sound of the speeding car contrasts with the classical music. Sound perspective is used when the clown car is driving by, the noise of the engine increases and the incidental music becomes faster paced.   
  
**Part Two**  
I would like to use simple camera shots during the film such as long shots and two shots, but i would also like to have some complex techniqes such as match-on-action and graphic match's. Lighting techniques could be used to unfluence the audiences view on the characters as it conveys different meanings. The score used in parts of the film could also manipulate the audiences’ emotions.  
  
I would perhaps use low key lighting on the old man in my short film to show that he is not wealthy and that he needs donations, high key lighting could be used on the young boy and mother to show they are reasonably well off with no monetary problems. a two shot could be used to establish the physical distance between the old man and young boy, to show him laughing at the old man. Cheerful music could be played as non-diagetic sound when the young boy donated the money, to emphasize both of their emotions.