

# Quality cinema transcends theater screen



## A New Generation

Audrey Boyd

The lights dim, the opening score plays, and the rest of the world fades away. When done correctly, the next two hours are no longer yours. The time is taken into someone else's hands, and they have the power to decide how to use it.

Good movies give you an escape. Great movies have you returning. True cinema, however, stays with you long after the credits roll.

"The idea of a movie, for most people, is just something that you watch for maybe an hour and a half to two hours and it tells a story," Radio/TV teacher Brian Shaw explained. "But when you hear the word 'cinema' — and it's all semantics — but I think when you hear the word 'cinema,' you think of art. And that's when you begin to think of the idea of telling stories as a form of art, more so than just entertainment."

Art is subjective, and for me to

declare what someone is allowed or not allowed to enjoy would be ridiculous. It is impossible to have the exact same response to a film as the person sitting next to you, or you may even respond in a completely new way than from the first time you had seen it. Different experiences drive different reactions.

The one concrete statement I will make is this, however: art is about connection.

"I think what makes good cinema good is the idea that it can reach out to someone, and make them feel something that, maybe they weren't even aware that they had inside them. Because as I said, cinema is an art form. So, if you do art really well, it speaks to someone on some sort of personal level, whether that be a painting, or a song," said Shaw. "I think, in order for cinema to be good, it has to have a message

that people can resonate with, and something that really speaks to people."

One of the largest factors in that connection is the character, which is then divided into two key parts: the writing and the acting. The most immersive, thought-provoking script will

level goal and it is their objective to get it. As the story progresses, however, their deepest desire is uncovered — this is their need. It could even be something they were completely unaware of in the beginning, but it is what brings satisfaction to the character and completes their growth.

Protagonists who do not have arcs should at least have drive. They should be as proactive as possible, make decisions, and change the story, or else the audience will lose interest.

Another aspect to making good cinema is the purpose it has. Why are you telling this story? What does it mean to you? Are you creating it for entertainment or for impact?

"Whenever I notice a movie is good is good is whenever I can see that the people behind the project actually put on screen what they think is good cinema to themselves," said junior Lucas Hunchman. "They're not doing it for the money, they're not doing it to get sales. It's mainly

just to get out there what they want to see themselves. And I think that's what making movies is about. Just showing what you think is important for people to see."

The amount of work and details that make a film great is immeasurable. The lighting, editing, cinematography, costumes, soundtrack — they are what define the art.

Shaw described similar points when listing what makes cinema great for him. "The idea of cinema being a one-person show, because people think of a director, or things like that, is a little false..."

For me, great cinema has depth. It is a piece that can be revisited hundreds of times and still have something new to discover. All of the tiny details that can be picked apart, whether the artist intended it or not, is incredible. Great cinema is something that exists outside of itself. It transcends from just being a moving picture on screen to something that impacts lives

Great cinema is an experience.

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**Brian Shaw**

Radio/TV teacher

fall flat with an apathetic actor. An incredible, emotional actor with a poorly written script would just be uncomfortable.

Additionally, protagonists should have wants and needs in the story. This is what creates the character arc so many people are drawn to: they want a surface

## What do you think makes good cinema?



sophomore  
Lydia Gordon

"Something that would make good cinema is if it's relevant, interesting to your audience, and has a good theme."



junior  
Mark Lowney

"Characters should have an arc. They should change by the end of the movie from how they started."



junior  
Dalton Vanover

"[They] pay attention to the cinematography and the soundtrack. They get people perfect for the role."



senior  
Elizabeth Melton

"It has to deal with the cinematography of it all, and I think it also has to deal with having meaning behind it."

Sam Haney/*The Bagpiper*