

How did Godard challenge the established conventions of cinematography and editing?

Godard challenges the established conventions of Cinematography and editing in 'Breathless' (1960) in several ways, he does this by using a variety of techniques like jump cuts and making certain scenes much longer than the length of a standard scene

One of the scenes where Godard breaks away from the conventional is in the car scene, and in it Michal and Patricia are in a car and driving along, and during that scene Godard uses a lot of jump cuts in the scene



The effect is that the scene doesn't appear to have a lot of continuity and that the cuts in the scene appear to be disjointed and not connected with each other. Godard does this to break away from the escapist norm at the time where people would go to the cinema to escape from reality and Godard uses these techniques to remind the audience that they are watching a film and to 'break' the illusion.

Another scene where Godard challenges conventions is in the taxi scene where we see Michal leaves the taxi to go talk to a man while Patricia waits in the car, the would be a norm that the camera would follow Michal and listen to his conversation with the man but it stays in the Taxi and the ambient noise means that the conversation is difficult to make out.