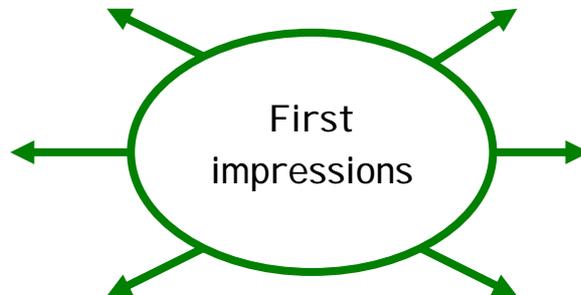


Introducing *Shrek*

We are going to explore how our understanding of the character of Shrek is created in the opening sequence of the film. The first time you watch the sequence, jot down your impressions of Shrek below:



We will now explore how the film makers have created these impressions. You will become an expert group focusing on one aspect of film.

Using the table below, highlight the aspect of film your group is given and write your observations in bullet points. Individually fill in the 'what happened' column as you watch. Then talk to your group to complete the effect section.

Aspect of film	What happened?	Effect?
Camera angles		
Diegetic sound		
Non-diegetic sound		
Lighting		
Script		

Introducing *Shrek*

You will now be put into a new group with one person from each of the expert groups. Share your previous findings to complete this table:

Feature	What happened?	Effect?
Camera angles		
Lighting		
Sound (non-diegetic) <i>Sound effects and music</i>		
Sound (diegetic) <i>Voices and sounds coming from objects in shot</i>		
Script		

Introducing *Shrek*

Now look at this completed grid and compare it to yours. Did you have anything extra?

Feature	What happened?	Effect?
Camera angles	<ul style="list-style-type: none"> • bird's eye view of a book with decorative font • over the shoulder shot when mirror cracks • low angle when Shrek leaves toilet and when he shouts at villagers • high angle when he is shouting at the villagers 	<ul style="list-style-type: none"> • it's like you're the person reading it. Font is non-threatening and suggests fairytale/children's story • see Shrek's point of view and his reaction shows us he's happy • makes Shrek look big and scary • makes him look bigger than them and emphasises their fear
Lighting	<ul style="list-style-type: none"> • bright daylight at start when doing daily routines • book in spotlight • torchlight when hunters attack 	<ul style="list-style-type: none"> • creates a happy atmosphere (pathetic fallacy) • focuses attention on it and to highlight fairytale • shadows create oppressive atmosphere and reflect fear
Sound (non-diegetic) <i>Sound effects and music</i>	<ul style="list-style-type: none"> • creepy tense music when Shrek is sneaking up on hunters • jolly, funny quite cheesy music (motif) • at very beginning slow orchestral music, using flute and strings 	<ul style="list-style-type: none"> • builds suspense • shows Shrek is happy • creates fairytale atmosphere
Sound (diegetic) <i>Voices and real sounds</i>	<ul style="list-style-type: none"> • Shrek has a Scottish accent, a deep voice and sarcastic tone • people have high pitched voices 	<ul style="list-style-type: none"> • makes him sound unrefined and fits our expectations based on his appearance • contrasts with Shrek
Script	<ul style="list-style-type: none"> • 'Once upon a time...' • finishes with own sarcastic comments (e.g. 'like that's gonna happen!') 	<ul style="list-style-type: none"> • fairytale convention • shows Shrek's negative personality and pessimism

Using examples and explanations, write a complete answer to the following question. You should aim for at least 500 words.

How is the character of Shrek introduced to the audience in the opening sequence of the film?