

# The World of Film



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## An Introduction To The Revolution

The film industry has grown and evolved rapidly since its inception in the early 1900's. Over the last century, it has had an enormous impact on the societies and cultures of every part of the world.

However, this same impact can be a useful tool when used genuinely, or a negative force when used improperly. Some movies are like history lessons to the audience since they show something viewers were not able to witness or take part in. Consider the two movies we watched this semester, The Crying Game and The Motorcycle Diaries. They were examples of how movies can teach the newer generations about what their distant relatives did for their country. These movies also showed the hardships that people in these countries face in their daily lives. Lastly, these two films used cinematography to display the images of the revolutions, cultures and societies of the UK and Spain.

## UK

In order to appeal to the segment of the masses, filmmakers take the cultural value of the past into account. Take, for example, the character of Fergus in the Crying Game, a grunt in an organization introduced as "the IRA", which refers to the Provisional Irish Republican Army, or "Provos", as they were often called. Without knowing the cause of the IRA, viewers knew they were revolutionaries blindly defending Ireland against the tyrannies of Brittan. We also see this value appear again in the hardships of the immigrant labor conditions in the UK when Fergus flees to Brittan to hide from his troubles. While in Ireland, Fergus felt his actions defended the mistreatment of his country, yet in Brittan, he was also judged and mistreated once again for being Irish. The cinematography showed a much different image of Ireland and Brittan; the lush green countryside of Ireland was sharply contrasted with the diverse, urban street life of Brittan.

## Spain

Another place we saw filmmakers influenced by the society is when they depicted impoverished foreign cultures. For example, *The Motorcycle Diaries* was the prequel adventure of revolutionary “Che Guevara’s fight for the lower class sections of South America. According to a blog on Edictive, “Even ethical values came into play in the above movie. With a corrupt government and police system, people within this area grew up knowing that they could die at any point. They lived in a fear that we just do not understand.” Director Walter Salles emotionally tied the American viewers to the movie by beautifully demonstrating the cultural values of the city through colorful motion-picture photography. However, as time has gone on, one weakness we saw appearing more often and more graphically within movies is violence. This can have a life changing impact on people in a couple different ways; repeated graphically violent scenes lead to desensitization. Each year the media industry pushes further into gore, abuse, and gun violence to shock the viewers.

## History of Film – An Oddyssey

Episode 12, “Fight the power: Protest in film”, was a splendid documentary about world history in film. Two movies in this episode that touched me regarding the subject of world history were Psycho and The Last of England. *The first reason is obvious*; revolutionaries are always seen as deranged, demented, psychopaths. In *The Motorcycle Diaries*, we root for Ernesto, as the passionate medical student with the love of equality, as we do for Fergus, in *The Crying Game*, even though both were revolutionaries. *The second reason is sound*. One tool both movies used in addition to visual imagery to enhance the drama of pivotal scenes was sound. Throughout the final scenes of *The Crying Game*, *The Last of England*, and *Psycho*, sound effects were used to enlighten the sensory impact, and we perceived fear. Another sound that will forever remind me of *The Motorcycle Diaries* was the revving engine of the only non-human main character of the movie, the motorcycle.

## Summary

In summary, movies have the capacity to influence society, both locally and globally. These were just examples of how two countries used the influence of movies to be learning tools for a global audience. Films do have an impact on people. The tricky part is to understand why and how. If people accept the presented information as an absolute truth, they may form baseless opinions. Nonetheless time has shown the society, its trends, and people's a reaction to those opinions has influenced the global culture. In each case, the end result of these influences can be both positive and negative.

## References

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