Cheat Sheet Literature

1. What is Adaptation?

- **Definition**: Adaptation is the process of modifying a story to fit a different **medium**, **audience**, **or cultural context** while maintaining its core essence.
- **Key Idea**: An adaptation is **second but not secondary**—it stands as an independent creative work.

2. Types of Adaptation

- 1. **Loose Adaptation** Only basic story elements are retained; major changes occur (e.g., *10 Things I Hate About You* from *The Taming of the Shrew*).
- 2. **Faithful Adaptation** Stays close to the original plot, characters, and themes while adjusting for the new medium (*Harry Potter films*).
- 3. **Literal Adaptation** A word-for-word recreation with minimal change (*BBC's Shakespeare productions*).
- 4. **Displaced Setting** Same story but set in a different time or place (*Hamlet (2000)* set in modern-day New York).
- 5. **Acculturated Adaptation** The story is adapted to fit a new culture (*The Lion King* as an adaptation of *Hamlet*).
- 6. **Politicized Adaptation** Retains literary aspects but re-focuses on political themes.
- 7. **Hollywood/Bollywood-ized Adaptation** Altered for mass commercial appeal (*Bollywood's Devdas adaptations*).

3. Elements of Adaptation (What Changes?)

Element Description

Dialogue The way characters speak is adjusted (formal vs. casual, cultural changes).

Setting The location/time period may change to suit a new medium (historical ->

modern).

Characters Characters may be removed, combined, or expanded for clarity.

Visuals Novels rely on descriptions; films and theater rely on costumes, set design, and

CGI.

Space Theater is confined to a stage, while film has limitless locations.

Time Novels can take days to read, but films and plays must condense time into 2-3

hours.

Direction A film director has control over multiple takes and CGI, whereas theater

directors rely on live performances.

4. How Adaptation Changes Based on the Source Material

Source -> Adaptation	What Changes?
$Novel \rightarrow Film$	Reduction of internal monologues, visual storytelling replaces narration, compression of time.
Novel → Play	Dialogue-driven storytelling, limited settings, characters may be reduced.
Play → Film	More locations, increased use of cinematic techniques like close-ups, special effects.
$\begin{array}{c} \textbf{Short Story} \rightarrow \\ \textbf{Film} \end{array}$	Expansion of characters and subplots to fit a longer runtime.
$\textbf{Poem} \rightarrow \textbf{Film}$	Reinterpretation of abstract ideas into visual sequences.
Fairy Tale → Film	Modified for different audiences (e.g., children's versions with simplified language and themes).

5. Differences Between Theater and Film

Aspect	Film	Theater
Time	Can move between past/future (flashbacks, time jumps).	Moves continuously in real-time.
Space	Two-dimensional shots (close-ups, wide shots).	Three-dimensional stage setting.
Languag e	Uses cinematography + dialogue.	Relies mostly on spoken language.
Direction	Directors can edit, reshoot, and use CGI.	Directors have little control once the play starts.
Settings	Can shift locations instantly.	Confined to a stage.
Costumes	Detailed costumes matching historical/cultural settings.	Costumes must be visible to a live audience.

1. What is a Genre?

- **Definition**: A genre is a category of films that share **similar narrative elements**, themes, aesthetic styles, and emotional effects.
- **Purpose**: Genres help classify movies and create a **structured storytelling format** with recognizable conventions.

2. Types of Genres

Genres are categorized based on **four major components**:

Component	Examples
Setting	Fantasy, War, Western
Theme	Science Fiction, Film Noir, Art Films
Mood	Drama, Comedy, Horror, Thriller, Action/Adventure
Format	Documentary, Animation, Musical

3. Life Cycle of a Genre

Genres evolve through different stages:

Stage	Description	Examples
Primitive	Early films that establish basic conventions, emotionally impactful.	The Great Train Robbery, Dr. Jekyll and Mr. Hyde
Classical	Genre conventions are solidified and executed in a balanced way.	Stagecoach, Dracula, Frankenstein
Revisionis t	Symbolic and intellectual, questions traditional values.	High Noon, Invasion of the Body Snatchers
Parodic	Mocks genre clichés, creating humor.	Blazing Saddles, Scary Movie
Homage	Revisits and updates a genre without mocking it.	Open Range, Chicago, The Ring

4. Advantages and Disadvantages of Genres

Advantages

- Economy of Storytelling Audiences quickly understand story expectations.
- Focus on Archetypal Ideas Reuses universal themes and character types.
- Comfort of the Familiar Predictable structures make films engaging.
- Encourages Creativity Within a Norm Directors can innovate while working within genre traditions.

X Disadvantages

- Stereotypes and Clichés Can reinforce predictable or outdated tropes.
- **Restricts Creativity** Formulaic storytelling can make films repetitive.
- Eliminates Narrative Surprise Audiences may predict the story's outcome.

5. What is a Documentary?

- **Definition**: A **nonfictional film** that presents real events, facts, or perspectives for **education**, **historical record**, **or persuasion**.
- Key Features:
 - Based on reality.
 - Often has a specific point of view.
 - o Can impact the events being filmed.

Types of Documentaries

Type	Description	Examples
Poetic	Abstract, artistic, focuses on emotions and imagery rather than facts.	Man with a Movie Camera
Expository	Informative, narrated with a strong voice guiding the audience.	Planet Earth
Observationa l	"Fly-on-the-wall" perspective, unfiltered reality.	Salesman
Participatory	Filmmaker interacts with subjects, influencing the story.	Super Size Me

Reflexive	Examines the filmmaking process itself.	F for Fake
Performative	Mixes personal experience with broader social	Bowling for
	themes.	Columbine

1. Establishing Shot

- **Definition**: A wide shot that introduces the setting and context of a scene.
- Purpose:
 - Establishes time, place, and atmosphere.
 - Gives the audience a sense of location before zooming into specific details.
- Common Use: Opening scenes, transitions between locations.
- **Example**: A city skyline before moving to a character's apartment.

2. Long Shot

- **Definition**: A shot that shows a subject from head to toe, often with the background visible.
- Purpose:
 - Emphasizes the subject in relation to their surroundings.
 - Creates a sense of scale and isolation.
- Common Use: Action scenes, character introductions, and dramatic moments.
- **Example**: A lone traveler walking across a desert.

3. Full Shot

- **Definition**: A shot that frames the entire body of a subject without much extra space.
- Purpose:
 - Captures body language and movement.
 - o Balances the subject with the surrounding environment.
- Common Use: Dance sequences, fight scenes, character entrances.

• **Example**: A hero standing confidently before a battle.

4. Medium Shot

- **Definition**: Frames the subject from the waist up.
- Purpose:
 - o Focuses on character interactions and gestures.
 - Strikes a balance between action and emotion.
- Common Use: Conversations, general dialogue scenes.
- **Example**: A character explaining their plan to a group.

5. Medium Close-Up

- **Definition**: Frames a subject from the chest up, keeping the focus on facial expressions while still showing some body language.
- Purpose:
 - Enhances emotional impact while retaining context.
 - o Provides detail without being too intimate.
- **Common Use**: Emotional conversations, interviews.
- Example: A character's nervous expression before making a confession.

6. Close-Up

- **Definition**: A shot that focuses on a subject's face or a specific detail.
- Purpose:
 - Highlights emotions, reactions, and important details.
 - Makes the audience connect deeply with the subject.
- Common Use: Emotional moments, key dialogue, dramatic reveals.
- Example: A character's teary eyes before delivering a heartbreaking line.

7. Extreme Close-Up

- **Definition**: A very tight shot that focuses on a specific feature (eyes, hands, an object).
- Purpose:
 - o Creates tension, symbolism, or intensity.
 - o Forces the audience to focus on a crucial detail.
- Common Use: Thriller and horror films, emotional moments, foreshadowing.
- **Example**: A villain's smirk before executing a plan.

8. Two-Shot

- **Definition**: A shot that includes two characters in the same frame.
- Purpose:
 - Establishes relationships and dynamics between characters.
 - o Balances dialogue scenes and interactions.
- Common Use: Romantic scenes, buddy films, rival confrontations.
- Example: Two best friends laughing together.

9. Over-the-Shoulder Shot

- **Definition**: A shot taken from behind a character, showing another subject from their perspective.
- Purpose:
 - Creates a sense of involvement, making the audience feel like part of the conversation.
 - Adds tension and focus in confrontational scenes.
- Common Use: Interrogations, rivalries, revealing reactions.
- **Example**: A detective questioning a suspect.

Where? → Establishing Shot

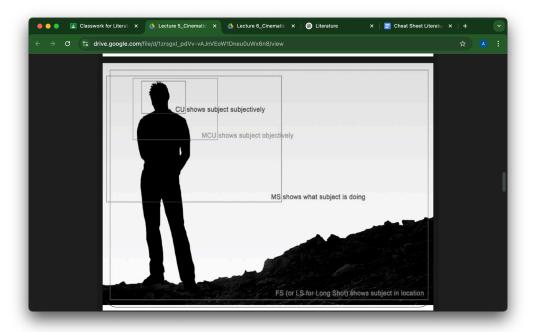
When? \rightarrow Long Shot

Who? → Full Shot

What? → Medium Shot

How? → Medium Close-Up

Why? → Close-Up & Extreme Close-Up



1. Camera Angles & What They Convey

★ 1. High Angle

- **Definition**: The camera looks down on the subject.
- Effect:
 - Makes the subject appear weak, vulnerable, or insignificant.
 - Often used to show dominance of another character or situation.
- Example: A villain towering over a defeated hero.

№ 2. Eye-Level

- **Definition**: The camera is placed at the subject's eye level.
- Effect:
 - Creates a neutral, balanced perspective.
 - Makes the audience feel connected to the character.
- Example: A simple conversation between two characters.

★ 3. Low Angle

- **Definition**: The camera looks up at the subject.
- Effect:
 - Makes the subject appear powerful, dominant, or intimidating.
 - Can also symbolize **heroism or authority**.
- **Example**: A superhero standing tall after a victory.

📌 4. Worm's Eye View

- **Definition**: An extreme low-angle shot taken from the ground looking directly up.
- Effect:
 - Exaggerates power, size, or mystery.
 - Often used to make objects or characters look larger-than-life.
- Example: A skyscraper towering over a character.

★ 5. Bird's Eye View (Overhead Shot)

- **Definition**: The camera is directly overhead, looking straight down.
- Effect:
 - Creates a god-like, detached perspective.
 - Can make characters appear insignificant or trapped.
 - Often used for mapping out action sequences.
- Example: A crime scene shown from above in detective films.

№ 6. Point of View (POV) Shot

- **Definition**: The camera shows exactly what a character sees.
- Effect:
 - Immerses the audience into the **character's perspective**.
 - Often used in horror, thrillers, or introspective moments.
- **Example**: The killer's perspective in horror movies (*Halloween*).

№ 7. Dutch Angle (Tilted Shot)

- **Definition**: The camera is tilted, creating a **diagonal or off-balance frame**.
- Effect:
 - o Conveys unease, tension, chaos, or psychological instability.
 - Often used in thrillers, horror, and action sequences.
- Example: A character experiencing a mental breakdown.

2. Common Symbols in Cinema & Their Meanings

Symbol	Meaning	Examples
Mirrors	Reflection, identity crisis, duality	Black Swan, Fight Club
Water	Transformation, rebirth, cleansing	The Shape of Water, Titanic
Fire	Destruction, passion, rebirth	Joker, Harry Potter
Doors/Windows	Transition, opportunity, entrapment	Rear Window, The Great Gatsby
Clocks/Watches	Passage of time, urgency, mortality	Interstellar, Inception
Birds	Freedom, foreboding, transformation	The Birds, Shawshank Redemption
Red Color	Danger, love, power, violence	Schindler's List, The Sixth Sense
Shadows	Mystery, hidden truths, evil	Nosferatu, Batman

1. Biographical Theory

- **Definition**: Analyzes a work by considering the **author's life**, **experiences**, and **personal history**.
- **Key Idea**: The author's **background and emotions** influence their writing.

2. New Historicism

- **Definition**: Focuses on the **historical**, **cultural**, **and social context** in which a work was created.
- **Key Idea**: Literature reflects the **values**, **beliefs**, **and issues** of the time period in which it was written.

3. Feminist Theory

- **Definition**: Examines **gender roles, power dynamics**, and the representation of **women** in a text.
- Key Idea: Explores how literature reinforces or challenges patriarchal norms.

4. Marxist Theory

- Definition: Analyzes class struggle, economic systems, and the distribution of power.
- **Key Idea**: Focuses on how **capitalism** influences characters, relationships, and societal structures.

1. Biographical Theory

- **Definition**: Analyzes a film based on the director/writer's life, experiences, and influences
- **Key Idea**: The creator's background shapes the story, themes, and characters.

Example: Pulp Fiction (1994, Quentin Tarantino)

- Tarantino's **love for pop culture, crime movies, and nonlinear storytelling** is reflected in the film's **episodic narrative** and constant references to old Hollywood.
- His experience working at a **video rental store** influenced his ability to blend genres and dialogue styles.
- The film's stylized violence and dialogue-driven scenes show Tarantino's personal storytelling preferences.

Example: Alien (1979, Ridley Scott)

- Scott's fascination with **realism and world-building** is evident in the gritty, industrial design of the spaceship Nostromo.
- His interest in mythology influenced the film's "monster as a force of nature" approach.
- The **Xenomorph design** was inspired by artist **H.R. Giger**, reflecting a fusion of horror and surrealist aesthetics.

2. New Historicism Theory

- **Definition**: Examines a film within the **historical**, **social**, **and cultural context** in which it was created.
- **Key Idea**: The film reflects the political and cultural attitudes of its time.

Example: Pulp Fiction

- The 1990s saw a shift in Hollywood storytelling—nonlinear narratives and antiheroes became more popular, influencing Tarantino's writing.
- The film's **postmodern approach**, mixing humor with violence, mirrors the decade's **growing cynicism toward traditional Hollywood storytelling**.
- The characters, especially **Jules** (a hitman questioning his morality), reflect a time when **philosophy and existentialism** were being explored more deeply in cinema.

Example: Alien

- The late 1970s sci-fi boom (post-Star Wars) influenced the film's realistic approach to space travel.
- Themes of **corporate exploitation** (Weyland-Yutani's disregard for human life) reflect real-world anxieties about **capitalist greed and worker expendability** in the industrial era.
- The **Cold War paranoia** is evident in the fear of an unknown, uncontrollable alien force disrupting human civilization.

3. Feminist Theory

- **Definition**: Examines gender roles, power dynamics, and the representation of women in films.
- **Key Idea**: How does the film **challenge or reinforce patriarchal norms**?

Example: Pulp Fiction

- Women have **limited agency**—Mia Wallace is a femme fatale trope, and Fabienne is depicted as weak and dependent.
- Butch's girlfriend (Fabienne) plays a passive role, reinforcing gender norms.
- However, **Honey Bunny (Amanda Plummer) is a subversion**—a woman initiating crime, though still dependent on a male partner (Pumpkin).

Example: Alien

- Ellen Ripley (Sigourney Weaver) is a revolutionary feminist icon—a woman in a traditionally male-dominated genre who becomes the hero.
- The film **challenges gender stereotypes**—Ripley survives because of intelligence and resourcefulness, not brute strength.
- The Xenomorph's design (a blend of male and female reproductive horror) plays into fears of violation and bodily autonomy, making the film a metaphor for gender-based fears.

4. Marxist Theory

• **Definition**: Analyzes class struggle, capitalism, and social hierarchy within films.

• **Key Idea**: Who holds power, and how does the economic system affect characters?

Example: Pulp Fiction

- The film's criminals represent **the working class**, while figures like Marsellus Wallace **exploit and control them**.
- Jules and Vincent, despite their skills, are **just workers following orders**, reinforcing capitalist hierarchies.
- The film's casual approach to violence suggests a world where power is dictated by wealth and influence.

Example: Alien

- The Weyland-Yutani Corporation treats workers as disposable assets, reflecting capitalist exploitation.
- The crew of the Nostromo is **a working-class team**, doing dangerous labor for a company that ultimately **values profits over their lives**.
- The Xenomorph itself represents the ultimate consumerist fear—a creature that exists only to consume and reproduce, much like unchecked capitalism.

Themes in *Pygmalion*

- 1. **Social Class & Mobility** Language determines social status, but true class transformation requires more than speech.
- 2. **Transformation & Identity** External changes don't guarantee inner happiness or belonging.
- 3. **Feminism & Gender Roles** Eliza's struggle for independence highlights the limited options for women.
- 4. Language & Power Speech is a tool of social mobility and discrimination.
- 5. **Nature vs. Nurture** Eliza's growth is due to both **education and self-respect**, not just external refinement.

Eliza's Journey Through Camera Work

1. Opening Scene: Establishing Class Divisions

- Eliza is framed in a high angle, showing her low status.
- The rich patrons are captured in low-angle shots, reinforcing social hierarchy.

2. First Meeting with Higgins: Power Struggle

- Over-the-shoulder shots show Higgins' dominance.
- Close-ups on Eliza highlight her frustration and emotional vulnerability.

3. Final Confrontation: Role Reversal

- Initially, **Higgins is dominant**, but as Eliza asserts herself, **the camera moves to eye level**, signifying **her equality**.
- By the end, Eliza is filmed from a low angle, symbolizing her newfound strength and independence.

Final Scene: Emotional Closure

- **Soft lighting and warm tones** create **intimacy** and contrast with Higgins' earlier emotional detachment.
- The placement of **Higgins' slipper near Eliza subtly hints at a reconciliatory gesture**, acknowledging their **shared experiences**.

Biographical \rightarrow The film alters Shaw's original critique, softening its social messages. New Historicism \rightarrow Reflects Hollywood's tendency to romanticize transformation stories, despite growing feminist and class discussions in the 1960s.

Feminist \rightarrow Eliza asserts herself but the film leaves a hint of romance, making her independence less absolute than in Pygmalion.

Marxist \rightarrow The film highlights class struggle but ultimately suggests that appearance and behavior can determine social mobility.

I am sorry, NSfL