

Non-Verbal Codes

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In class we've been discussing non-verbal codes, such as kinesics, facial expressions, eye contact, and vocal cues. We were tasked with watching a clip from "Wallace and Gromit in The Wrong Trousers" and relating it to four of the many non-verbal codes we learned, which I'll be using the four I named above.

In the short film, Gromit does not speak, so he is a key piece in using non-verbal codes. One of the ways he uses the codes to communicate non-verbally is through kinesics. Gromit conveys his emotions through his body language. An example of this would be when Gromit slumps his shoulder and walks away after he was ignored by Wallace. Posture in real life can indicate emotions and show how one feels. In the case of the scene I stated above, Gromit indicates his sadness and disappointment through his shoulder slouching and posture.

Another two that are indicated in the short film are facial expressions and eye contact, which are key to telling the story. Wallace exaggerates his facial expressions, like opening his mouth and eyes wide when he finds out about the penguin's true identity, which shows his emotions better. Gromit shows emotions through his facial expressions and eye contact as well. An example of this is when Gromit glances at the penguin without making direct eye contact with the penguin. The way people show emotions through facial expressions and eye contact can indicate trust between characters and show who may be hiding things.

Finally, vocal cues are big in trying to understand Wallace's personality. At the beginning of the short film, he is very upbeat which indicates that he was trusting. As the film goes on, he begins to speak faster and more panicked, indicating he realizes the danger he is in. The shift in tone throughout the story indicates the emotions throughout the story changing.

Together, kinesics, facial expressions, eye contact, and vocal cues, make a great story. These elements come together in the short film, showing how strong non-verbal codes in storytelling and in real life are.