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Scene Analysis

BLADE RUNNER. The Director's Cut. 1991

Directed by Ridley Scott

In this scene, a REPLICANT, an organic replica of a human being, is played by Rutger Hauer, he does battle with the hero, a BLADE RUNNER, played by Harrison Ford.

A Blade Runner (Ford), is an exterminator/policeman, who 'retires' these Replicants when they run away, i.e. he kills them. The Replicants, are organic, human looking, man-made slaves, who are made to service mankind.

Rutger Hauer plays a Replicant model NEXUS 6, which are models much stronger, and durable than their human counterparts. They are at least equal in intelligence to their masters.

In this part of the story, the replicant has found that his very short life expectancy cannot be lengthened, and is both angry and sad. He has a confrontation with the Blade Runner, who has chased him to 'retire' him, retire him as the Blade Runner has 'retired' the rest of his Replicant friends.

The beauty and point of this whole sequence, is that the Replicant is not interested in killing the Blade Runner, he merely punishes this executioner, much as we would like to punish death, for having taken our loved ones. The Replicant tells the Blade Runner of his frustration and calmly accepts his fate with the words, 'its time to die'.



Shot 1

Aspect Ratio:

2:35:1 Anamorphic Widescreen.

Duration:

5 Seconds 8 frames.

Shot Size:

Wide shot, two figures and their surroundings.

Sounds:

Thump of the Replicant dropping the Blade Runner on the ground. Rain falling all over, Church like music blares in the background.

Grid:

Action takes place in the middle of the frame.

Contrast Dominant:

An exercise in contrasts. Light sources in the background, neon signs, street lights, in a darkened city.

Character Movement:

The characters do the most movement in this shot. The Replicant picks up the Blade Runner like a rag doll, drops him on the ground, the Blade Runner tries to crawl away.

Character Proxemics:

The Replicant literally has the Blade Runner hanging by the arm, and drops him like a rag doll.

Camera Movement:

No camera movement.

Camera Angle:

Angle is eye level, looking at the Replicant drop the Blade Runner.

Lens Used:

Around a 25mm Anamorphic. Giving a wide angle, deep focus look. Slight distortion of straight lines of the buildings.

Depth of Field:

Deep focus, emphasizes the city, the occasional light sources, the wetness of the rain.

Lighting:

A beautiful exercise in chiaroscuro. This 'film noir' in color, brings forth a great deal of contrast in all of its images. This scene in particular, has a light source behind the

characters, just out of the view of the audience but pointing in our direction. This is further enhanced by the wetness of the city, the steam behind the characters and the incessant rain. This shot, is a night scene. Low key lighting throughout. Motivated light sources in neon signs, flood light on the left side.

Color Usage:

The colors are mostly blues and grays, all muted, dirty and foreboding. There are occasional splashes of other colors, as in the 'orange' in the Japanese sign, and above it, in the TDK sign. These colors give contrast to the grimy settings, and emphasize the air of foreboding and ugliness. Muted colors throughout. Realistic colors, grimy colors.

Screen Graphics/Composition:

These compositions verify the mood, the theme and the setting. The wet and dirty setting tells of the grime of the city, trying to wash away the pollution and the smoke. The steam highlighted by the lights in the background tell also of the exhaust fumes and steam found in urban settings. On the left there is a precipice, it tells of the height of this place and of the city. Tall buildings are the sign of modernism, and the height of the setting, with the stone structures on the right of the frame, all tell of the height below this setting, and of the height above this setting. Eye level view, Replicant drops Blade Runner like a rag doll, in the middle of the frame.

Editing Style:

The shots before this one have been intense and action filled. The Replicant has been beating the Blade Runner senseless, his obvious power demonstrated much like a cat toys with a mouse. This is an A roll obviously, since the protagonists are in scene, the characters start and remain in scene. These shots now slow down the pace, and take us

into the final part of the scene, where the Replicant shares his understanding of his short life. Straight cut from the last shot, the Replicant picks up the Blade Runner, dropping him on the floor.

Time (how accorded?):

The time is being used as in normal time, nothing unusual. It is the dialogue that deals with time, and how it is allotted to any living being. Normal use of time.

Subtext:

This scene, and this information brings us to the very spirit of the movie. This spirit is that we should enjoy the things we have done and will do, enjoy the time we have in this earth, because we all have an 'expiration date', and even though thankfully we don't know when ours will be, its still there, and we should reach it without regrets and with the notion of the sanctity of life. Replicant drops Blade Runner, the superiority of the machine is obvious.



Shot 2

Aspect Ratio:

2:35:1 Anamorphic Widescreen.

Duration:

14 Seconds 5 frames

Shot Size:

Full shot, the figure of one character, a glimpse of the other.

Sounds:

Music fades out, sounds of the Blade Runner grunting, on the ground. Incessant rain noise.

Grid:

Again, the BladeRunner is on his back, between quadrants 1 & 2, Replicant's legs are in quadrants I & III.

Contrast Dominant:

Contrast in the darkened city, the shiny wet surfaces.

Character Movement:

The Blade Runner crawls away, on his back, backwards in fear, the Blade Runner walks slowly towards him, the Blade Runner is not going anywhere.

Character Proxemics:

The Blade Runner tries crawling away, on his back as best he can. The Replicant slowly walks towards him, but stops.

Camera Movement:

Slight tracking, to follow the characters. Blade Runner crawling away, Replicant following, walking slowly a few steps.

Camera Angle:

High angle, looking down, from the viewpoint of the Replicant, looking down at the Blade Runner.

Lens Used:

Standard 52mm Anamorphic. Also deep focus, no distortion.

Depth of Field:

Deep focus, we clearly see both characters, their interactions.

Lighting:

Low key light, no light sources visible. Fairly soft lighting.

Color Usage:

Muted colors throughout. Realistic colors, grimy colors.

Screen Graphics/Composition:

Blade Runner crawls away, the dominance of the Replicant is obvious by the high angle of the camera.

Editing Style:

Straight cut, fairly quick, we're coming out of an action scene.

Time (how accorded?):

Normal use of time.

Subtext:

Blade Runner crawls away backwards on the floor, his defeat is imminent.



Shot 3

Aspect Ratio:

2:35:1 Anamorphic Widescreen.

Duration:

5 Seconds 14 frames

Shot Size:

Medium shot.

Sounds:

Noise of the rain, sad dialogue.

Grid:

Close up, quadrants I & III.

Contrast Dominant:

The Replicant still can be seen, a light source behind him illuminates his shoulders.

Character Movement:

The Replicant sits, as if tired of life and its struggles.

Character Proxemics:

The replicant sits in front of the Blade Runner, a couple of feet from him.

Camera Movement:

No camera movement.

Camera Angle:

Low angle, but at the angle of the characters, they are both at about knee level looking at each other.

Lens Used:

Around a 25mm Anamorphic, medium shot, deep focus.

Depth of Field:

Getting a little out of focus, we see the Replicant in the environment, but we are getting closer.

Lighting:

Low key light, motivated source in neon sign behind Replicant. Steam catches the light sources, directing the eye.

Color Usage:

Muted colors throughout. Realistic colors, grimy colors.

Screen Graphics/Composition:

The Replicant sits, slowly, his body tired, as if literally running out of steam.

Editing Style:

Straight cut. Pace of cutting will now slow down.

Time (how accordioned?):

Normal use of time.

Subtext:

Replicant sits down, his self-assurance is his power, there is no argument about it.



Shot 4

Aspect Ratio:

2:35:1 Anamorphic Widescreen.

Duration:

3 Seconds 4 frames

Shot Size:

Full Close up, Blade Runner.

Sounds:

Noise of the rain, sad dialogue. Sad background music, very subdued.

Grid:

Close up, quadrants III & IV

Contrast Dominant:

Shiny wet surfaces, reflect light, the figures are dark, as is the city.

Character Movement:

Blade Runner does not move, listens.

Character Proxemics:

Close up, the proximity is no longer apparent, but they are having a conversation.

Camera Movement:

No camera movement.

Camera Angle:

Low angle, characters' eye view.

Lens Used:

Around a 25mm Anamorphic, Medium close up, deep focus.

Depth of Field:

Deep focus.

Lighting:

Low key light, no visible light sources.

Color Usage:

Muted colors throughout. Realistic colors, grimy colors.

Screen Graphics/Composition:

Blade runner is on his back, vulnerable.

Editing Style:

Straight cut. Steady normal rhythm of a conversation.

Time (how accordioned?):

Normal use of time.

Subtext:

The Blade Runner is out of breath, his defeat and fear are also obvious.



Shot 5

Aspect Ratio:

2:35:1 Anamorphic Widescreen.

Duration:

18 Seconds 2 frames

Shot Size:

Medium Close up, Replicant.

Sounds:

Noise of rain. Dialogue, sad background music, subdued.

Grid:

Close up, middle of the frame.

Contrast Dominant:

Neon sign, well illuminated, contrast heavily with the darkened Replicant.

Character Movement:

Replicant talks, as if to himself.

Character Proxemics:

Close up, Blade Runner reacting, not moving

Camera Movement:

No camera movement.

Lens Used:

Replicant is now in focus but the background is not. We concentrate on his words, no longer in the surrounding.

Lighting:

Low key light, neon sign out of focus behind Replicant.

Color Usage:

Muted colors throughout. Realistic colors, grimy colors.

Screen Graphics/Composition:

Close on the Replicant, we want to see his emotions, background out of focus.

Editing Style:

Straight cut, back and forth.

Time (how accordioned?):

Normal use of time.

Subtext:

The Replicant tells the Blade Runner 'I've seen things you people wouldn't believe'.

Obviously bragging of his time in this world. A child bragging to his parents.



Shot 6

Aspect Ratio:

2:35:1 Anamorphic Widescreen.

Duration:

3 Seconds 12 frames

Shot Size:

Full Close up, Blade Runner.

Sounds:

Noise of rain, dialogue. Dialogue, sad background music, subdued.

Grid:

Close up, middle of the frame.

Contrast Dominant:

Wet Blade Runner, shiny surface, dark figure.

Character Movement:

Blade Runner does not move, listens.

Character Proxemics:

Close up, conversation, no change in distance.

Camera Movement:

No camera movement.

Camera Angle:

Low angle, characters' eye view.

Lens Used:

A 52mm Anamorphic, background out of focus.

Depth of Field:

Character in focus, background out of focus.

Lighting:

Low key light, no visible light sources.

Color Usage:

Muted colors throughout. Realistic colors, grimy colors.

Screen Graphics/Composition:

Close on Blade Runner, we want to see his reaction.

Editing Style:

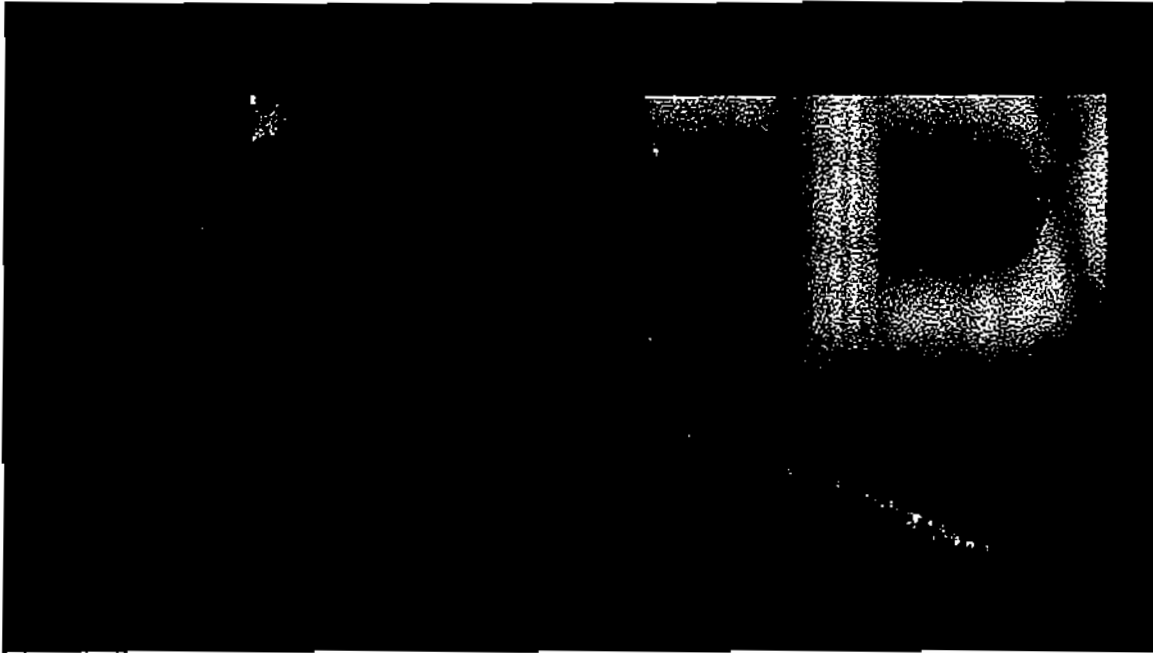
Straight cut.

Time (how accordioned?):

Normal use of time.

Subtext:

Blade Runner's reaction, silent dignity.



Shot 7

Aspect Ratio:

2:35:1 Anamorphic Widescreen.

Duration:

22 Seconds 4 frames

Shot Size:

Medium Close up, Replicant.

Sounds:

Noise of rain, dialogue. Dialogue, sad background music, subdued.

Grid:

Close up, quadrants I and II.

Contrast Dominant:

Shiny, wet figure, TDK sign behind him.

Character Movement:

Replicant talks, sits, life seeping out of him.

Character Proxemics:

Close up, conversation, no change in distance.

Camera Movement:

No camera movement.

Camera Angle:

Low angle, characters' eye view.

Lens Used:

A 52mm Anamorphic, background out of focus.

Depth of Field:

Character in focus, background out of focus.

Lighting:

Low key light, neon sign.

Color Usage:

Muted colors throughout. Realistic colors, grimy colors.

Screen Graphics/Composition:

Close on Replicant, we want to listen to his words.

Editing Style:

Straight cut.

Time (how accordioned?):

Normal use of time.

Subtext:

Replicant 'All those moments would be lost, in time, like tears in the rain' Much like our memories when we die, we share those sorrows with the Replicant.

**Shot 8****Aspect Ratio:**

2:35:1 Anamorphic Widescreen.

Duration:

4 Seconds 2 frames

Sbot Size:

Medium Close up, Blade Runner.

Sounds:

Noise of rain, dialogue. Dialogue, sad background music, subdued.

Grid:

Close up, quadrants III & IV.

Contrast Dominant:

Dark wet figure, shiny surfaces around him.

Character Movement:

Blade Runner only reacts, silently and without movement.

Character Proxemics:

Close up, conversation, no change in distance.

Camera Movement:

No camera movement.

Camera Angle:

Low angle, characters' eye view.

Lens Used:

A 52mm Anamorphic, background out of focus.

Depth of Field:

Character in focus, background out of focus.

Lighting:

Low key light, no visible light sources.

Color Usage:

Muted colors throughout. Realistic colors, grimy colors.

Screen Graphics/Composition:

Close on Blade Runner, we see his reaction to those words.

Editing Style:

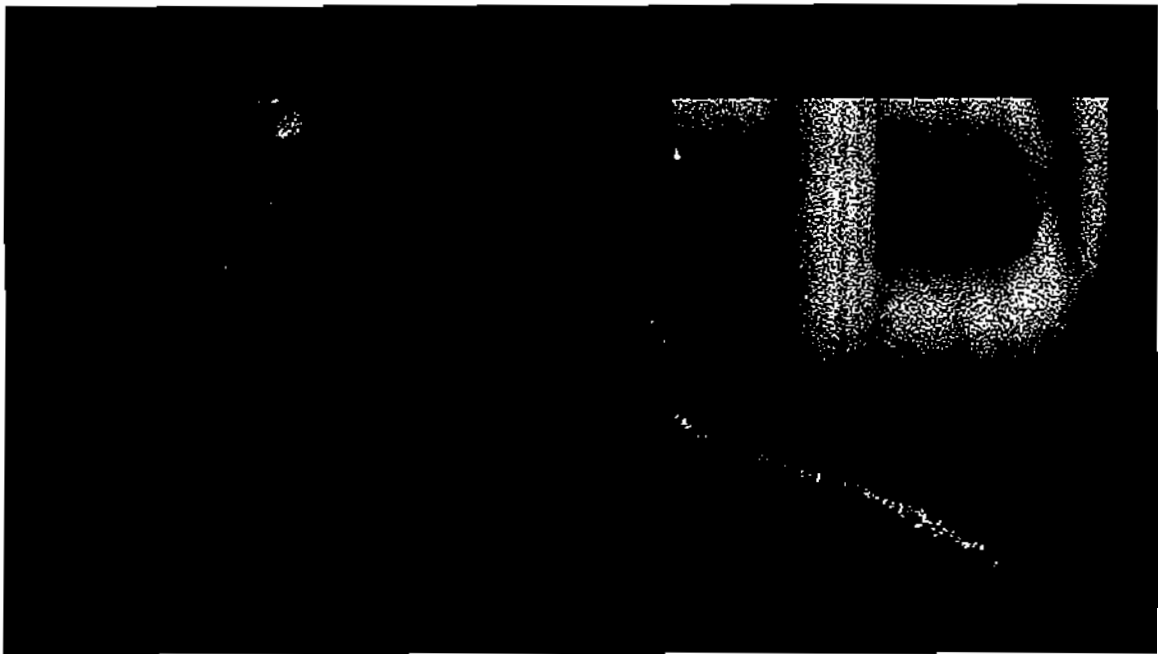
Straight cut.

Time (how accordioned?):

Normal use of time.

Subtext:

Blade Runner's reaction, silent dignity.



Sbot 9

Aspect Ratio:

2:35:1 Anamorphic Widescreen.

Duration:

2 Seconds 12 frames

Shot Size:

Medium Close up, Replicant.

Sounds:

Noise of rain. Sad background music, subdued.

Grid:

Close up, middle but towards quadrants I & III, (left side of the frame).

Contrast Dominant:

Shiny wet figure, neon sign behind him.

Character Movement:

Replicant sits, his head starts to go down.

Character Proxemics:

Close up, conversation, no change in distance.

Camera Movement:

Camera in close up, tilts down slightly to follow his head going down into his chest.

Camera Movement:

No camera movement.

Camera Angle:

Low angle, characters' eye view.

Lens Used:

A 52mm Anamorphic, background out of focus.

Depth of Field:

Character in focus, background out of focus.

Lighting:

Low key light, neon sign.

Color Usage:

Muted colors throughout. Realistic colors, grimy colors.

Screen Graphics/Composition:

Close on Replicant, background out of focus.

Editing Style:

Straight cut.

Time (how accordioned?):

Normal use of time.

Subtext:

Replicant dialogue, he says 'time to die' as his head collapses onto his chest, we share a bit of our humanity with him. We see the Replicant, as if asleep, how many of our dead loved ones have we seen 'as if asleep'?



Shot 10

Aspect Ratio:

2:35:1 Anamorphic Widescreen.

Duration:

2 Seconds 5 frames

Shot Size:

Medium Close up, BladeRunner.

Sounds:

Sad music, rain.

Grid:

Shot 10 – Close up, middle of the frame.

Contrast Dominant:

Shiny wet figure, shiny wet surfaces around him.

Character Movement:

Blade Runner sits still.

Character Proxemics:

Close up, conversation, no change in distance.

Camera Movement:

No camera movement.

Camera Angle:

Low angle, characters' eye view.

Lens Used:

A 52mm Anamorphic, background out of focus.

Depth of Field:

Character in focus, background out of focus.

Lighting:

Low key light, no visible light sources.

Color Usage:

Muted colors throughout. Realistic colors, grimy colors.

Screen Graphics/Composition:

Close on Blade Runner, we see his silent reaction.

Editing Style:

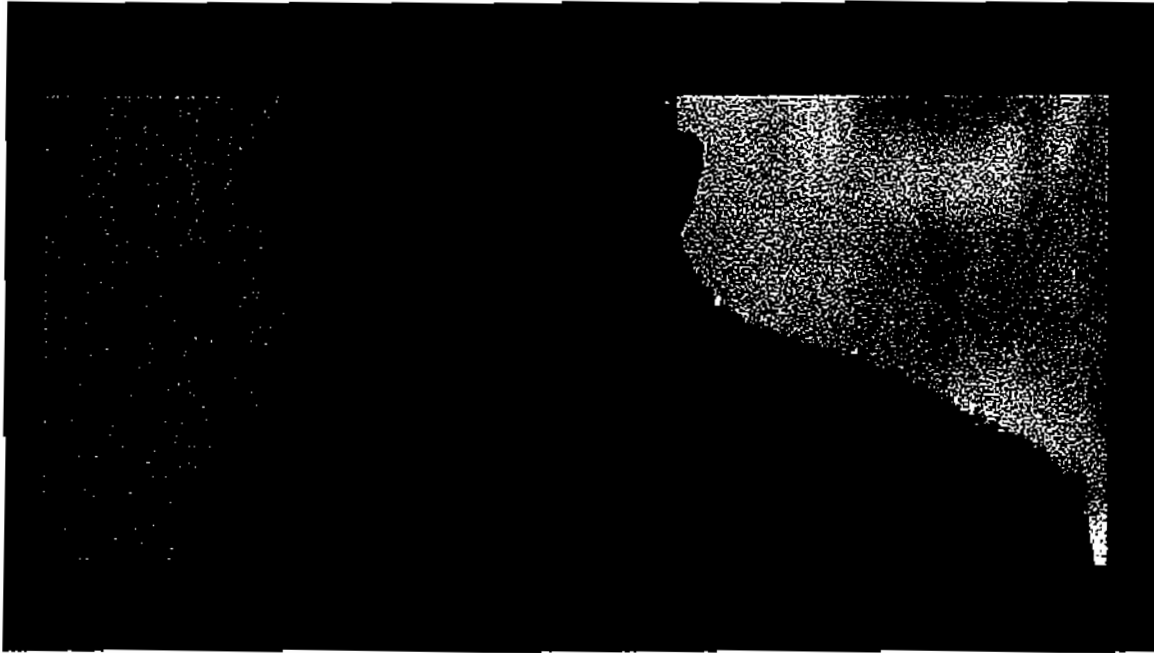
Straight cut.

Time (how accorded?):

Normal use of time.

Subtext:

Blade Runner's silent reaction. He understands.



Shot 11

Aspect Ratio:

2:35:1 Anamorphic Widescreen.

Duration:

7 Seconds 16 frames

Shot Size:

Medium Close up, Replicant.

Sounds:

Sad music, rain.

Grid:

Close up, quadrants I & III.

Contrast Dominant:

Only a light background behind a very wet figure, background is lighter than the figure.

Character Movement:

Replicant dies, his head goes down.

Character Proxemics:

Close up, conversation, no change in distance.

Camera Movement:

No camera movement.

Camera Angle:

Low angle, characters' eye view.

Lens Used:

A 52mm Anamorphic, background out of focus.

Depth of Field:

Character in focus, background out of focus.

Lighting:

Low key light, neon sign.

Screen Graphics/Composition:

Close on Replicant, we literally see his head drop, his body running out of life.

Editing Style:

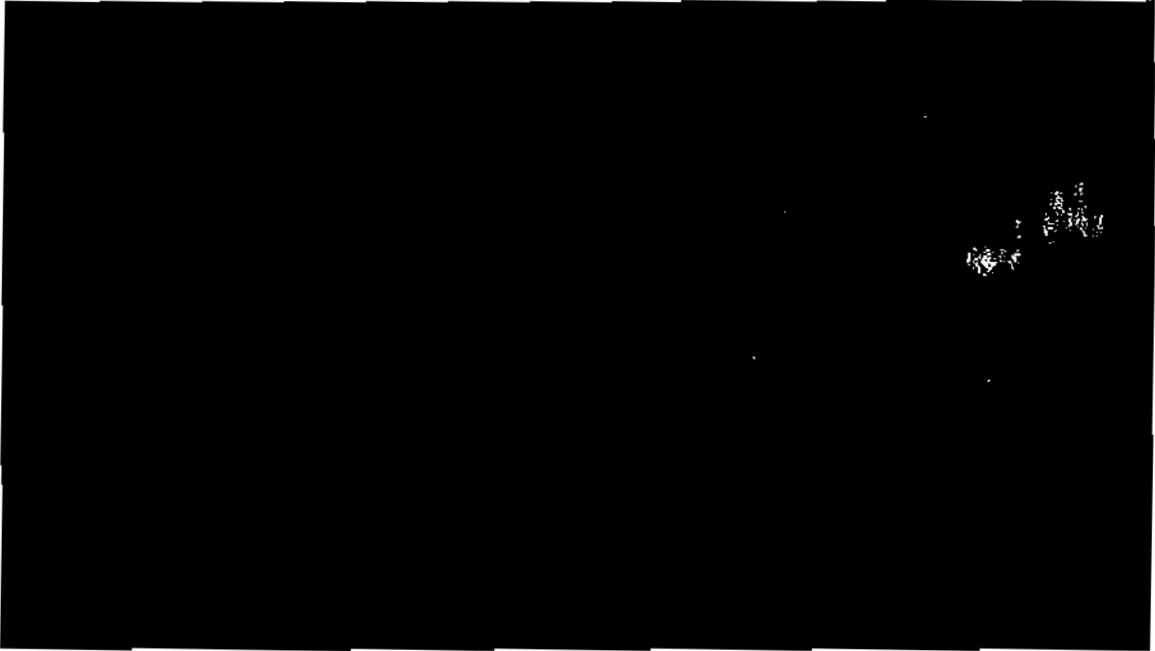
Straight cut, rhythm remains and even slows down a bit.

Time (how accorded?):

The Replicant's head starts to collapse in slow motion, the rain falls in slow motion.

Subtext:

A dead Replicant, we share the quiet dignity of his death.



Shot 12

Aspect Ratio:

2:35:1 Anamorphic Widescreen.

Duration:

2 Seconds 22 frames

Shot Size:

Medium Close up, Blade Runner

Sounds:

Sad music, rain.

Grid:

Close up, quadrants II & IV.

Contrast Dominant:

Shiny wet but dark figure, dark wet background.

Character Movement:

Blade Runner sits still, taking it all in.

Character Proxemics:

Close up, conversation, no change in distance.

Camera Movement:

No camera movement.

Camera Angle:

Low angle, characters' eye view.

Lens Used:

A 52mm Anamorphic, background out of focus.

Depth of Field:

Character in focus, background out of focus.

Lighting:

Low key light, no visible light sources.

Color Usage:

Muted colors throughout. Realistic colors, grimy colors.

Screen Graphics/Composition:

Close on Blade Runner, his reaction.

Editing Style:

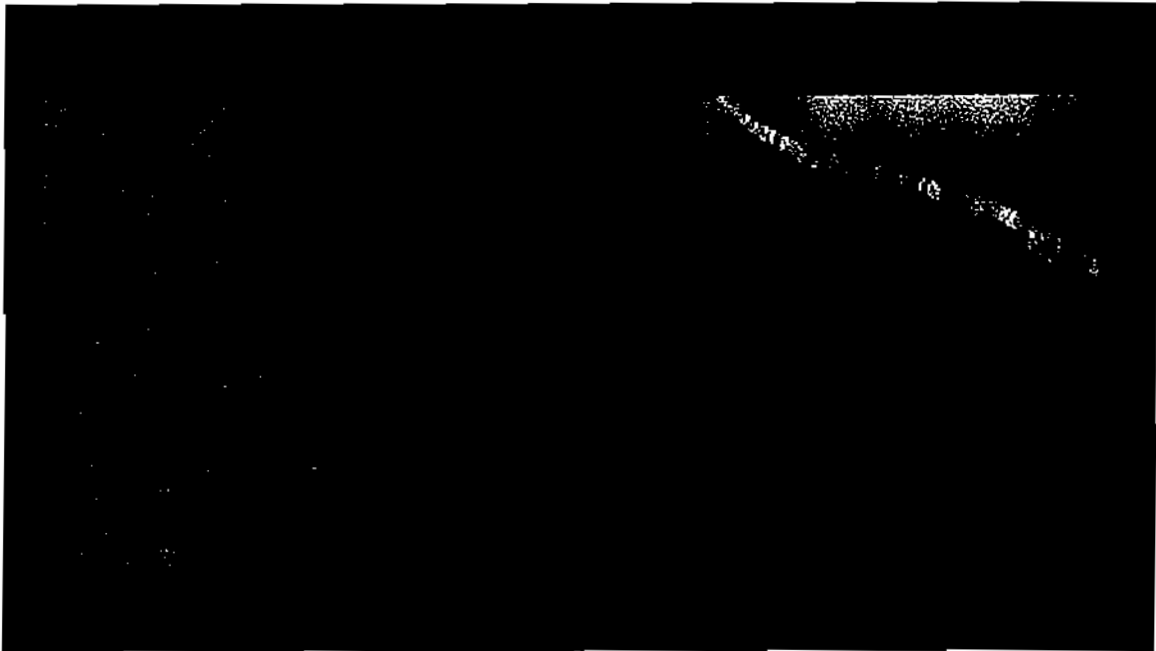
Straight cut, rhythm definitely slows down as the Replicant dies.

Time (how accorded?):

Blade Runner's reaction, normal time.

Subtext:

Blade Runner's silent reaction, a bit incredulous on these events.



Shot 13

Aspect Ratio:

2:35:1 Anamorphic Widescreen.

Duration:

2 Seconds 4 frames

Shot Size:

Medium Close up, dying replicant.

Sounds:

Sad music, making us feel the moment. Rain.

Grid:

Close up, quadrants I & III, the Replicant is now dead.

Contrast Dominant:

Shiny wet figure, no actual sign behind him any more, but the background is lighter than him.

Character Movement:

Replicant his head goes completely down, his life having ended, the dove he was carrying flies away from his hand.

Character Proxemics:

Close up, conversation, no change in distance.

Camera Movement:

No camera movement.

Camera Angle:

Low angle, characters' eye view.

Lens Used:

A 52mm Anamorphic, background out of focus.

Depth of Field:

Character in focus, background out of focus.

Lighting:

Low key light, neon sign.

Color Usage:

Muted colors throughout. Realistic colors, grimy colors.

Screen Graphics/Composition:

Close on Replicant, his head drops onto his chest, his eloquent words being a fitting epitaph to the end of a remarkable life.

Editing Style:

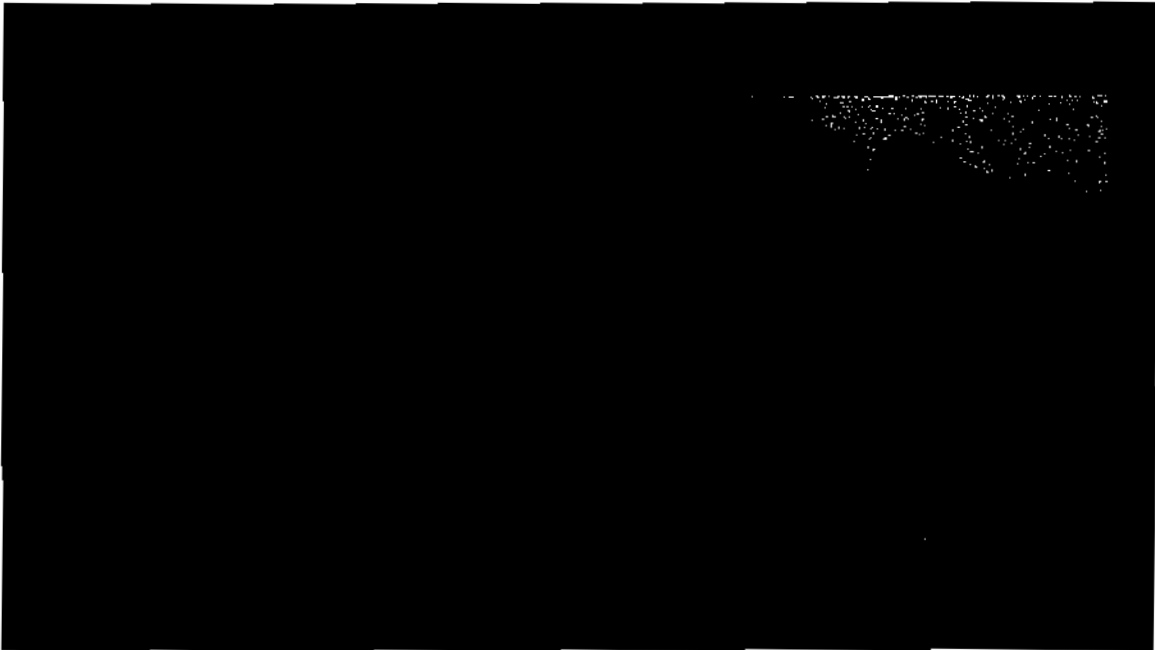
Straight cut, Blade Runner only looks on, we are made to feel the quiet dignity of the moment.

Time (how accorded?):

The Replicant's head completely collapses in slow motion.

Subtext:

A dead Replicant, we share the quiet dignity of his death.

**Shot 14****Aspect Ratio:**

2:35:1 Anamorphic Widescreen.

Duration:

3 Seconds 27 frames

Shot Size:

Full shot, dove flying away.

Sounds:

Music a little louder, rain sounds, dove flapping away.

Grid:

Middle of the frame, the pigeon flies away, a symbolic element of a soul going to heaven.

Contrast Dominant:

White dove, flies toward light sky from a dark and wet city. High contrast between the white dove, the dark, wet and dirty surroundings.

Character Movement:

A dove flies away, a soul into heaven.

Character Proxemics:

Shot 14 – A dove flies away, away into the blue sky

Camera Movement:

No camera movement.

Camera Angle:

Low angle, looking up at a dove flying away.

Lens Used:

A 35mm Anamorphic, everything in focus, following a dove moving away.

Depth of Field:

Everything in focus, eye focuses on the dove flying away.

Lighting:

Low key light, illuminating dove and buildings. The blue but dimming sky denotes a dusk setting.

Color Usage:

Muted colors throughout. Realistic colors, grimy colors, a beautiful although slightly dark blue sky.

Screen Graphics/Composition:

A dove, flying onto a blue sky. A great metaphor for a soul going to heaven.

Editing Style:

Straight cut, lyrical, a dove flies away, a soul into heaven.

Time (how accorded?):

The Dove flies away in slow motion.

Subtext:

A lyrical view, the dove flies away, there is nothing else that it could signify but his soul going into heaven.



Shot 15 dissolve into –

Aspect Ratio:

2:35:1 Anamorphic Widescreen.

Duration:

Shot 15 – 36 Seconds, dissolving into the next shot

Shot Size:

Medium Close up, Blade Runner dissolves into next shot of dying replicant.

Sounds:

Music, sad and a little louder, incessant rain.

Grid:

Close up, the Blade Runner, middle of the frame, with a mixture of sadness, kindness and admiration, his image dissolves into the image of the Replicant, dead.

Contrast Dominant:

Wet, dark figure of Blade Runner, with shiny surfaces, dissolves into the figure of the Replicant, with the light background behind him, and the lights of a Blade Runner car rising from the steam of the city.

Character Movement:

The Replicant sits still, understanding the Replicant in the last moments of a brief but eventful life.

Character Proxemics:

The Replicant is dead, the Blade Runner sits there, being the witness to the death of a life form. Nobody is moving, there is no change in distance.

Camera Movement:

No camera movement.

Camera Angle:

Low angle, characters' eye view.

Lens Used:

A 52mm Anamorphic, both backgrounds out of focus.

Depth of Field:

Characters, both in focus, and as it dissolves one into the other, both characters remain on focus, backgrounds remain out of focus

Lighting:

Low key light on both characters as one shot fades into the other. The lights of a Blade Runner car come into the Replicant's background, its out of focus, and it flies away out of the shot.

Color Usage:

Muted colors throughout. Realistic colors, grimy colors.

Screen Graphics/Composition:

The shot starts with the Blade Runner, who just saw the Replicant die, a slow dissolve, one figure onto the other, another visual metaphor for 'there but for the grace of god, go I'.

Editing Style:

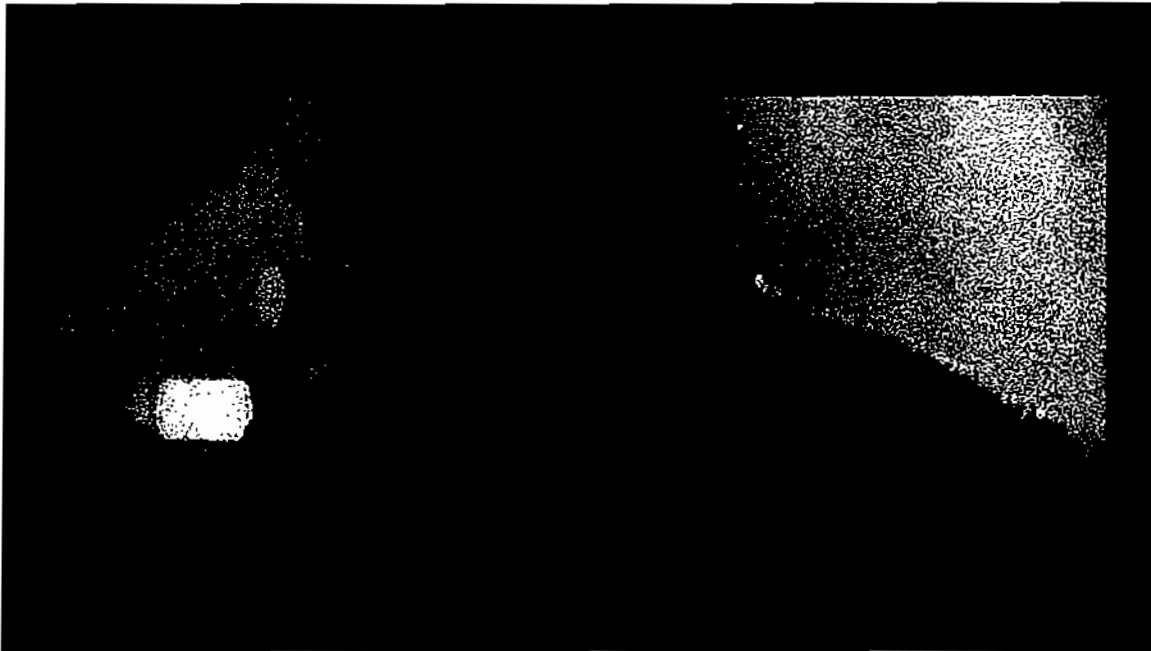
Straight cut going in, a dissolve from Blade Runner into a dead Replicant.

Time (how accorded?):

Normal time, lyrical, one character dissolves onto the other.

Subtext:

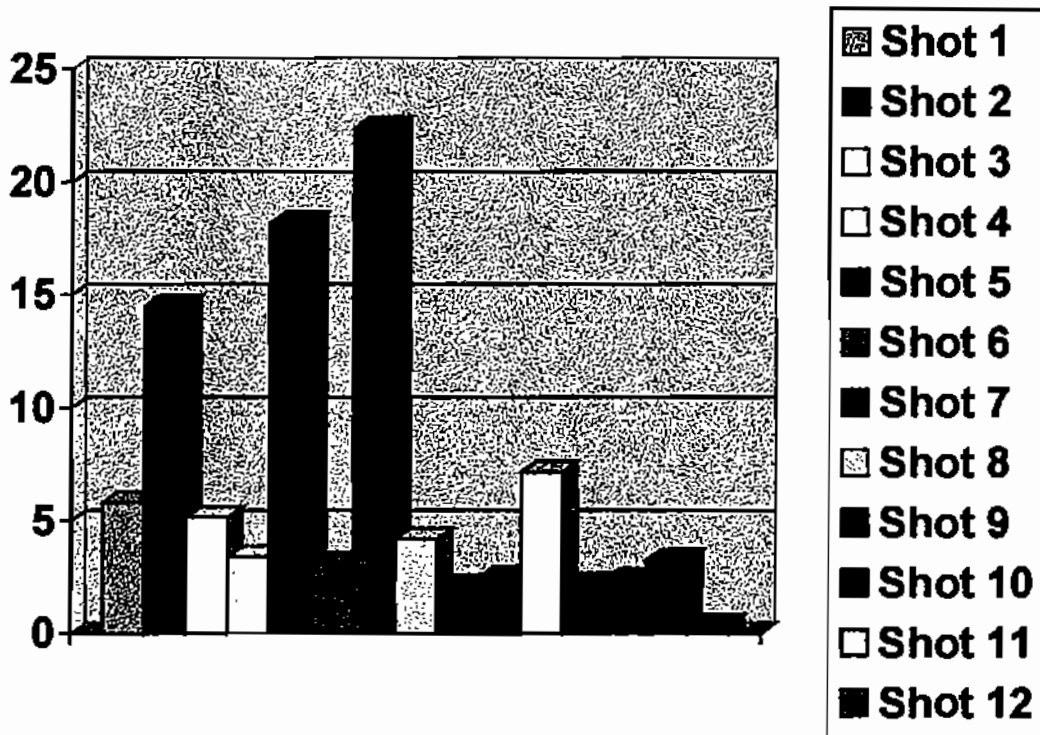
One character, the Blade Runner, dissolves onto another. As if to say, we share something in common, our own mortality, our own fear of it, our sadness for it, our dignity in face of it. It is a beautiful and admirable message, where this film transforms itself from mere entertainment, onto very visible, very human, and very touching art.



Aspect Ratio:

2:35:1 Anamorphic Widescreen.

Total time of scene is approximately 3 minutes, 39 seconds.



Sbot duration table.