

Micro-elements
in
Pan's Labyrinth

Sound

During the scene where the Pale Man is introduced, they show murals depicting him slaughtering babies.

As the camera pans across these images, we can faintly hear the cries of babies.

This creates a very eerie atmosphere, cementing the pure evil nature the Pale man possesses, and dramatically heightens tension knowing that very same creature is sitting patiently in the room with Ofelia.

This is a case of Intra diegetic sound, only Ofelia is hearing this inside her head connecting the dots between the babies and the creature in the room.



Mise-en-scene

Here the color grading has a green/yellow tint making this scene feel sickly and unclean.

Making the space very tight also creates tension within the spectator, knowing Ofelia doesn't have anywhere to run

Costume and makeup were also used here to help create this very uncomfortable situation as she isn't in her usual clothes, unprotected and has filth and mud all over her.

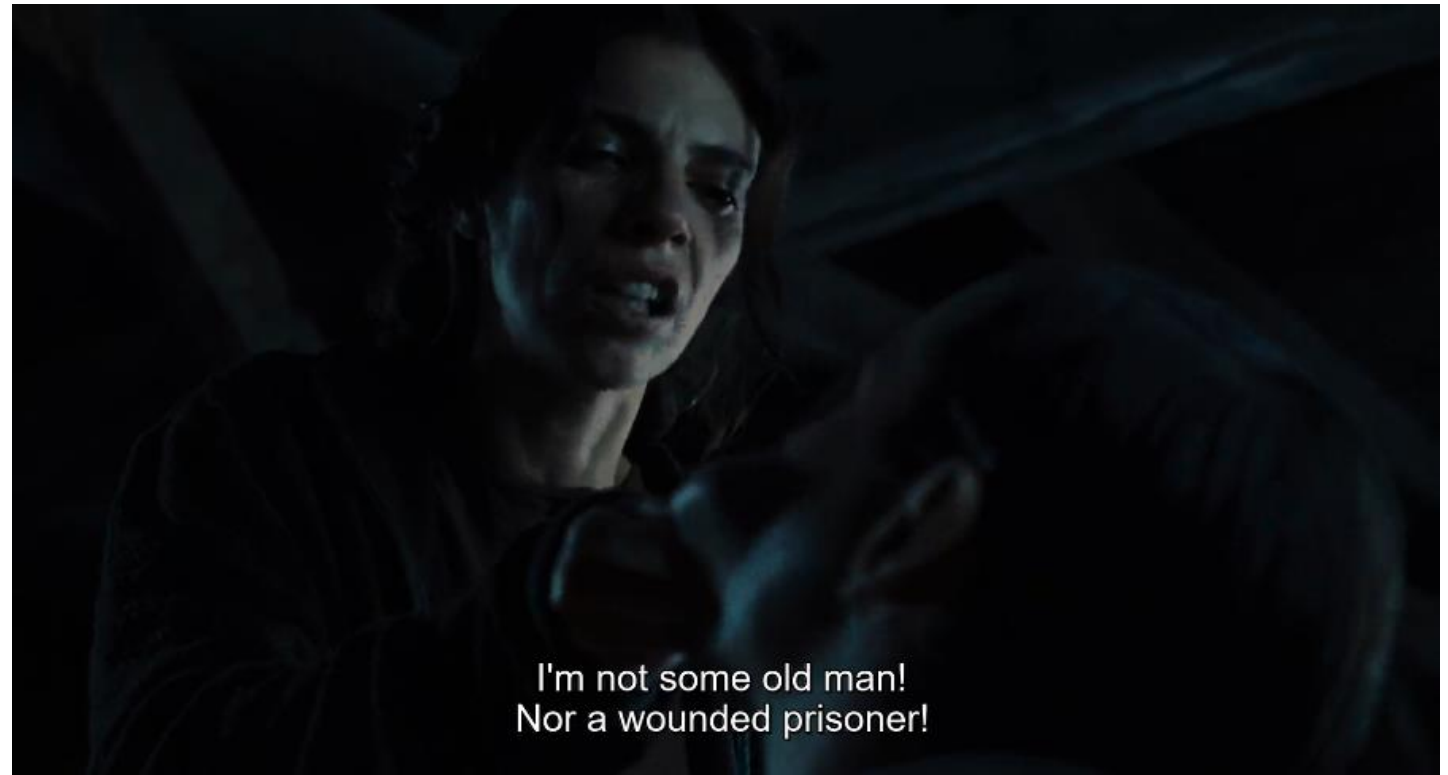


Cinematography

Here a high angle shot is used here to create the dynamic shift in status between the characters. For the first time Vidal is the victim and has lost all power.

A medium close-up is used here as well to show not only her furious facial expressions, but here strong stance and action as well.

This is while Vidal is put in a close-up of just the back of his head showing again, he has lost his power and therefore we do not see his body nor his face.



Editing

Here the shot of Ofelia shows her telling a story of a rose to her unborn brother, and then a J cut is used as she is still telling the story but the scene has changed to showing Vidal.

This connotes that Vidal is the one being described as "wilted" and "forever alone", which can also be seen as an example of an intellectual montage.

This connotation helps the viewer understand the type of person Vidal is, someone who has no loved ones, and is becoming beaten from the freedom fighters day by day.

