|  |  |  |  |
| --- | --- | --- | --- |
| Aspect of setting | Description | Evidence – how is it filmed, set design, costume, music/sound, camera shots etc | Overall impression is: |
| Physical spaces | Scary Count Olaf’s house, Warm Uncle Monty’s house. | Looking up at Count’s house making it looks tall and big like his personality. Uncle Monty’s house looks gentle and kind but still large. With the music and camera angles being nice and soft music and for Count’s house bad music scary like the house. The design of the house is creepy and tall with dark colours. | That count Olaf’s house is creepy. The set usually matches what they are talking about or who they are with for example at uncle Monty’s house everything is light and happy and that matches his character and the vibe that the kids have. It is set in the early 1900’ds which suites it to be honest it adds to the theme because kids were not listened to as much as they are now days. The use of symbols is good because the eye is all over Count Olaf’s house so this tells us it must have something to do with him and that it is important. The society is Old fashioned and run by the government so therefore children won’t get listened to as much. |
| Historical / Time period | Early 1900ds | Because the costume and set for example in the bit where Mr Poe is going to talk to them you see a tram go off in the distance. The clothes are all long and old fashioned. The cars are different as well |
| Society | Run by the government and people with the most money. Old fashioned Clean in the nice places and dirty in the not so nice places. | The costume tells us it is old fashioned long skirts. The cars are old and the government don’t listen to kids which is more what they did in the 1900ds than this century. |
| Symbolic elements | The eye on Count Olaf’s foot is a big part as it is all through his house and turns out to be the shape of the magnifier that sets the houses ablaze. | It is everywhere in the set. In Count Olaf’s house all around in the windows and on the doors adding a mysterious feel because we know it must mean something. |

**Setting Chart**