

La Vita è Bella

(Life is Beautiful)

Director: Roberto Benigni

Release Date: October 23, 1998

Genre: Comedy / Drama / Romance / War

Awards

- ✦ Won 3 Oscars
 - ✦ Best Actor
 - ✦ Best Foreign Language Film
 - ✦ Best Music for Original Dramatic Score
- ✦ Also received Oscar nominations for Best Director, Best Film Editing, Best Picture, & Best Original Screenplay

Cast

Roberto Benigni
(Guido Orefice)

Nicoletta Braschi
(Dora)

Giorgio Cantarini
(Giosué Orefice)

Giustino Durano
(Eliseo Orefice)

Sergio Bini Bustric
(Ferruccio Papini)

Marisa Paredes
(Madre di Dora)

Horst Buchholz
(Doctor Lessing)

Lidia Alfonsi
(Guicciardini)

Giuliana Lojodice
(School Principal)

A little information...

- Guido is a charming but bumbling waiter with a colorful imagination and a great sense of humor; he wins the heart of the woman he loves and creates a beautiful life for his young family. That life, however, is threatened by WWII, and Guido must rely on his imagination to save his beloved wife and son from an unthinkable fate.

What others have to say:

- ✦ “A modern masterpiece.” -- *Chicago Tribune*
- ✦ “The best film of the year!” -- *Good Morning America*
- ✦ “A masterpiece of the tremendous power and beauty!”
-- *Los Angeles Daily News*

Film Terminology

✦ SHOTS AND FRAMING

- ✦ Establishing Shot: Often a long shot or a series of shots that sets the scene. It is used to establish setting and to show transitions between locations.
- ✦ Long Shot: A shot from some distance. If filming a person, the full body is shown.
- ✦ Medium Shot: The most common shot. The camera seems to be a medium distance from the object being filmed. A medium shot shows the person from the waist up.

✦ SHOTS AND FRAMING CONTINUED

- ✦ Close Up: The image being shot takes up at least 80% of the frame.
- ✦ Extreme Close Up: The image being shot is a part of a whole, such as an eye or a hand.
- ✦ Two Shot: A scene between two people shot exclusively from an angle that includes both characters more or less equally. It is used in love scenes, where the interaction between the two characters is important.

✦ CAMERA ANGLES

- ✦ Eye Level: A shot taken from a normal height (basically the character's eye level).
- ✦ High Angle: The camera is above a subject (gives the subject the appearance of being weak, powerless, and trapped).
- ✦ Low Angle: The camera films the subject from below (makes the subject look larger than normal or more powerful).

✦ CAMERA MOVEMENTS

- ✦ Pan: A stationary camera moves from side to side on a horizontal axis.
- ✦ Tilt: A stationary camera moves up or down along a vertical axis.
- ✦ Zoom: A stationary camera lens is adjusted to make an object seem to move closer to or further away from the camera.
- ✦ Dolly/Tracking: The camera is on a track that allows it to move with the action. The term also refers to any camera mounted on a car, truck, or helicopter.
- ✦ Boom/Crane: The camera is on a crane over the action. This is used to create overhead shots.

✦ LIGHTING

- ✦ High Key: The scene is flooded with light, creating a bright and open-looking scene.
- ✦ Low Key: The scene is flooded with shadows and darkness, creating suspense or suspicion.
- ✦ Bottom/Side Lighting: Direct lighting from below or the side which often makes the subject appear evil or dangerous.
- ✦ Front/Back Lighting: Soft lighting on the actor's face or from behind gives the appearance of innocence or goodness (the "halo effect").

✦ EDITING

- ✦ Cut: Two pieces of film are spliced together.
- ✦ Fade: Can be to or from black or white. It often implies that time has passed or may signify the end of a scene.
- ✦ Dissolve: A kind of fade in which one image is slowly replaced by another. It can create a connection between images.
- ✦ Wipe: A new image wipes off the previous image. It is more fluid than a cut and quicker than a dissolve.

✦ EDITING CONTINUED

- ✦ Flashback: Cut or dissolve to action that happened in the past.
- ✦ Shot-Reverse-Shot: A shot of one subject, then another, then back to the first. It is often used for conversations or reaction shots.
- ✦ Cross Cutting: Cuts between actions that are happening simultaneously. It can create tension or suspense and can form connection between scenes.
- ✦ Eye-Line Match: Cut to an object, then to a person. Shows what a person seems to be looking at and can reveal a character's thoughts.

✦ SOUND

- ✦ Diegetic: Sound that could logically be heard by characters in the film.
- ✦ Non-Diegetic: Sound that cannot be heard by the characters but is designed for audience reaction only. An example might be ominous music or foreshadowing.