

Mimi Leder's  
*The Peacemaker* (1997)

*Aspect ratio: 2:35:1*

Day One: plot, character, theme

# Character Introductions



Dr. Julia Kelly, acting chair Nuclear Smuggling Grp



Transition Type?



Why might Leder shoot a swimming  
Dr. Kelly from such odd angles?



Lieutenant-Colonel Thomas Devoe, Russian specialist



Vassily (Aleksandr Pe

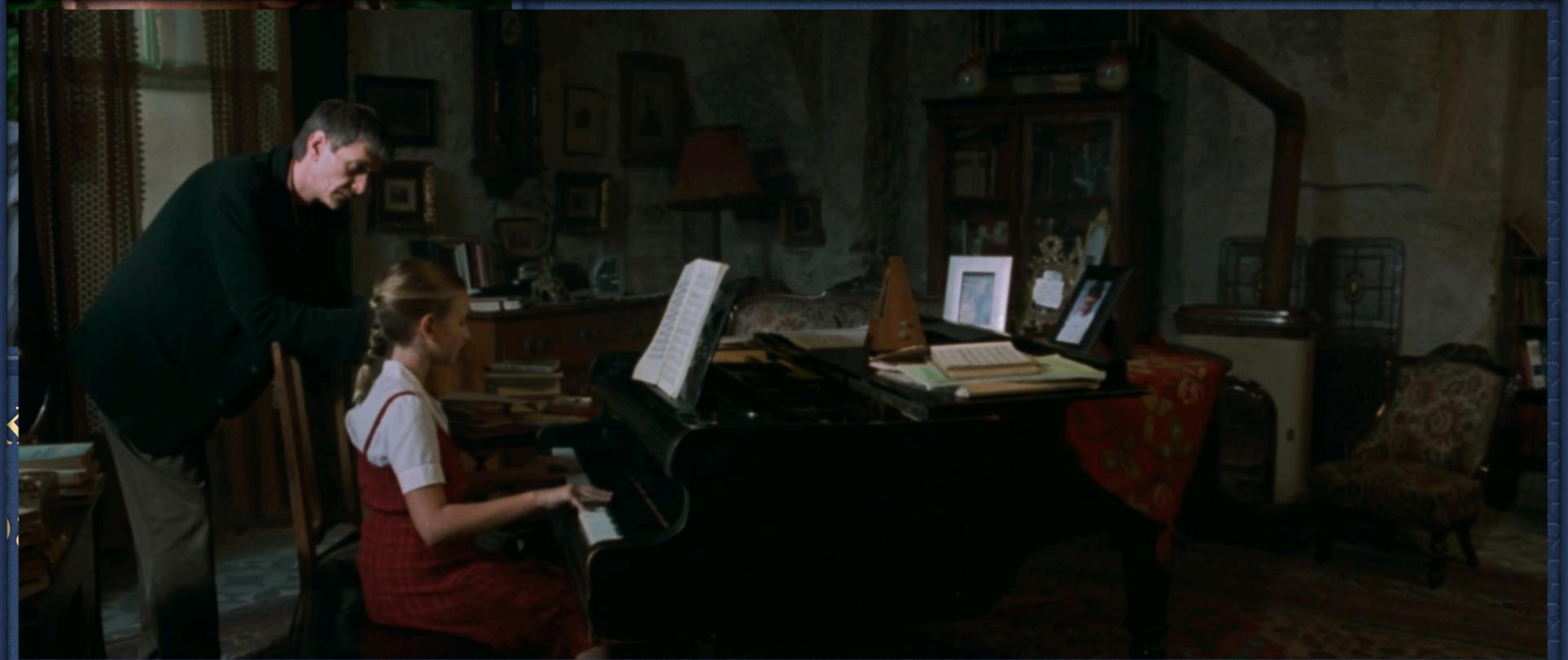


General Aleksandr Kodorov (Aleksandr Baluev)

Did Mimi Leder's crew hire actors from North America to play the characters from Russia and Serbia?



Rene Medvesek  
(Vlado Mirich) [Croatian]



Dusan Gavrich (Marcel Iureş) [Romanian]

Did Mimi Leder's crew hire actors from North America to play the characters from Russia and Serbia?



What trick does Leder use to transition from the characters speaking Russian to speaking English?



Transition Type?



Does Mimi Leder use CGI often?



Does Mimi Leder use CGI often?

Scene Analysis #1  
(37:10-38:47)

Student & Dusan (Marcel Iureş) play Frédéric  
Chopin's Nocturne Opus 55 No. 1 in F minor

Scene Analysis #2  
(1:02:42-1:03:33)

Dusan plays Chopin's Nocturne Opus  
20 in C Sharp minor  
[a piece used five yrs later in Roman  
Polanski's *The Pianist* (2002)]

Dusan Gavrich tells a young student, “Music should flow like a language.” Does Hans Zimmer’s film score (an example of non-diegetic sound) seem an organic part of the scenes it accompanies?

# Scene Analysis #3

Dusan's flashback in NY  
(1:36:26-1:38:41)

# Scene Analysis #4

Take the shot!  
(1:43:16-)

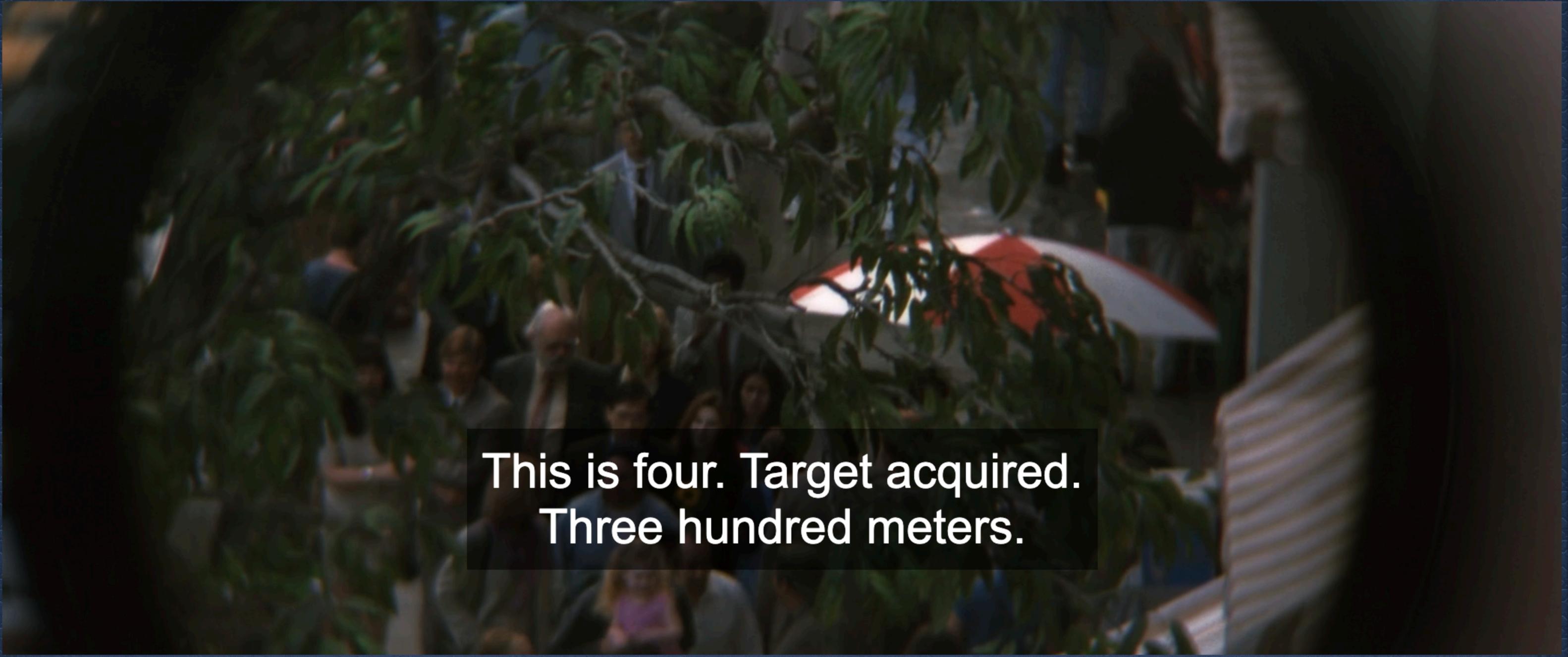


No, sir. Not me.

# Shot Analysis



# Shot Analysis



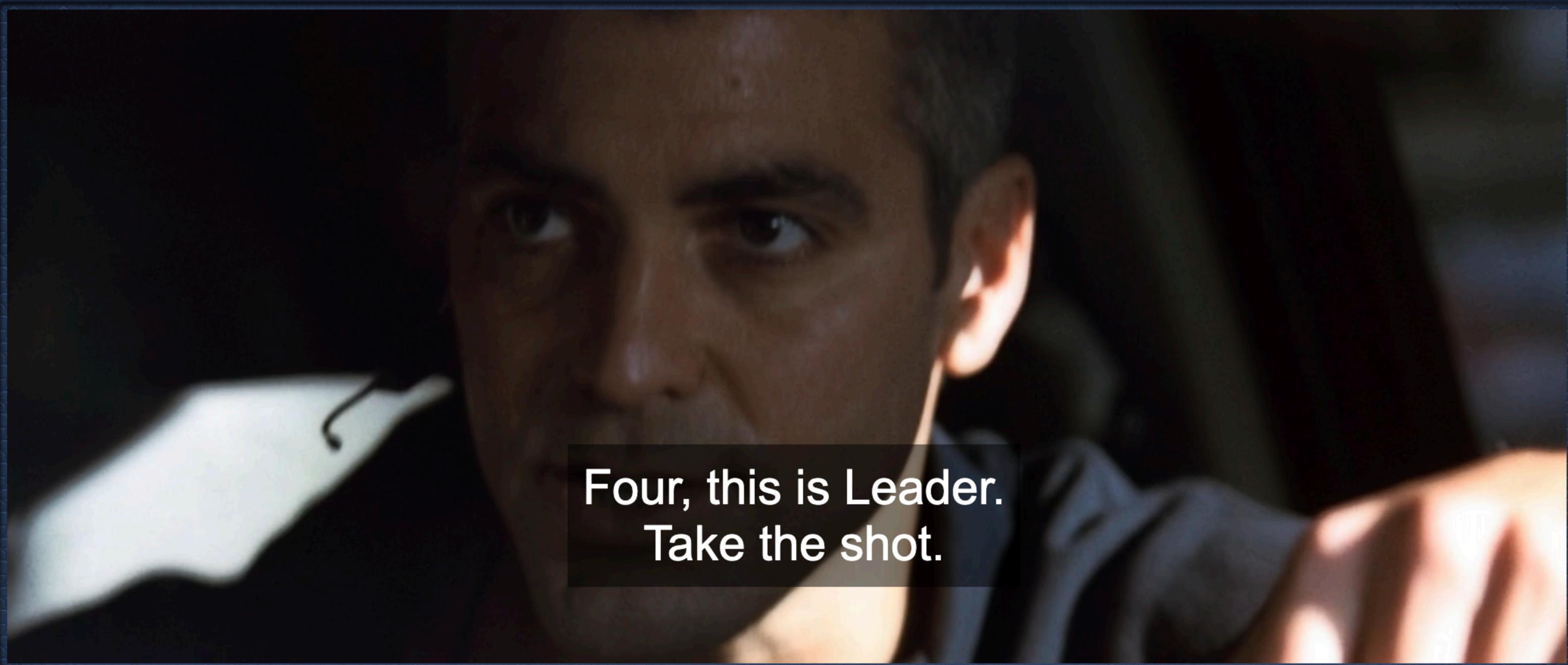
This is four. Target acquired.  
Three hundred meters.

## Shot Analysis



Not clean.  
Too many friendlies.

# Shot Analysis



Four, this is Leader.  
Take the shot.

# Shot Analysis



# Shot Analysis



Four, this is Leader.  
I repeat, take the shot.

# Shot Analysis



# Shot Analysis



# Shot Analysis

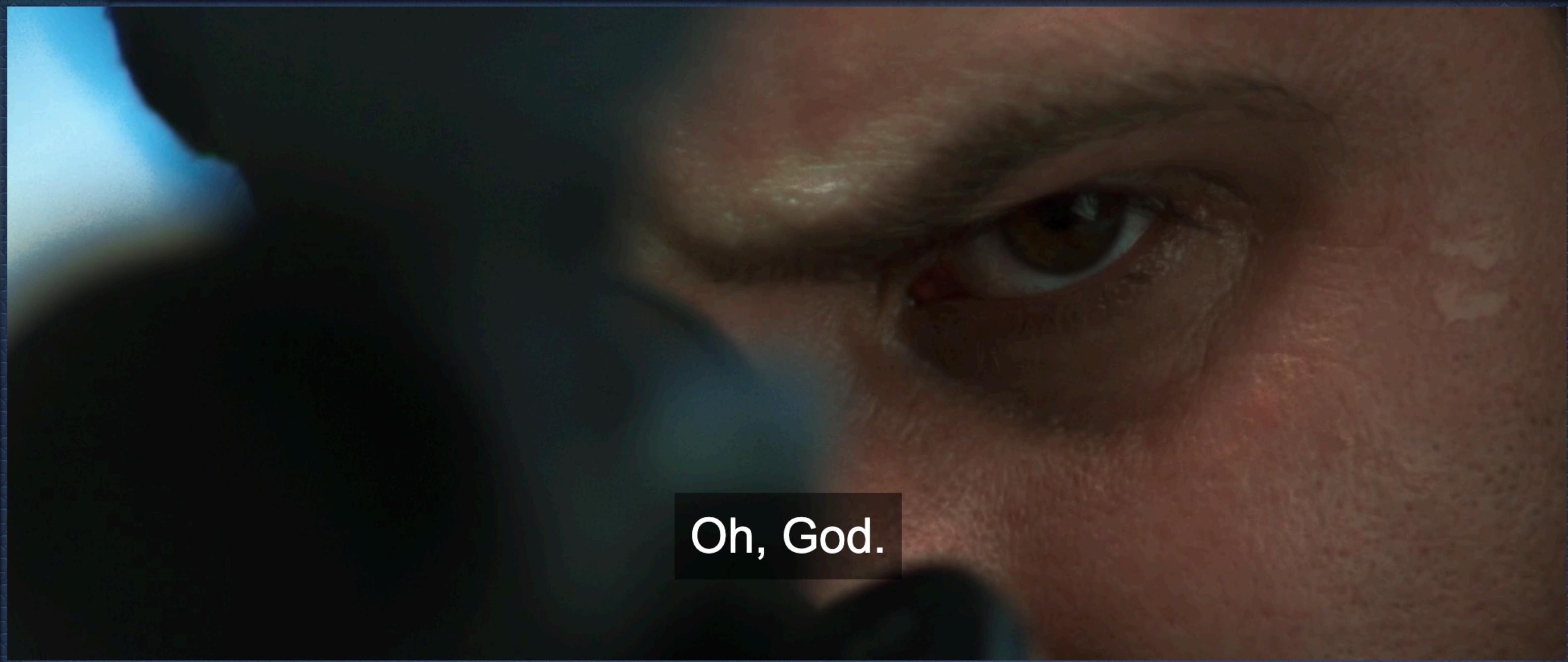


Shoot him! Take the shot!

# Shot Analysis



# Shot Analysis



Oh, God.

# Shot Analysis



Goddamn it!  
Somebody shoot him!

# Shot Analysis



# Shot Analysis