**Paragraph 1**

In the short film Flight, Nicholas Verso creates unique experiences using visual film devices to emphasise the experience of confinement and isolation for the audience. Flight explores the despair experienced by a teenage boy, Jonah, who lives in a high rise housing commission block in modern day urban Melbourne. Nicholas Verso conveys a distinctive experience through the use of heavy non-diegetic sound and sounds of wind in the opening scene to support the visual narrative as Jonah attempts to “fly” within the enclosed space of his flat. The non-diegetic sound sets the tone and the atmosphere for the short film as Verso uses a slow and emotional music to exaggerate Jonah's inner mood and experience of feeling trapped and alone. The audience hears hints of wind as the music plays and Jonah unsuccessfully attempts to fly. A close up shot of Jonah’s hands flapping is presented in silhouette to emphasise his magical desire to be transformed from his current state. This emphasises the attempt of his metaphorical flight to escape from his societal disconnection and housing commission surrounds. Verso visually highlights Jonah's experience in his post-modern Australian context and allows the audience to gain greater appreciation of the desperation and desire for acceptance within his community.

|  |  |  |
| --- | --- | --- |
| * Strengths | x Weaknesses | So What? |
|  |  |  |

**Paragraph 2**

Flight explores the unique experience of the young boy Jonah in a distinctively visual manner by representing Jonah’s emotions through various camera techniques. The lighting of the short film reinforces Jonah’s emotions throughout the entire film. For example at the beginning of the film the lighting is quite dark and heavy, although as the film progresses the lighting also begins to become lighter and brighter. The lighting emphasizes the struggle Jonah has at the beginning to fit in with the other skaters. The slow progression of the light captures Jonah’s experiences through his ability to finally fit in with the other boys in the skate park.

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| --- | --- | --- |
| * Strengths | x Weaknesses | So What? |
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**Paragraph 3**

Like Henry Lawson’s short stories, ‘The Drovers Wife’ and ‘In A Dry Season’, Nicholas Verso’s Captivating short film, Flight, explores the distinctive experience of isolation and hardship influenced by the harsh surrounding environment. Jonah, the main character, feels the despair of a boy trapped in his high rise housing commission existence in modern urban Melbourne. The composer puts forward this idea by his various use of camera shots. A down shot from Jonahs top floor flat reveals a landscape surrounded by tall blocks of flats, blocking out any natural sunlight and establishing a tone of despair and further denoting the idea of isolation. The extreme close up of Jonah’s hands and feet as he tries to take ‘flight’ from his surroundings, reveals his isolated, frustration and yearning for something different. Both of these camera shots depict Jonahs isolation and essentially his frustration due to the environment in which he resides. Therefore, through his use of various camera shots, Nicholas Verso distinctively visualises to the audience the distinct experience of Jonahs isolation.

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| --- | --- | --- |
| * Strengths | x Weaknesses | So What? |
|  |  |  |

**Task**

For each of the three paragraphs, you are going to do a **criteria search**. When you identify the criteria in a paragraph, you must **colour it in** with the corresponding colour.

Once you have worked through the paragraph, you are going to decide on its **STRENGTHS**, **WEAKNESSES** and come up with at least one **SO WHAT** idea for your own.

**Criteria:**

* BLUE: Must contain a **thesis**
* RED: Must use **techniques** to support thesis
* PINK: Must include the **example** of the techniques used
* YELLOW: Must **explain** how the techniques support the thesis (effect)
* PURPLE: Must **link** ideas together
* GREEN: Must provide some **contextual information**
* ORANGE: Must make **connections to the question**
* BROWN: Must use **clever words** (adjectives/adverbs/persuasive language/high modality/etc)

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