**The Dark Knight – Notes from class mind map**

Costume

Joker: Contrasting colours showing he is unstable / crazy / psychotic. Scars make him quite mysterious. He always changes the story of how he got his scars, this makes him seem even more crazy. The scars are a physical representation of his damaged mind. We can’t tell if the scars are actually self-inflicted or not. Makeup as a mask – what do you think he is hiding from? He is quite scruffy, shows he doesn’t really care about his appearance.

Batman: Dark colours – secret identity, makes him seem mysterious. Muscle plates make him seem intimidating. He uses a lot of technology and this makes him look quite intelligent. Wears a mask – what do you think he is hiding from? Has wings. Costume helps him fly / glide. BAT-MAN.

Lighting

Characters: Often shown half in light, half in darkness. This is to show characters having both a good and bad side. E.g. Batman tries to rid Gotham of the ‘baddies’ but in the process often causes destruction / kills / harms people.

The ferry is well lit. This is to show the innocence of the people involved in the Joker’s evil plan.

Camera shots and angles

People on the ferry – long shot, shows the large number of people involved / lives at risk. Emphasises Joker’s want for chaos.

The box / detonator – close up, draws attention to the object, creates suspense because audience doesn’t know what it is for initially.

Batman vs Joker conversation – switches from mirrored close ups and medium shots. Indicates similarity and that they are on the same level. Rotating camera angle as Joker reveals his real plan involving Harvey Dent. This is also a representation of the turning point in the film.

Music

Minimalistic. Creates tension and suspense. Joker is defined by two clashing notes. Shows his conflicting personality and mental state. They were experimental with the soundtrack and used things like razors to create unusual sounds. This helped contribute to the chaotic noise of the soundtrack. Builds up at key points in the film to create suspense.