

Batman v Superman Succeeds where the Marvel Cinematic Universe Films Fails

With a 27% rating on Rotten Tomatoes, it is clear that Batman v Superman didn't meet the expectations of the fans who eagerly waited for it. In fact, that may be an understatement. However, Batman v Superman succeeds in one thing that the Marvel Cinematic Universe has not yet succeeded in. That being said, warning for spoilers below.

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The typical action movie shoots the major action scenes from many different angles and pieces the different angles together. When pieced together right, this can lead to awe-inspiring awesomeness where you know who is fighting who and what is going on (for lack of a better word). However, when this isn't done right, the audience may have no idea who's fighting who, who just landed that punch, and is left at the end of the scene with the question: what just happened?

Marvel Cinematic Universe TV shows

Enter the Marvel Cinematic Universe TV shows. Daredevil shows the action scenes slowly, in fact, in the second episode of season one and the third episode of season two, the fight scene is one shot. The camera slowly follows Daredevil, who has to fight his way through a hallway (in season 1) and a stairway (in season 2) full of people who are trying to keep him down. In these two scenes, and all of the fight scenes, you are able to see and follow everything that is going on.

It is understandable why people don't do one-shot fight scenes, for one, they are completely exhausting for the actors and one single mistake on anyone's part and the whole shot is useless. However, even when Daredevil didn't have one-shot fight scenes, it slowly switches between the different cameras, helping the audience to see the action without having a flurry.

Marvel Cinematic Universe Films

Enter the Marvel Cinematic Universe films. Most of the directors piece together the action scenes together in a flurry of constant camera switches, lingering on one camera between one and two seconds and then moving on to another camera shot. This adds to the chaos that fighting endures, but it's hard to focus on what's actually going on.

When Quicksilver dies at the end of The Avengers: Age of Ultron, it's hard to follow because the action was constantly switching between the Hulk and Black Widow, Iron Man and Thor, War Machine and S.H.I.E.L.D., and Hawkeye and Scarlet Witch.

Batman v Superman: Dawn of Justice

Enter the, arguably reviled, Batman v Superman: Dawn of Justice. Every fight scene that Batman has is slow camera-switches. Zack Snyder gave us a fight scene in a similar vein as what the Marvel Cinematic Universe TV shows gave us. Easy to figure out who was fighting who, spending several seconds or longer on a moment, rather than mere milliseconds.

Some specific examples include during the final fight scene, Superman realizes that Lois Lane is in trouble and the camera stays on that part of the battle for a few minutes. Then, they rejoin the battle and it focuses on that...and then Superman "dies." Another example is when Batman saves Martha Kent, Superman's mother. He explodes out of the floor and it stays on the same camera until he is done beating up one guy, then it moves to the next camera where he beats up another guy.

Superman v Batman was by no means a perfect movie, but it was able to pull off actions scenes that aren't today's equivalent of shaky camera movies from the 2000s.