A Timeline of the History of Film

The following timeline highlights only the most important moments. There is a lot more detail around each of these.

As you watch the films we will be studing, ask yourself how and where they fit into this timeline. What effect have these developments had on your film?

The films you will be studying and their years of production are:

- King Solomon's Mines (1950)
- Jaws (1975) [not for the exam; this will be your practice film]
- Raiders of the Lost Ark (1981)
- Spirited Away (2001)
- District 9 (2009)
- Skyfall (2012)
- Whiplash (2014)

1895	The first moving images are recorded. Almost immediately there is a split between the Lumiere Brothers who produce documentary sequences – films showing the world as it is – and Georges Méliès who produces fantasy films filled with optical effects and camera tricks.
1897-1927	Films develop from shorts (around 5 minutes using one reel of film) to feature length (around 90 minutes). The films are silent and any dialogue is shown as written captions. Music is provided where possible by a live orchestra which plays as the film is shown.
	The basics of film structure are established during this period; lighting , editing and mise en scene . Newer lightweight cameras allow shooting on location .
1920s	 Hollywood becomes the heart of the American film industry. It evolves into the Big 5 Studios – Paramount, Warner Bros., Leow's/MGM, Fox (which becomes 20th Century Fox in 1935) Radio Keith Orpheum (RKO) And the Little 3 Studios Columbia Universal United Artists
	Hollywood becomes vertically integrated ; that is, these studios make the films, they distribute the films and they own the theatres in which the films are shown.

1927	The Jazz Singer (Dir. Alan Crosland) starring Al Jolson is released. It is
	the first feature film with a soundtrack.
1935	Becky Sharp (Dir Rouben Mamoulian) is released. It is the first film to
	use the Technicolor Corporation's 'three strip' colour process which
	allows films to be shown in colour.
1937	Walt Disney releases Snow White and the Seven Dwarves, the first
	feature length film to be entirely hand animated.
1948	United States vs Paramount, also known as the Paramount Decree, is
	a court case which brings to an end the vertical integration of the
	film industry. Studios can now no longer own all the elements of film
	production and exhibition.
	This gives rise to independent film makers outside the studio system
	and agents who produce films which the studios then distribute and
	exhibit.
1950s	The popularity of television means that fewer people are going to the
	cinema. The film industry responds by trying to give the audience
	something they can't get at home – widescreen and 3D .
Late 1950s	Lightweight cameras suitable for hand-held use – rather than being
	fixed on a tripod – become cheap enough for widespread use. They
	become popular with documentary makers and young directors in
	France (the French New Wave).
1970s	Garret Brown develops the Steadicam , a rig worn by the
	cameraman who can move around while keeping the image
	steady. First used in 1975 and made famous by The Shining (Dir
	Stanley Kubrick, 1980)
1975	The enormous success of Jaws (Dir Steven Spielberg) creates the
	idea of the Summer Blockbuster . This becomes the main way that
	studios make money in the future.
1977	George Lucas established Industrial Light and Magic (ILM) to provide
	the special effects (SFX) for his film Star Wars. The success of this film
	cements the idea of the Summer Blockbuster and creates the idea of
	tie-in merchandising (toys, actions figures etc)
1990s	ILM starts to use computer generated imagery (CGI) for SFX. At first tis
	is combined with practical effects (as with dinosaurs in Jurassic Park
	(dir Spielberg, 1993) but by the end of the decade CGI is used to
	replace practical effects.
2001	In The Fellowship of the Ring (dir Peter Jackson) and the two sequels,
	Andy Serkis plays Gollum. The character is entirely created by CGI,
	mapped on to the movements of the actor. This technology – called
	motion capture allows non-human characters to be created
	convincingly without complex make up.
2000s	High quality cheap cameras allow people to shoot their own films
	more easily and digital editing makes even quite complex special
	effects doable. Youtube and other streaming sites allow people to
	distribute their films for free and find an audience.

Remember also to think about the time your film was made in terms of the **social** and **historical context**.