



Semiotic Analysis

The Signifier: "Jurassic World: Fallen Kingdom," the second movie in Universal's "Jurassic World" franchise, and the fifth film in the overall "Jurassic Park" universe.

The Signified: -"Jurassic" refers to the Jurassic Period (201.3-145 million years ago), when dinosaurs walked the Earth.

-"World" has many definitions, but in this context is best defined as "a group of living things." ('The Animal World')

-"Fallen" or "Fall" means "move downward, typically rapidly and freely without control, from a higher to a lower level."

-"Kingdom" is defined as "a country, state, or territory ruled by a king or queen," but here could also be referring to the "Animal Kingdom," the highest category in taxonomic classifications.

Syntagmatic Analysis: The film takes place 26 years after the original, and follows a similar approach to the first two films from the 90s. Much like the first "Jurassic Park," the park is forced to close in Jurassic World, and the sequel for both seem to be dealing with those aftermaths.

Auteur Theory: This film, as I said before, is stylistically different from its predecessors. While this seems to be filmed a la "Kong: Skull Island," with bright colors and big explosions, with maybe a bit less heart.

Denotation: The trailer denotatively represents the second film in the current series, and the fifth overall in the cinematic universe.

Connotation: The trailer connotatively represents the destruction of the "past," as the island that contains all of the dinosaurs is literally about to blow up. It (supposedly) represents the end of the Dinosaur Theme Parks in the films, and puts the future of the story in jeopardy.

Ideology: The film's main moral focus seems to revolve around the dinosaurs' rights as animals, the dangers of genetic splicing, and the recklessness of weaponization.

Intertextuality: This film is obviously an entry into a very lucrative series, with a loyal (and huge) fan base. Because of its direct connections to these films, the trailer contains many images that relate to the previous films. The image of the park, for example, but destroyed (as it was at the end of the previous film), the shadow of the feet of some sort of raptor (a reference to the very famous shot from "Jurassic Park"), and of course the T-Rex. The film also marks a new direction for the lore of the series, which is a task that every new entry in a series has to tackle. Deciding where to take existing characters and storylines while also adding new faces and events is a tough task for any filmmaker.

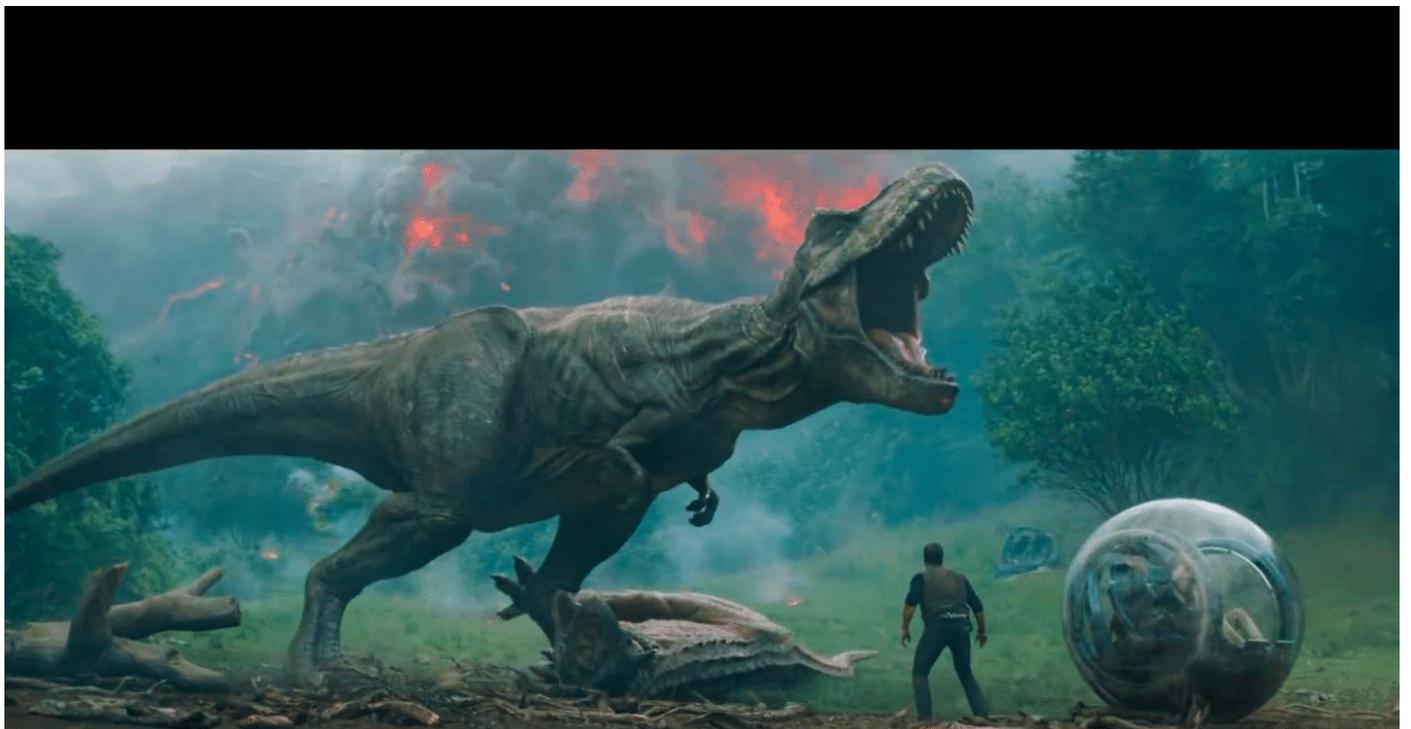
Images: This trailer (and this film specifically) marks an artistic departure from the previous films in multiple ways. The most notable change is the aspect ratio of the film. This may seem like a minor detail, but the aspect ratio of a film is extremely influential in how you view a picture. The first film in the series, Steven Spielberg's "Jurassic Park" (1993), was shot in a different ratio from most blockbusters. The standard of most action films is 2.39:1, commonly known as "widescreen." When shooting test footage, however, Spielberg noticed that this standard ratio made it difficult to stage shots that featured dinosaurs and humans. He also wanted a ratio that was able to capture the size of the dinosaurs, and to dwarf the people next to them. He settled on a much taller 1.85:1, which looked like this (note the size of the black bars on each image):



The first three Jurassic Park films all used this ratio, and when the time came for Jurassic World, new director Colin Trevorrow wanted to shoot the film in classic 2.39:1. However, since Spielberg was still executive producer, he pushed for 1.85:1. They compromised and shot it at a relatively unused ratio, 2:1. This way, Trevorrow got the "widescreen" effect he was looking for while still preserving some of the height of the frame. This provided shots like this:



With this new film, however, a new director was brought on, J.A. Bayona, known for "The Impossible" (2012). He opted to throw out the series' previous artistic choices and shoot on the standard 2.39:1 ratio. The result is a trailer for a film that does not feel like Jurassic Park. It feels subdued, slimmed down into an action movie with big CGI dinosaurs. Though the shots are still well-done, they do not feel as intentional and well-crafted as the other films. Here is this trailer's T-Rex shot, which is still nice, but feels very different, and somehow flat:



Unlike Spielberg's similar T-Rex shot, which seems to almost protrude from the screen, this shot seems much less full of life. It is also clearly CGI, which in some ways does not feel as lifelike as Spielberg's use of puppets *and* CGI.

Icon: The T-Rex is the biggest icon of the Jurassic Park/World series, appearing in every film so far. For the films, it represents the "King" of the dinosaurs. In the first two films, the T-Rex is one of the films' main antagonists, along with Velociraptors. In the current series, it represents the power and might of the past, and can be both appreciated and feared.