

How do visual and audio codes communicate meaning?

The mood and setting of the opening sequence in the film of Gulliver's Travels is quite dramatic. It begins with an overhead shot of the countryside by moonlight. The music during this shot is eerie and mysterious and builds up a certain amount of tension. The constant beat of drums and the repeated tunes of the violins are heard throughout the opening. There is also a slight tinkling of a harp which gives the music a magical feel to it. In the opening we see a lot of what Gulliver would see. The use of camera shots gives us his viewpoint. After a while we see a shot of a young boy in a room by candlelight with a toy soldier in his hand. A large image of the toy soldier is reflected on to the wall creating a shadow. In this shot the three sizes throughout Gulliver's Travels are shown. The little boy represents Gulliver, the toy soldier shows a tiny Lilliputian and the large image of the shadow is made to look like a Brobdingnagian giant. Not only is this shot symbolic to the rest of the film but it's also very effective because it looks good."

"MEDIA" COURSEWORK FOR GCSE ENGLISH,
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"Response to Film," *Making Movies Matter: Report Of The Film Education Working Group*. London: British Film Institute, 1999. p. 32.
<<http://www.bfi.org.uk/education/research/advocacy/mmm/pdf/fewg.pdf>>