

Analyze i, robot essay



**ASSIGN
BUSTER**

We chose to analyze I, Robot. The film takes place in 2035 Chicago where a homicide detective named Del Spooner (who is played by Will Smith) is investigating the death of Dr. Alfred Lanning (James Cromwell), who works at U. S.

Robotics. Del Spooner is living in the time where Robots are everyday objects and are programmed to live alongside humans. Spooner hates robots and is known as a “ techno-fob” and suspects that the death might not be a suicide but that one of the robots appears to have been implicated. But the problem is that the robots have three laws integrated into their system.

1. They can't hurt a human being or allow a human being to come to harm.
2. They must do whatever they're told by a humans as long as it doesn't conflict with one of their laws
- 3.

They have to defend themselves as long as it doesn't conflict with the other laws. But if the robots can break these laws does that mean nothing is in their way to take over the world? CinematographyThe first shot starts of with low angle shot but goes to a high angle shot to give us an impression how many robots there are. It also shows us how the robots are all lined up in a military type of structureThey are all lined up together in a military type of way. Then we get a close up shot so that we can actually see how many robots there actually are in each line. We get several camera shots from different angles to once again show us how big the warehouse is and how the whole room is filled with the robots.

Tracking is used when Spooner is moving from robot to robot to show us he's not really sure what robot he is after so he goes from robot to robot to

threaten them. When Spooner has spotted Sally and is starting the cat and mouse chase the shot goes from a low shot to a high show to show the perfect order of the robots and the perfect lines they are standing in. It makes the viewer also get a feeling of being in a cat and mouse chase. In this scene we get to see the robots from different camera angels.

Here we get to see some panning. Close up on the gun shown in slow-motion to show that he's just about to pull the trigger. Cat and mouse chase. Low angle shot to see the jump of Sonny and an eyeline shot to see that Sonny is looking down at Will Smith who's lying on the floor. Editing With the gates in the start it reads " Gate C" which is the first establishing shot which tells us that they are at some kind of warehouse. It's first when they first enter the factory with the machines working in the background that we get a second establishing shot, that tells us that they have arrived to some sort of warehouse/factory.

The scene then starts of by using shot/reverse shots to show us that Spooner and Dr. Susan Calvin are having a conversation. The next thing we get to see is an eye line shot when Spooner is looking out over the robots to show us what his reacting is forwards to see all these robots standing in the lines. When Spooner is looking at the robots we get an over the shoulder shot so that we can get the feeling of looking at one person from the other's point of view. Slow motion is seen when Spooner is just about to pull the trigger and shot another robot but just as he's about to do it we get an eye line shot to show that Spooner has spotted Sonny. During the cat and mouse chase we have several eye line shots to make the audience feel even more that they are apart of the chase.

Sound Diagetic sound and non-diagetic sound is overlapping as the car enters the warehouse. We can hear the background music being played as well as the sound of the doors opening. The music goes on and we can still hear diagetic sounds like lamps being turned on, robots moving. Post synchronisation is used when we hear the sound of a gunshot when Spooner shoots one of the Robots. The volume of music also builds up from being quiet in the background to being louder as Spooner starts the chase with Sonny. Music becomes quieter when Spooner is slowing down but starts up again when Sonny grabs onto Spooner.

With the changing of the music it makes the audience feel even more that it's a hide and seek game and with the stop of the music it gives you the feeling that Spooner has lost Sonny and that Sonny has gone into hiding and therefore the music starts up again when Sonny is no longer in hiding. And when Sonny has pushed Spooner and is now looking over him the music stops again and the game has now finished. But as Sonny has to run the music starts up and we get diagetic sounds of him opening a hole in the wall and the sound of the police men waiting outside as the action picks up so does the music. Special Effects They have used CGI to create the robots.

The CGI character was built around actors facial features, how he spoke and how he moved. Using a digital puppet animators created Sonny by using a mixture of motion capture data recorded from the actor. They digitally “painted out” the actors image and replaced it with the digital image of Sonny. Also the laser shots that gets fired from the guns is a special effect. Mise en scène The lighting in the first shot is dimmed to show that it has

now become darker outside. The car itself they are driving doesn't have any wheels to show that cars have changed a lot over the year.

The police cars have gone a bit more bulky and the helicopter is more of a flying saucer. In this clip they want the viewers to get some sort of idea that we're now in the future and therefore the warehouse/factory they have arrived at shows a lot of metal that is what most things are made of. Even Spooner and Dr. Susan Calvin are both dressed in some leather type of material and it follows the same blue/grey colour structure the film does. The police men in the end are also dressed in leather and the look they have now look more powerful.

To show Dr. Susan Calvin's status, that she is probably more in control than Spooner they have tied her hair back while Spooner has a more of a wild look with pierced ears and a small beard. Even when they are looking out over the robots, Dr. Susan Calvin is standing with her arms behind her back and her back straight while Spooner has his arms dangling by his side. The gun that Will's character is carrying around is not a normal looking gun either and to show that guns have evolved it's double barrelled.

Blue eyes of the robot Sonny makes the robot look less evil and makes him look more sincere which makes us question more whether Sonny is actually evil or not.