

Jurassic park iii

[Entertainment](#), [Movie](#)



In the short clip I saw of Jurassic Park 3, there were many different uses of mise-en-scene, special effects, sound, editing and camera use to produce an exciting and suspense filled section of the film.

Firstly, I am going to talk about use of camera angle, shot, movement and position.

Whilst in the laboratory, there is very interesting camera use. As the characters walk around the laboratory, there is lots of panning, tracking and crabbing as the characters explore the laboratory. The camera is at eye level so it feels the viewer is at the same level and seeing things the way the characters are.

Also, whilst the characters are walking through the lab, there are a lot of instances where the camera is focussed on a point of interest that a character is looking at, and it will then cut to the character, so one can see the characters expression.

An interesting shot within this scene is when the camera is tilted down onto the floor, focused on some eggshells. When the character steps on them, they hold their foot, and the camera tilts up, from their foot, ending in a close up of their face, when the character then speaks. This is done so that the viewer links the characters actions to what they next say.

A good example of backward tracking comes just after, when the characters are being chased down the corridors by the raptors. The camera is backwards tracking so that the viewer can get the odd glimpse of what is

chasing the characters. The camera moves at fast pace to keep up with the characters running and to add suspense and urgency to the scene.

The next use of camera I have chosen to analyse is when one of the characters is left hanging from a tree branch, with dinosaurs snapping at her from below.

There is use of both extreme high angle and extreme low angle shots, in both cases close ups. I thought this was good use of the camera because the viewer was able to see the action from both points of perspective and it gave a good idea of the horror for the character.

In the clip, there is extensive use of special effects, in order to create the life size and realistic dinosaurs. There are two specific examples of this that I have chosen to analyse. The first is when the characters are running through a herd of dinosaurs. The special effects make it seem as though they are really running in between the herd. C. G. I has been used to generate the dinosaurs. Even close up they look real and life like. When this is combined with the sound of the dinosaurs running, and the fast camera movements, the sense that the dinosaurs are real is great.

The second example of use of special effects is at the end of the clip when the woman is hanging from the trees and there is an extreme high angle close up of both her and the dinosaurs jumping up at her. The close up on the dinosaur's teeth are particularly good. You can see the detail of the teeth and they are very realistic, and again combined with the sound and camera close ups, produce a frightening shot.

Sound has been used in conjunction with special effects and camera use to add to the overall experience. Some of the interesting sounds that have been used are the sounds of the dinosaurs; the change of music so that it works in conjunction with what's on the screen and even the use of shouting.

Something I noticed was that throughout nearly all the clip, there is music. It is orchestral and works in parallel to what's on screen. When the characters are walking through the laboratory, the music is very calm and quiet, but when a few seconds later dinosaurs, the speed and pitch of the music increases are chasing them. This is done to intensify the situation and make it seem more dramatic- take away the music and much of the suspense would be lost.

Another use of sound I have noticed is of the dinosaurs. In one instance, the sound of the dinosaurs makes them seem un-intimidating despite their size. You can hear their heavy deep footsteps and the sound of them breathing as they slowly walk through the field. However in a total contrast, sound is used to make the dinosaurs very frightening and intimidating in a later scene.

Another interesting use of sound comes when the character steps on the eggshells in the laboratory. The sound of the shells smashing breaks the eerie silence, yet adds to the eeriness itself, intensifying the situation.

The final part of the clip I am going to analyse is mise-en-scene. In the opening scene

It is very quiet, with the only sound being that of the characters footsteps and the sound of bugs in the background. The area is visibly run down and

this tells the viewer it has been uninhabited for some time. The area is derelict and you can see creepers and ivy all over the ground and buildings, along with dirt, dust and mould.