M. Knight Shyamalan's *Unbreakable* (2000)

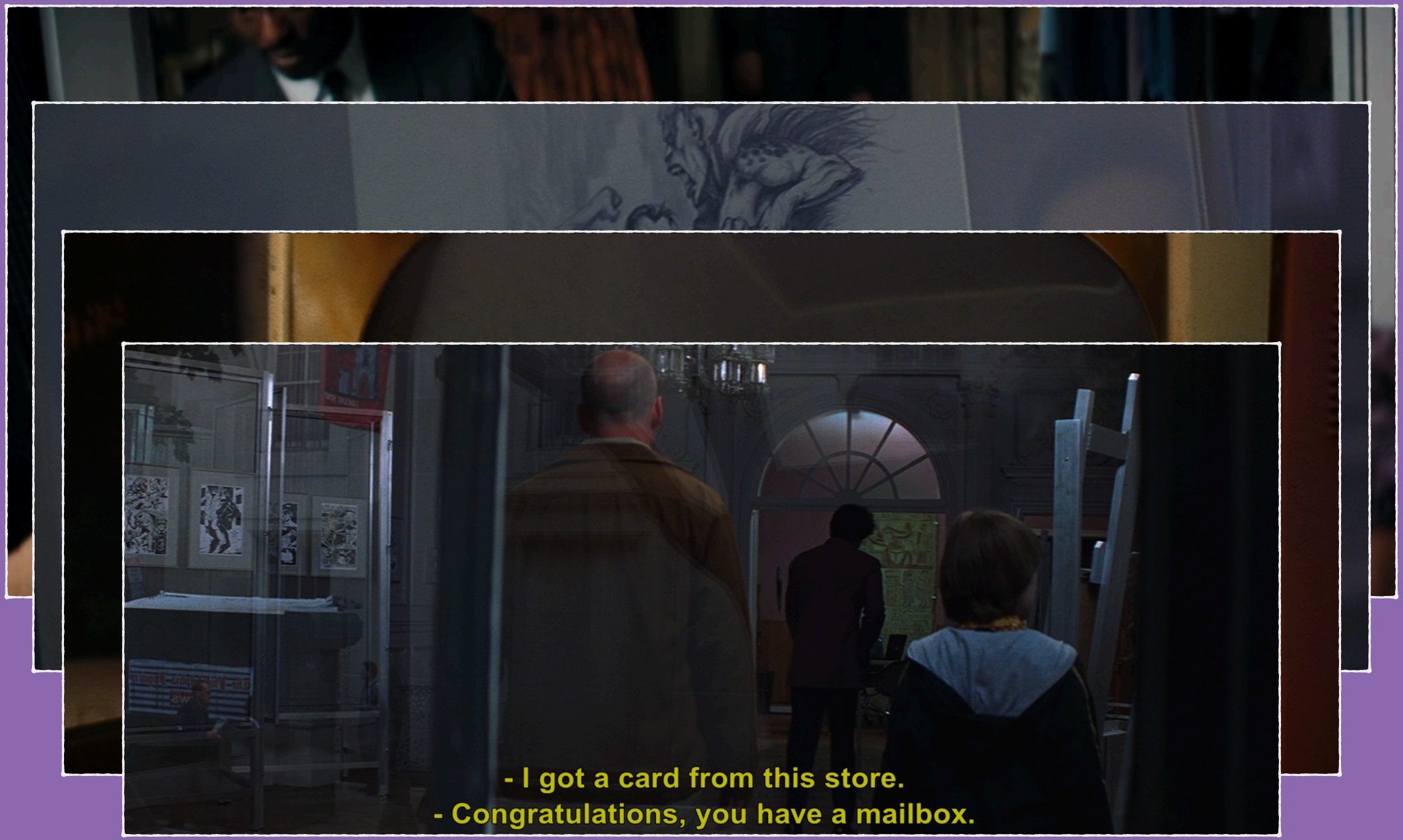
aspect ratio: 2.39:1



Day Two: Technique & Style



How does the pacing, color temperature, and sound design compare with that of other superhero films?



Why might M. Night Shyamalan shoots the opening to so many scenes indirectly, via reflection or through a transparent barrier?



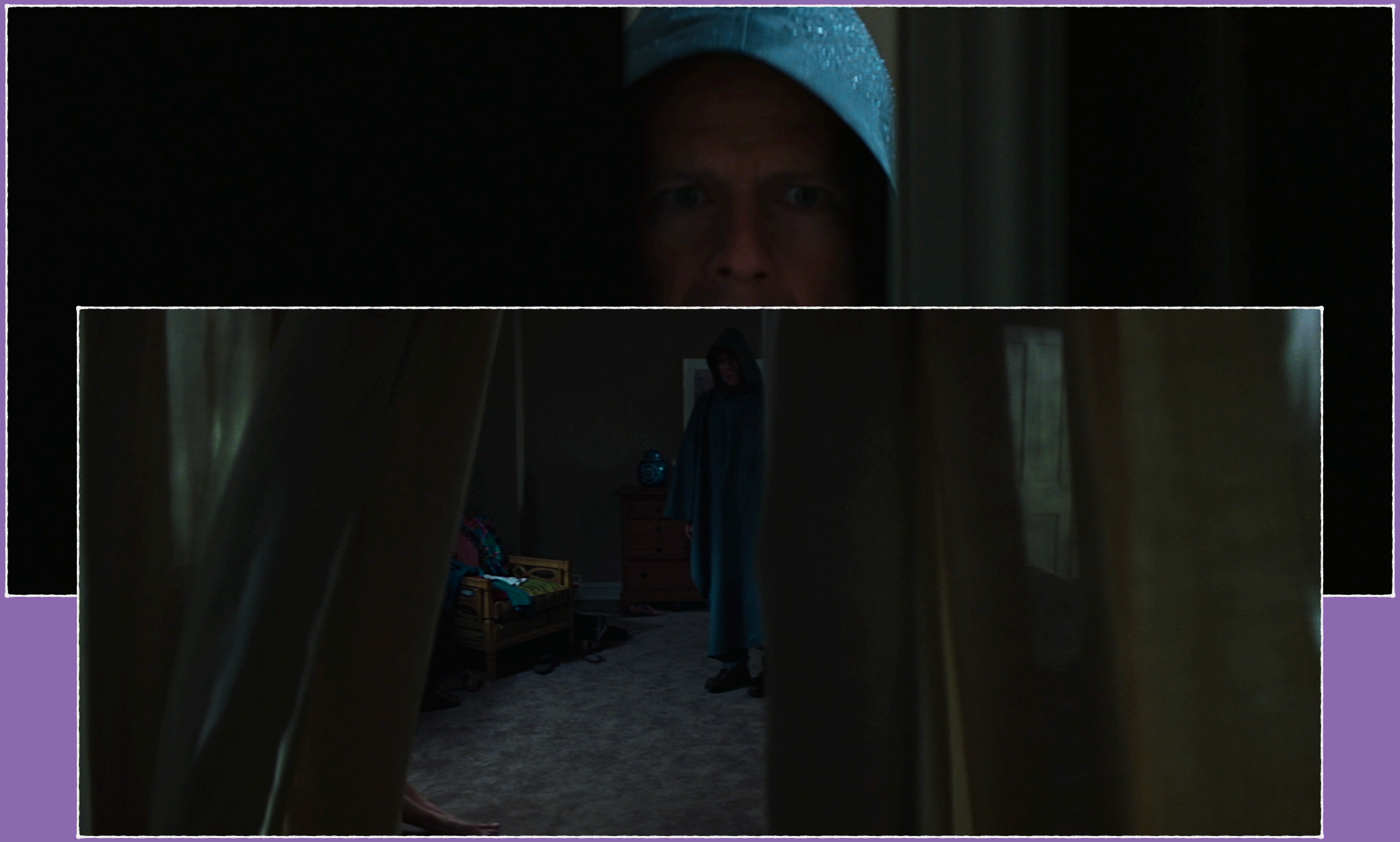
Why capture one's primary subject from a distance, with peripheral characters in the foreground?



Why shoot through objects that partially obscure our view of the main subject?



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Does Shyamalan capture kids in a way that suggests he appreciates them?

What blocking decisions and set design features allow Shyamalan to employ long, uninterrupted takes?



Pull (“Rack”) Focus



Pan & Reveal



hand-held movement (*not a pan, technically*)



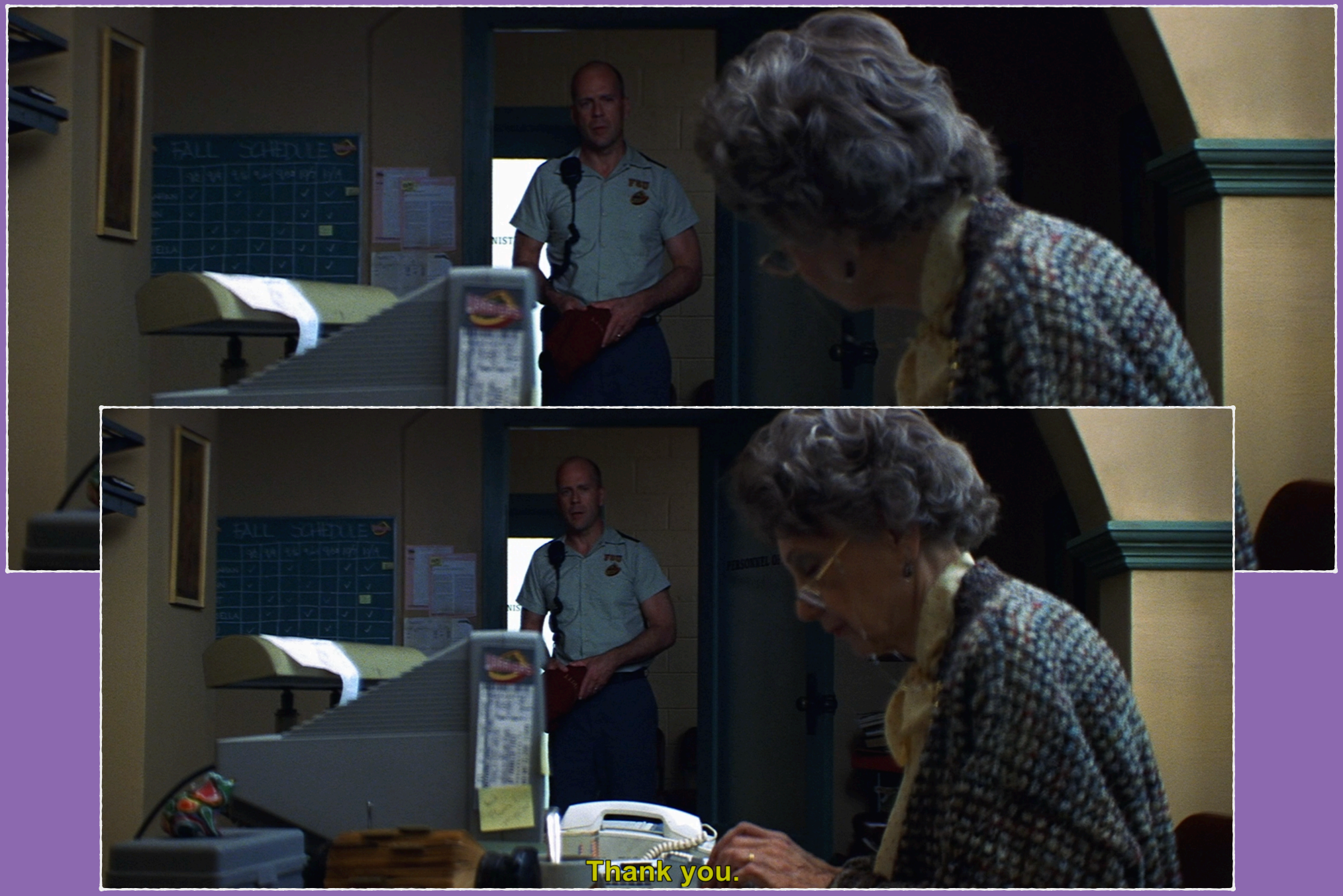
hand-held movement
(*not a pan, technically*)



Handheld & Cuts



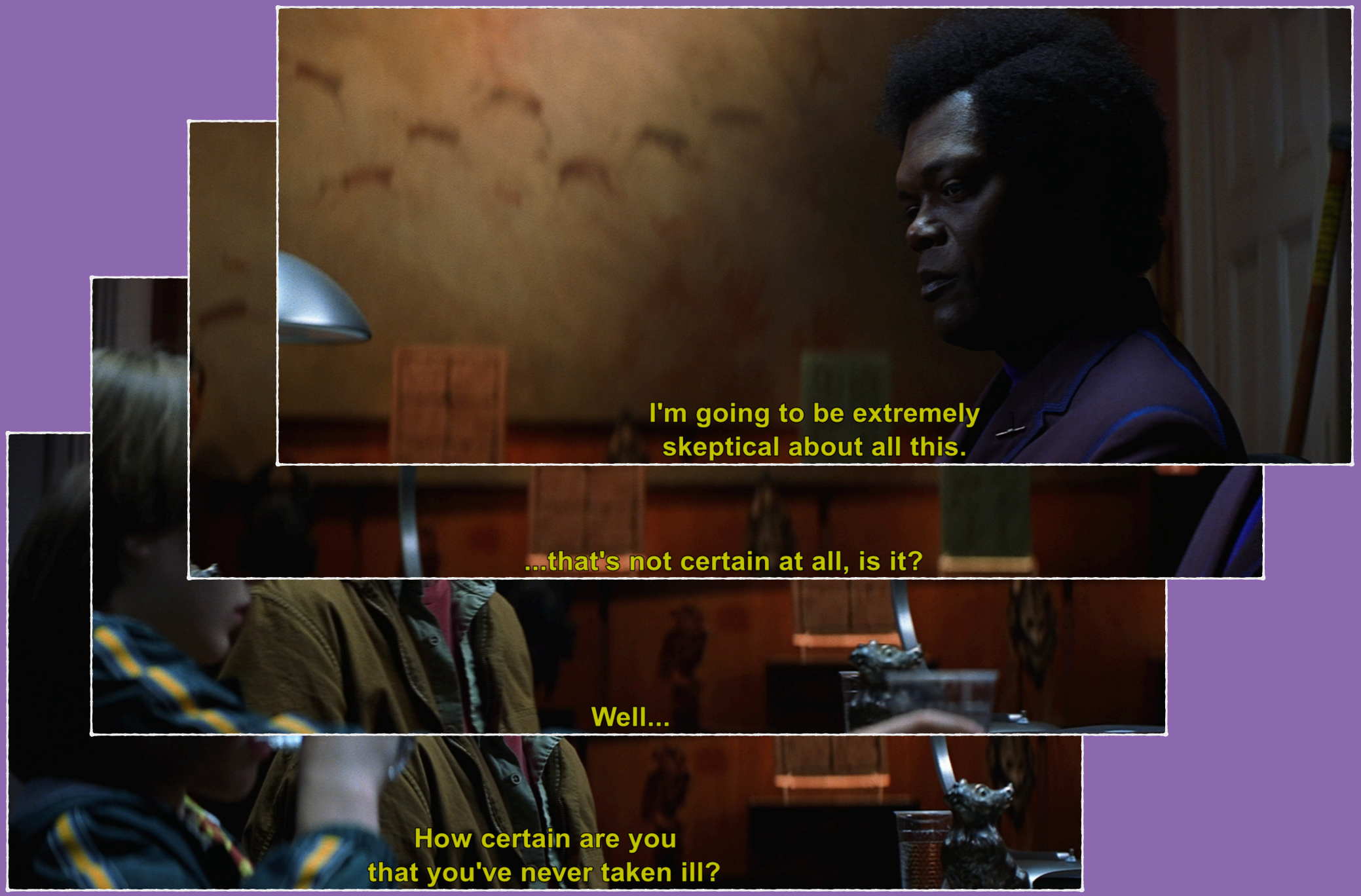
Slow Zoom



Static ("Fixed") Shot



Reflection & Rack Focus


I'm going to be extremely
skeptical about all this.
...that's not certain at all, is it?
Well...
How certain are you
that you've never taken ill?

Pan



Static (“Fixed) Shot



Static ("Fixed") Shot & Rack ("Pull") Focus



Handheld Gimbal
(resembles dolly shot but isn't)



Slow Zoom


I just don't feel right, Audrey.
Yes.
Do you knowingly keep me
and Joseph at a distance?
I had a nightmare one night, and...
Look, maybe it wasn't
a specific moment.

Slow Zoom