

**Final Destination**

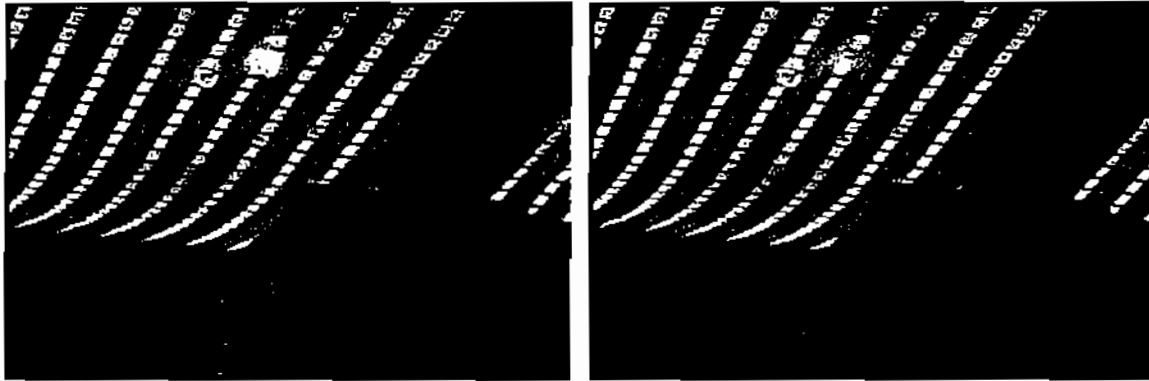
Directed by James Wong

Scene analysis by Cristian Olariu

FVT 150, Spring 2005

**Film Overview:**

After boarding an airplane destined for Paris, Alex Browning, a high school student going on his senior trip has a premonition about the plane exploding after takeoff. Scared and freaked out, Alex tries to tell everyone about the explosion causing him to quarrel with a fellow student, Carter Horton fact gets them both kicked off the plane. Along with them, Carter's girlfriend Terry who follows Carter, Alex's best friend Tod who gets off to make sure Alex is okay, Billy Hitchcock who was just in the wrong place at the wrong time, one of the faculty members Ms. Lewton, and Clear Rivers whose motive for leaving was just out of belief of what Alex saw. Soon after the plane takes off, the students watch as it explodes. A little over a month goes by when one of the survivors turns up dead. After that Alex begins to question whether or not he and the rest of the survivors are in danger. He decides to take matter into his own hands and discover the death design he and his friends were supposed to die after. The scene analyzed is in fact a sequence from scene number twelve, entitled "Miss Lewton".



**Aspect Ratio:** 1.85:1

**Duration:** 1+ second, 37 frames

**Shot size:** This shot is composed of an extreme close-up.

**Sound:** The sound is composed of sound coming from two sources: one is an intensifying sound score and the other comes from the music that is played in the background.

**Contrast Dominant(s):** The top of the frame has the greatest light. That's where the vodka is coming from. The eye is attracted to that point at first, but then follows the drops as they fall down through the bottom of the frame. The bottom of the frame is dark.

**Character Movement:** There is no character movement in the frame. However, there are vodka drops moving on the y axes.

**Character Proxemics:** None.

**Character Movement:** The camera is fixed, showing the place the vodka drops are coming from.

**Camera Angle:** Low angle. The director/DP chose this angle so that we can better see the flow of the drops.

**Lens Used:** Normal lens. On such an extreme close-up, there would be no need for another kind of lens.

**Depth of Field:** The shot is done in deep focus. Everything in the frame is in focus.

**Lighting:** The shot is done in low key lighting. The light is coming from top of frame, from outside the monitor case, which is a motivated source.

**Color Usage:** None.

**Screen Graphics/Composition:** In this particular shot, our eyes first go to the pool of light that the drops are coming from then it follows the drops. There are quite a few lines in the shot coming from the monitor case.

**Editing style:** This shot has straight cuts at the beginning and the end, and is part of a quick cut sequence. The shot is an insert that we don't need to see for very long, the graphics being very powerful.

**Time (how accorded):** Real time is being used for this shot, which is in concordance with the sequence.

**Subtext:** The shot is part of a quick cut that shows the audience the series of events that lead to Miss Lewton's death.



**Aspect Ratio:** 1.85:1

**Duration:** 5+ seconds, 146 frames

**Shot Size:** The shot is composed of an extreme close-up.

**Sound:** The sound in this shot is composed, as the sound in the previous shot, from two sounds: one intensifying sound score and the music playing in the background. Also, we can hear the noises the sparks create.

**Contrast Dominant(s):** The shot is a dark one, until a couple sparks are created. That's when the shot becomes very well lighted for a couple frames.

**Character Movement:** There is none. However, the shot follows a drop on the y axes.

**Character Proxemics:** None.

**Camera Movement:** The camera does a tilt down to follow a drop.

**Camera Angle:** The camera starts at a straight angle and tilts down.

**Lens Used:** Same as previous shot.

**Depth of Field:** Same as previous shot.

**Lighting:** The shot is dark until the drops hit a couple electronic components and create a spark.

**Color Usage:** Same as previous shot.

**Screen Graphics:** The shot is done inside a computer monitor, so the geometric patterns are evident in the frame. Our eyes are following the drop.

**Editing Style:** Same as previous.

**Time (how accordioned):** Same as previous.

**Subtext:** Same as previous.



**Aspect Ratio:** 1.85:1

**Duration:** 5 seconds, 123 frames

**Shot size:** Medium shot

**Sound:** The sound is given mostly by an intensifying score. In the background, very faintly, the music is playing. We can also hear some sounds created by the sparks inside the monitor.

**Contrast Dominant(s):** The shot is equally lit.

**Character Movement:** The character (Miss Lewton) moves in the shot. She is scared by the sparks that she hears happening, so she turns toward the monitor to see what's going on. At the beginning of the shot she is facing the left side of the frame, but by moving to face the monitor she turns her back to the camera.

**Character Proxemics:** As said in 'character movement', the character is facing the left side of the frame until she hears the sounds coming from inside the computer monitor. That's when she turns around to face the monitor and show us

her back. In the shot, she is close to the camera and far from the monitor, which stays in the back.

**Camera Movement:** Very little camera movement, just enough to fit the character in the shot. It looks like a handy cam shot, not very steady.

**Camera Angle:** Eye level. The angle works well with the shot, taking the audience to the same level as the character.

**Lens Used:** Normal lens.

**Depth of field:** Everything in the shot is in focus.

**Lighting:** The lighting for this shot is normal, somewhere in between low key and high key. The light seems to be coming from a lamp in the ceiling, which is very believable.

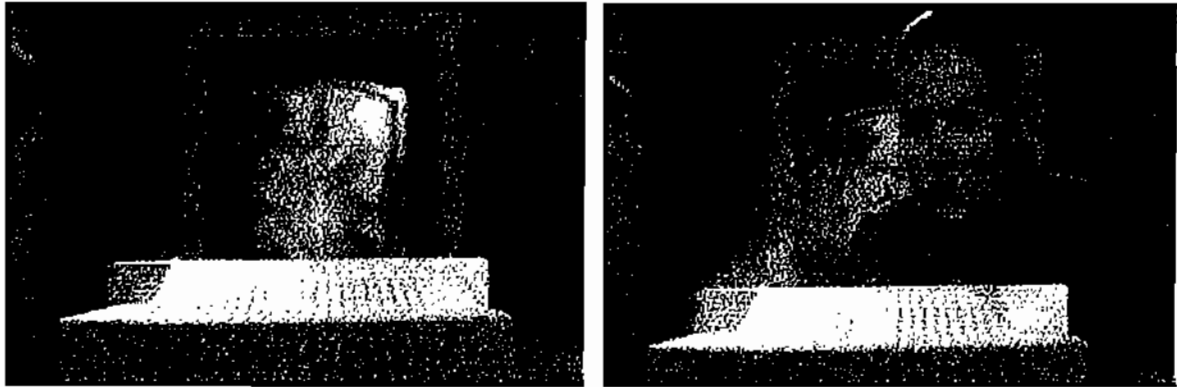
**Color Usage:** The colors in the frame go more and more toward the white as we go toward the background. Unfortunately, I don't know exactly what that conveys.

**Screen Graphics/Composition:** The chair's arms and one of the boxes in the shot indicate the monitor. Other than that, the shot gives the image of a normal room.

**Editing Style:** Same as previous.

**Time (how accordioned):** Same as previous.

**Subtext:** Same as previous.



**Aspect Ratio:** 1.85:1

**Duration:** 8 seconds, 194 frames

**Shot size:** This shot is composed from a fixed medium close shot.

**Sound:** An intensifying sound score that drives the audience to expect the worst.

**Contrast Dominant(s):** The shot has a white and very well lit computer monitor shown from the back. White smoke is coming out of the monitor. As the character is coming towards the camera, she comes into the light as well.

**Character Movement:** The character stands up in the frame and then comes toward the monitor and the camera (toward us). So we have character movement on the x and z axes. The goal of the character is to see what happened with the monitor.

**Character Proxemics:** The character is facing us and coming toward, leaning toward us.

**Camera movement:** The camera moves very little just enough to make room for the character in the shot.

**Camera angle:** Camera angle is eye level, helping us relate better with the character, bringing us on the same level.

**Lens used:** The lens used for this shot appears to be a wide angle lens, because it emphasizes the character movement on the z axis toward us.

**Depth of field:** At first we are focused on the back of the monitor, which is in foreground. When the character stands we focus on the character, bringing in the same time the background in focus. (In the background we have a painted knife on a window. Later in the scene the character dies by getting stabbed with a kitchen knife.)

**Lighting:** The lighting in the shot is normal, soft, coming from an unmotivated source. Time of day is not indicated in the shot (we do know however that the action takes place at night). As the character is coming toward the camera and into a pool of light, one could say that shows that the character is going to die. The pool of light is very subtle and cannot be observed the first time one watches the film. Also, the window with the drawing of a knife situated in the background receives light from the other side.

**Color Usage:** In the shot there is a white colored monitor that we see from the back, but the rest of the shot is in darker colors.

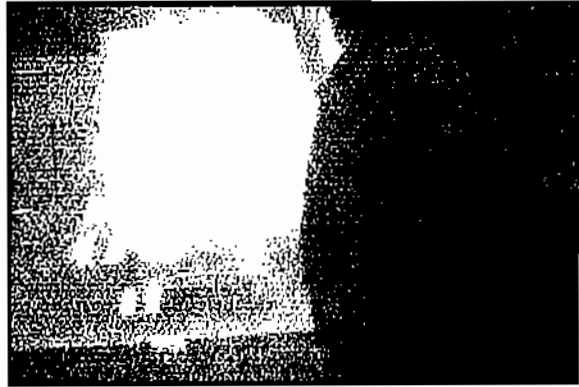
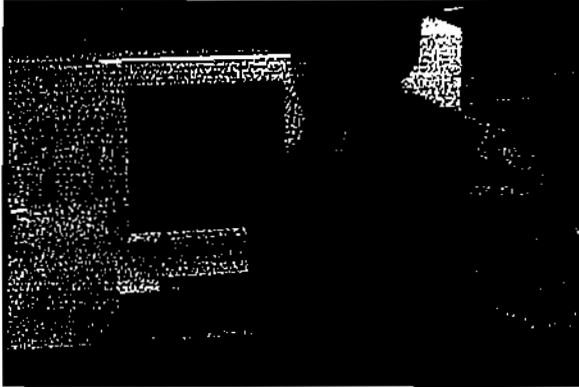
**Screen Graphics/Composition:** In the middle of the frame there is a window which indicates a frame within a frame. On that window there is a drawing of a knife indicating the bottom of the frame. The character stands up from the bottom of the frame, partially covering the knife in the background and partially staying inside the frame within a frame.

**Editing Style:** The transitions in and out of this shot are straight cuts. The scene from which this shot is taken from shows a series of events that lead to the death of the character, so dissolves or fades would be inappropriate. The shot first shows just white smoke coming out of the computer monitor and waits until the character stands up in the shot.

**Time (how accorded):** The shot is in real time because of the intensity of the moment. Throughout the film we see how characters die from 'unpredictable' (at least for them) death. So the shot needs to remain at least in normal time if not expand time. As a storytelling technique the director used present tense, real time.

**Subtext:** The most subtext in this shot is indicated by the use of depth of field and shot composition. The background plays a great role in the shot. The knife is pointing the

audience in the beginning of the shot to the bottom of the frame which is the same place where the character is standing up from in the frame. We also have a more subtle indication of death in the shot: the character is coming toward the light.



**Aspect Ratio:** 1.85:1

**Duration:** <1 second, 13 frames

**Shot Size:** Medium shot.

**Sound:** We can hear the same increasing score as in the previous shots completed this time by the sound of the explosion.

**Contrast Dominant(s):** There are none. Of course, when the monitor explodes, the whole frame becomes white for a moment.

**Character Movement:** The character first leans forward toward the monitor, and then is thrown away by the explosion.

**Character Proxemics:** The character is facing the monitor and has her back to us.

**Camera Movement:** No movement, this is a fixed shot.

**Camera Angle:** This particular shot has an over the shoulder angle for the camera, which almost places us, the audience, under the character's skin.

**Lens Used:** Normal lens.

**Depth of field:** Everything in the shot is in focus.

**Lighting:** The lighting for this shot is normal, somewhere in between low key and high key.

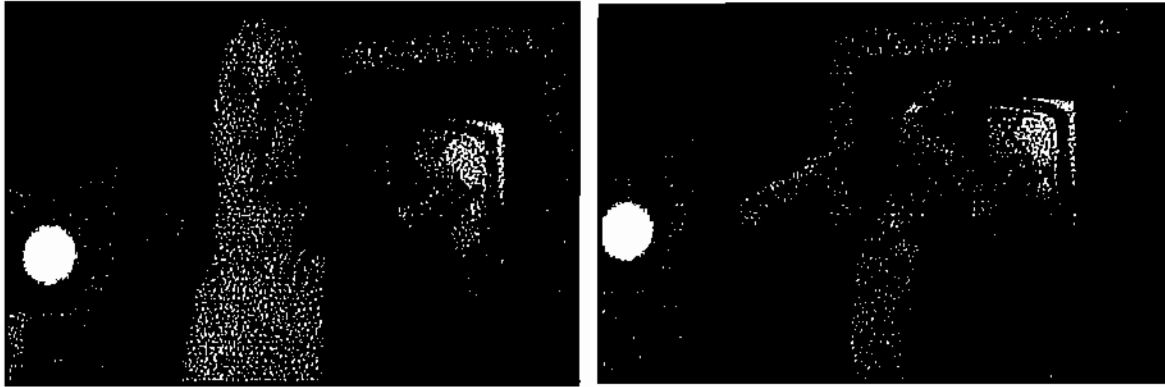
**Color Usage:** The monitor is white, but the rest of the frame is in dark colors. During the explosion, of course, everything becomes whiter.

**Screen Graphics/Composition:** Nothing specific.

**Editing Style:** Same as previous.

**Time (how accordioned):** Same as previous.

**Subtext:** Same as previous.



**Aspect Ratio:** 1.85:1

**Duration:** <1 second, 9 frames

**Shot Size:** Medium shot.

**Sound:** Same as previous.

**Contrast Dominant(s):** In this shot there is a white bulb in the background that would attract the eye to it. However, the shot being so short (9 frames), the audience doesn't get to be distracted by that.

**Character Movement:** The character moves back in the frame, on the z axes. That of course happens because a piece of glass coming from the monitor goes into the character's neck.

**Character Proxemics:** The character is facing the camera. Even though the shot is too fast for us to realize it, seeing the shot in slow motion shows us that the character is moving actually toward that window with the knife painted on it.

**Camera Movement:** The shot is fixed.

**Camera Angle:** The angle for this shot is below eye level, approximately at neck level, which is a wise decision,

considering that the shot is there just to show us where the character gets hit by the glass piece.

**Lens Used:** A wide lens is used for this shot, everything being in focus, and the character's movement on the z axes is not so dominant.

**Depth of Field:** Everything is in focus in the shot.

**Lighting:** The lighting in the shot is somewhere between low and high key. The light is coming from the ceiling, which for the shot is very believable.

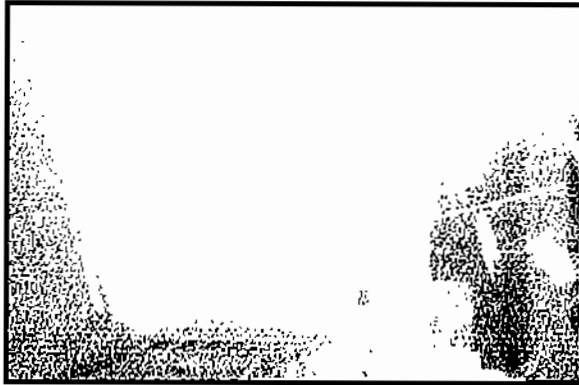
**Color Usage:** Nothing specific.

**Screen Graphics/Composition:** The only patterns evident in the frame are the painted window in the background and the white light bulb.

**Editing Style:** Same as previous shot.

**Time (how accordioned):** Real time, just as previous shots.

**Subtext:** Same as previous shot.



**Aspect Ratio:** 1.85:1

**Duration:** <1 second, 13 frames

**Shot Size:** Medium shot.

**Sound:** Same as previous shots, with some sound effects added to make it sound like an explosion.

**Contrast Dominant(s):** There are none. The explosion and the sparks occupy the whole frame with a very white light.

**Character Movement:** There is none.

**Character Proxemics:** There are none.

**Camera movement:** Fixed shot.

**Camera Angle:** The camera seems to be situated at the desk's level.

**Lens Used:** Normal lens.

**Depth of Field:** Everything in the shot is in focus.

**Lighting:** There are two light sources for this shot: one is the same light we find in any of the shots, and the other one comes from the explosion.

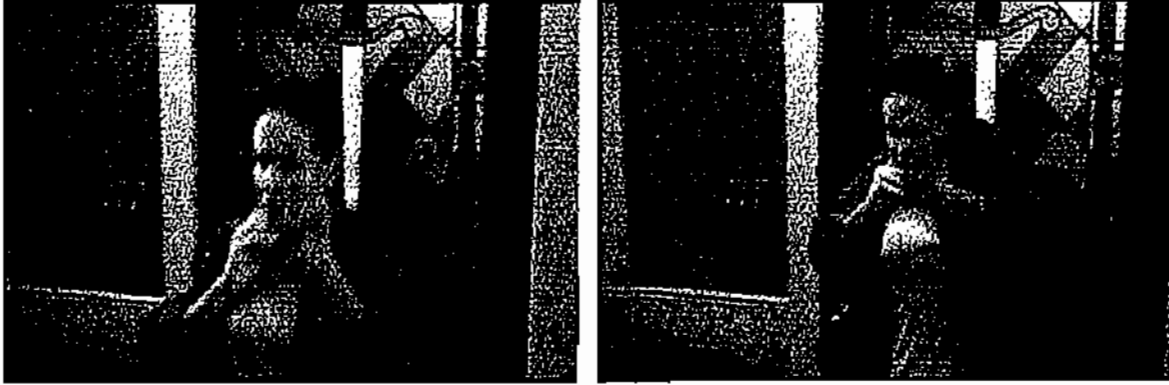
**Color Usage:** None.

**Screen Graphics/Composition:** Not significant.

**Editing style:** Same as previous shots.

**Time (how accordioned):** Real time, just as previous shots.

**Subtext:** Same as previous shot.



**Aspect Ratio:** 1.85:1

**Duration:** 1+ seconds, 29 frames

**Shot Size:** Medium shot.

**Sound:** Same as previous shots.

**Contrast Dominant(s):** We can observe that the light is more intense in the back of the shot. That accentuates the painted window in the background.

**Character Movement:** The character movement for this shot takes place on the z axes. The character is moving back, away from the camera and the audience.

**Character Proxemics:** The character is facing the camera and backing up in the same time.

**Camera Movement:** Fixed shot.

**Camera Angle:** Camera is placed at an eye level angle.

**Lens Used:** It seems like a telephoto lens was used, since the background is in focus. Also, the character movement on the z axes seems emphasized.

**Depth of Field:** The background is in focus, while the part right in front of the camera seems to be out of focus.

**Lighting:** Just like the previous shot, there are two light sources for this shot: one is the same light we find in any of the shots, but this time the second one comes from behind the painted window.

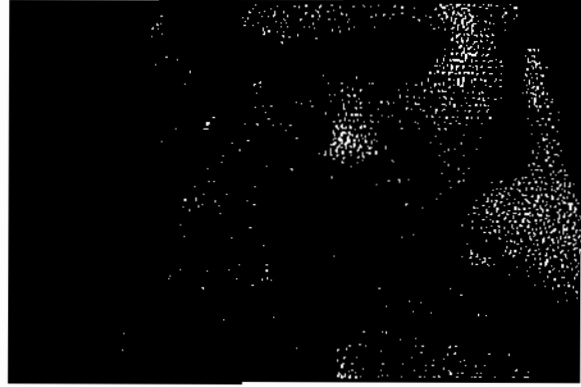
**Color Usage:** The painted window is painted in warm colors, attracting the eye.

**Screen Graphics/Composition:** The window in the background creates the effect of frame within a frame. Also, the drawing of a knife on the window indicates the character through the lines that draw the knife.

**Editing style:** Same as previous shots.

**Time (how accorded):** Real time, just as previous shots.

**Subtext:** Same as previous shot.



**Aspect Ratio:** 1.85:1

**Duration:** <1 second, 22 frames

**Shot Size:** Extreme Close-Up.

**Sound:** Same as previous shots.

**Contrast Dominant(s):** Not significant.

**Character Movement:** The character is struggling to take the glass piece out of her neck.

**Character Proxemics:** The character is facing the camera.

**Camera Movement:** Fixed shot.

**Camera Angle:** Camera is placed again at the neck level.

**Lens Used:** Normal lens seems to be the choice for this shot.

**Depth of Field:** Everything is in focus.

**Lighting:** The lighting for this shot is normal, the same as all the other shots.

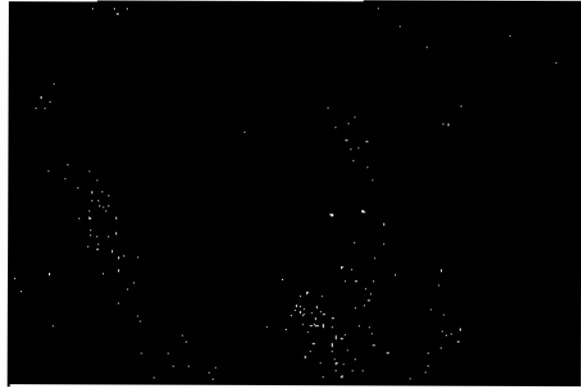
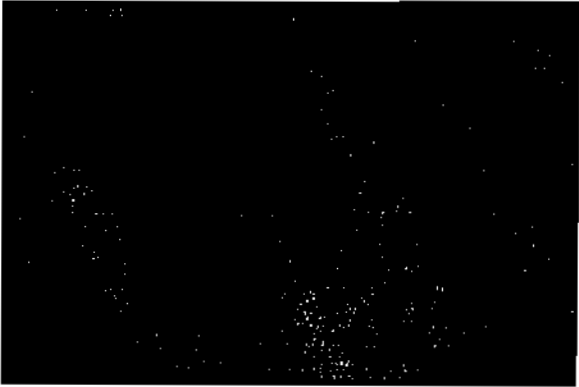
**Color Usage:** Dark colors are used a lot for the character's clothes.

**Screen Graphics/Composition:** Not applicable.

**Editing style:** Same as previous shots.

**Time (how accordioned):** Real time, just as previous shots.

**Subtext:** Same as previous shot.



**Aspect Ratio:** 1.85:1

**Duration:** <1 second, 15 frames

**Shot Size:** Medium shot, Point of View.

**Sound:** Same as previous shots.

**Contrast Dominant(s):** Not significant.

**Character Movement:** There is no character movement in this shot. However, there is action going on in the shot: the audience can see through the character's eyes the blood that spills on the floor.

**Character Proxemics:** None.

**Camera Movement:** Fixed shot.

**Camera Angle:** Camera is looking down at the floor and the blood that falls on the floor. This represents the character's point of view.

**Lens Used:** Normal lens.

**Depth of Field:** Everything is in focus.

**Lighting:** The lighting for this shot is normal, the same as all the other shots.

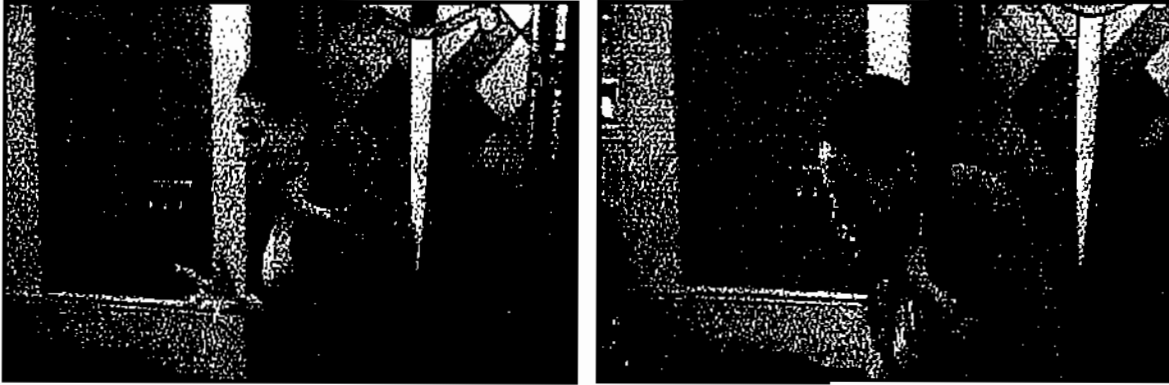
**Color Usage:** Dark colors are used for the floor. However, the blood does show, even on this contrast.

**Screen Graphics/Composition:** Floor lines that go diagonally in the shot, but I don't think that has a specific meaning.

**Editing style:** Same as previous shots.

**Time (how accordioned):** Real time, just as previous shots.

**Subtext:** Same as previous shots, with the add-on that we do expect this shot since in the previous one the character is looking down.



**Aspect Ratio:** 1.85:1

**Duration:** 3+ seconds, 80 frames

**Shot Size:** Medium shot.

**Sound:** Same as previous shots.

**Contrast Dominant(s):** Not significant. The shot doesn't have contrast dominants.

**Character Movement:** The character keeps on struggling to take the glass piece out of her neck, while coming forward in the shot.

**Character Proxemics:** The character is going to pass in front of the camera.

**Camera Movement:** The camera is slightly adjusting to the character's movement.

**Camera Angle:** Camera is placed again at the eye level.

**Lens Used:** Normal or wide angle lens seems to be the choice for this shot. Everything is in focus in the shot, which would lead us to believe that a wide angle lens was used, but

the character's movement is not emphasized on the z axes as it should with a wide lens.

**Depth of Field:** Everything is in focus.

**Lighting:** The lighting for this shot is normal, the same as all the other shots. Again, for this shot, we have the painted window lighted from behind.

**Color Usage:** Dark colors are used a lot for the character's clothes and the walls. This is why the painted window stands out. The colors on it are more alive, not so speak about the knife drawn on the window which is completely white.

**Screen Graphics/Composition:** A screen graphics we see again the same painted window in the background with the knife pointing down. A lot of other vertical lines as well can be found in this shot.

**Editing style:** Same as previous shots.

**Time (how accordioned):** Real time, just as previous shots.

**Subtext:** Same as previous shot.

### **Conclusion**

This analysis helped me a lot seeing things I would've never seen. I am sorry I didn't choose another sequence, in a slower pace. I think I could've learned much more from there. But this has been a good first experience which I liked a lot. Also, in collaboration with our class discussions, it surely helped with my other film classes and projects. Set design can be an amazing task to overcome, even for a short film.