

The film I will be choosing for this essay will be *A Quiet Place* by John Kranski 2018. I chose this film because it has so many aspects that so many older movies used to use while still being something that many people could watch today and still feel relevant. There are many ways this movie uses all its other aspects to visualize storytelling since it limits itself on how much dialogue it uses. For example one of the opening shots in the film is the character Regan Abbott is deaf and the film decides to show off things to tell us that she is deaf. For example, she walks into frame and her hearing aids are on her head and she reads lips to communicate. This is how they use visual aspects within their characters to portray a story instead of giving it all out in dialogue. This film uses another aspect with the body language of their characters and how they move and talk throughout this film. While in most films characters have the ability to walk and talk in this film that will get them killed so they don't do that they instead tiptoe around the areas or sometimes are seen walking on sand to dilute the noise that comes with footsteps. Having been shown how they get around avoiding making too much noise allows the audience to understand the lengths these characters all have to go to be safe and not get killed while doing so. Now with having to stay quiet one would wonder how exactly they communicate with each other with sign language. Having to physically use communication lets us see how screwed their situation is to where they cannot whisper or write out their words; they use silent usage of communication. In having the lack of dialogue we get to feel the intensity of these aspects together with having a character who is deaf, everyone tiptoeing, and the physical communication all makes the watchers understand more to how much we can know from just the view of the story. The movie doesn't stop just at how the characters are in such dire situations the environment of how they are currently in. Showing the outer world and the post-apocalyptic town they are in adds to have the audience know how deserted the town is. The emptiness of the

town and the broken down shops and empty roads show us as a watcher this threat is scary enough people left everything behind in their world to move away from the evil that is the monster. They allow us to get aerial views of the town and all its lack of human life as well as close up shots with missing people photo boards. These aspects are told to us at all; they don't show us the people leaving or these people missing getting attacked by the monster. Having the camera let the story do the telling of the story allows us to focus more on the overall impact of the story and what these characters are up against. All of these aspects add so much to a film, especially how it was used in this film throughout the whole story. Some of the aspects were simply in the first 10 minutes yet the movie never stops letting the camera tell the story. The techniques I want to adapt in my films and shorts are all of these since they will add more to my films and allow me to advance my storytelling in so many ways. Having my characters have different traits to their appearance will allow me to show the audience how different each and all characters are in the story. With how they should, the young girl is deaf by showing us the hearing aid on her head shows me that I can do a lot of shows not told within movies which they do a lot of in this film. I want my movies to have a lot of visual instances that dialogue could not tell or impact the watcher as much as visual storytelling would. The world building in this film shows us the situation instead of blatantly explaining the story letting the audience see the world around them with establishing shots and full shots of what these characters are in currently. Having seen how different this movie had to be shot and how much the audience gets to know just by the look of the or the overall visual storytelling. Movies like this make people like me and others inspired by just how the world itself can be an aspect or sometimes even a character in of itself. I talked about how the characters in this film use their body language or physical aspects to tell a story in ways without dialogue which is something that I'd like to add. Adding more body

language to my characters will make the watcher understand more about the characters feelings and see more than just how the character speaks. With these characters in this film everyone walks around differently which is a reaction to their situation and addition to what the story already shows us. All these aspects are important in a film regardless so many films have so many aspects visually that assist the overall picture of the film itself. However I chose this movie since the lack of dialogue and the addition of what they used instead makes this pop out more than most movies especially being released at a time where silent films aren't something to really look into. Movies like this remind me of the overall importance of everything else in movies other than dialogue or just focusing on one part of cinematography in general. Also this movie shows how to do these techniques well and not just be different to be different which is important and something I can use to be inspired by why they choose to do different things then other movies the motivation behind the things they do instead of just solely that they do it. So all in all this film is a good representation of visual storytelling and overall a good movie to take notes on therefore allowing young filmmakers like me to improve on my filmmaking in my journey of making movies.