



Camera

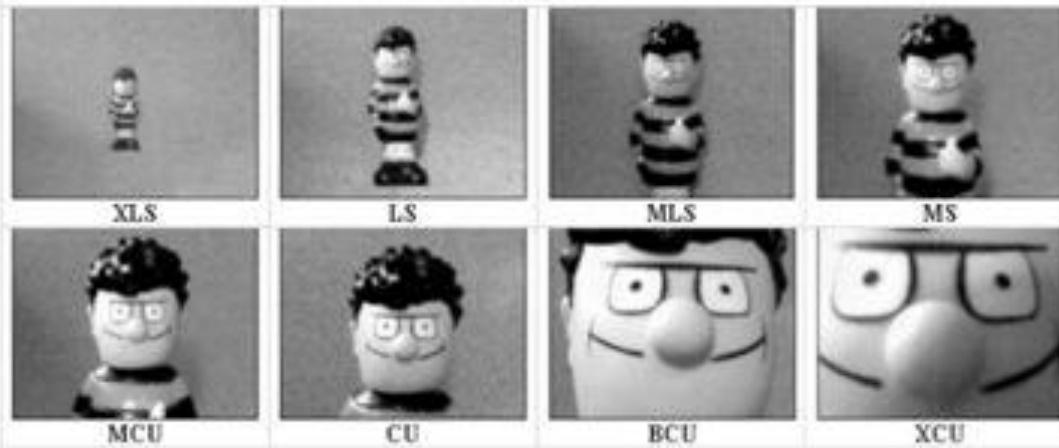
Actions

Shots, Angles & Movements

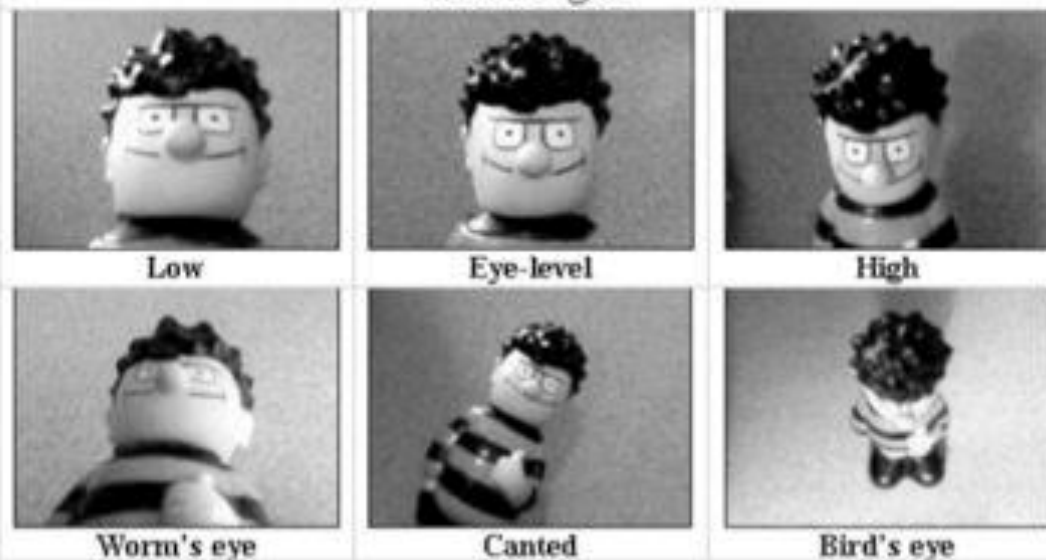
ROLL		SCENE	TAKE
DIRECTOR		DATE: DAY: INT: EXT:	
CAMERA:			
DATE:			

Camera Shots, Angles and Movement

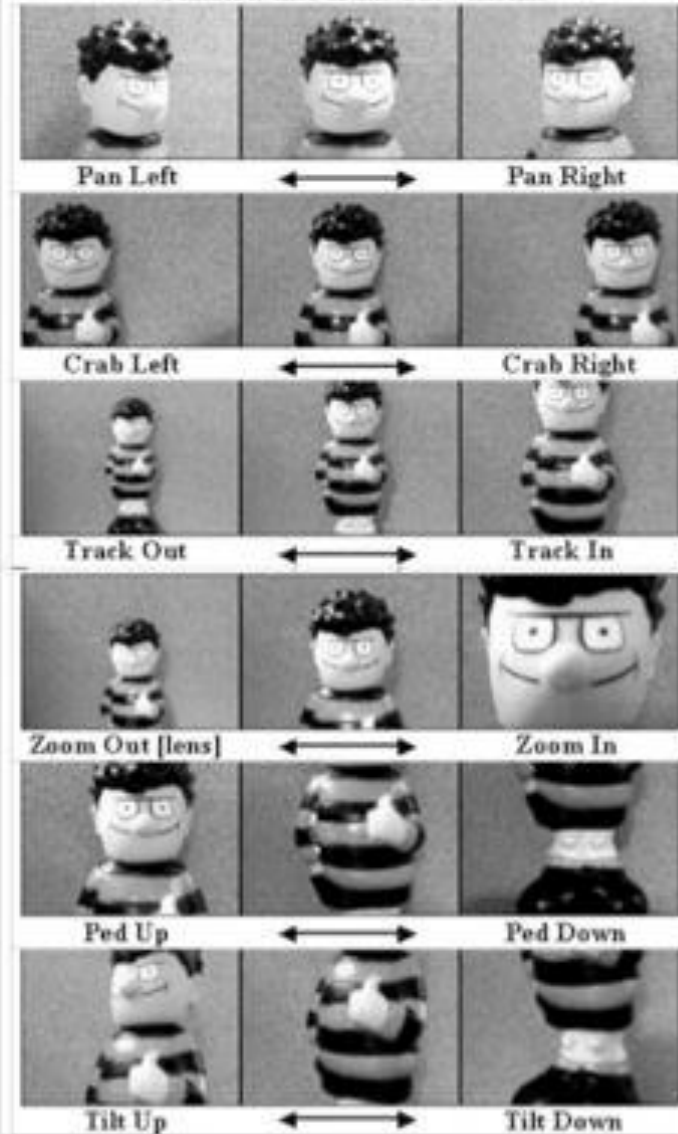
Shot Sizes



Shot Angles



Camera and Lens Movement

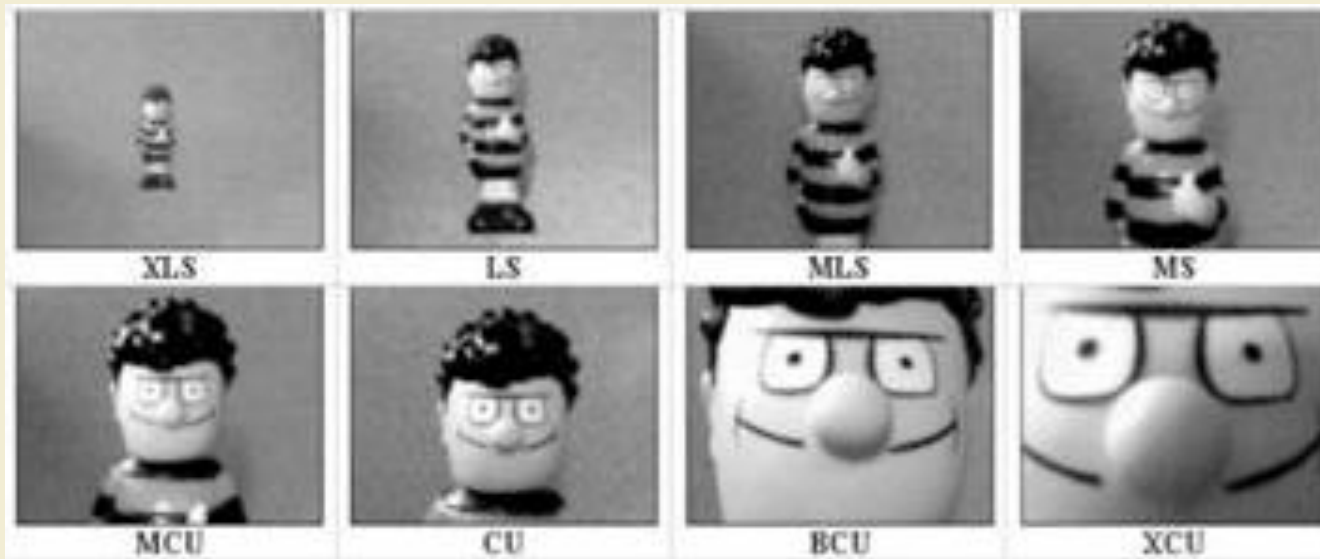


Camera Shots

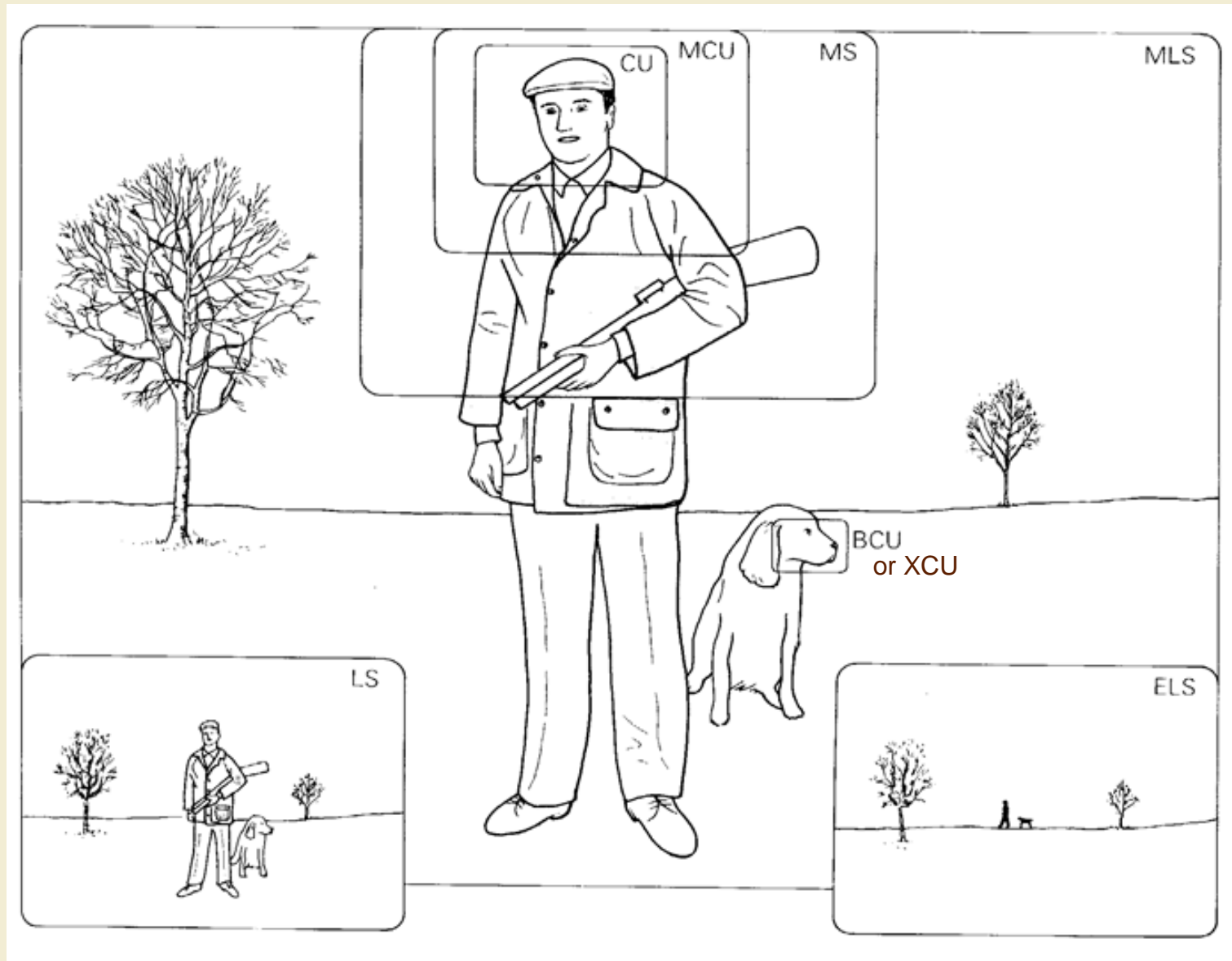
(Shot Sizes)

Camera Shots

- There are several different *Camera Shots* used in TV and Film Production.
- Each *Camera Shot* is given a name and description for use during storyboarding.



Camera Shot Diagram



Examples of Camera Shots

Types of Shots
in Picture Form



Extreme Long Shot (XLS)



Long Shot (LS)



Medium Long Shot (MLS)



Medium Close-Up (MCU)



Close-Up (CU)

Medium Shot (MS)



Extreme Close-Up (XCU)

Extreme Close Up

- The subjects face fills the screen.
- Used to make the subject appear dominant or aggressive.
- Can be a romantic shot with correct lighting.



Close Up

- Includes head and shoulders.
- Eyes and facial expression visible.
- This is often a reaction shot, one which shows how a person is feeling about something that has just happened.



Medium Close Up

- Includes the middle of the chest up.
- This is a good shot when you want the viewer to think the speaker is talking directly to them.



Medium Shot

- Includes the subjects' body from the waist up.
- Similar to our field of view.
- This is the most comfortable shot for the viewer.



Medium Long Shot

- Includes the subject from the knees up.
- Can include two or more subjects.
- This is useful for showing an actors larger gestures and movements and for group shots.



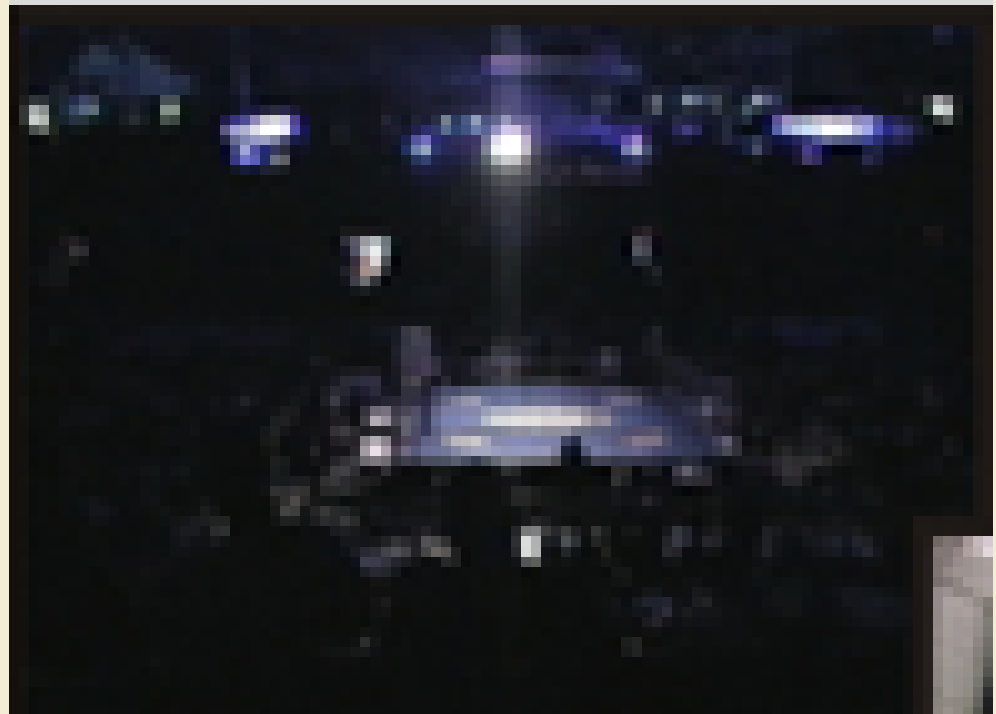
Long Shot (Full Shot)

- Includes the subject whole body, from head to toe
- Useful shot for action scenes and group shots



Extreme Long Shot

- Used to show a whole crowd or an overall view of a setting
- This is often called an establishing shot because it shows the viewer time and place, night or day, winter or summer



Context Shots

These Camera Shots are used to interrupt the current action by inserting a view of something else. This gives the audience new information and reframes the scene, which is helpful during Post-Production editing .

Cut Away

- A shot of something other than the current action.
- Draws attention away from a change or error in continuity.



Cut in Shot

- Shows some part of the subject in detail.
- Similar to Cut Away Shot.



Over The Shoulder Shot

- Looking from behind a person at the subject.
- Helps to establish the positions of each person, and get the feel of looking at one person from the other's point of view.



Noddy Shot

- A shot of the interviewer listening and reacting to the subject.
- Shot and edited in after interviewer.

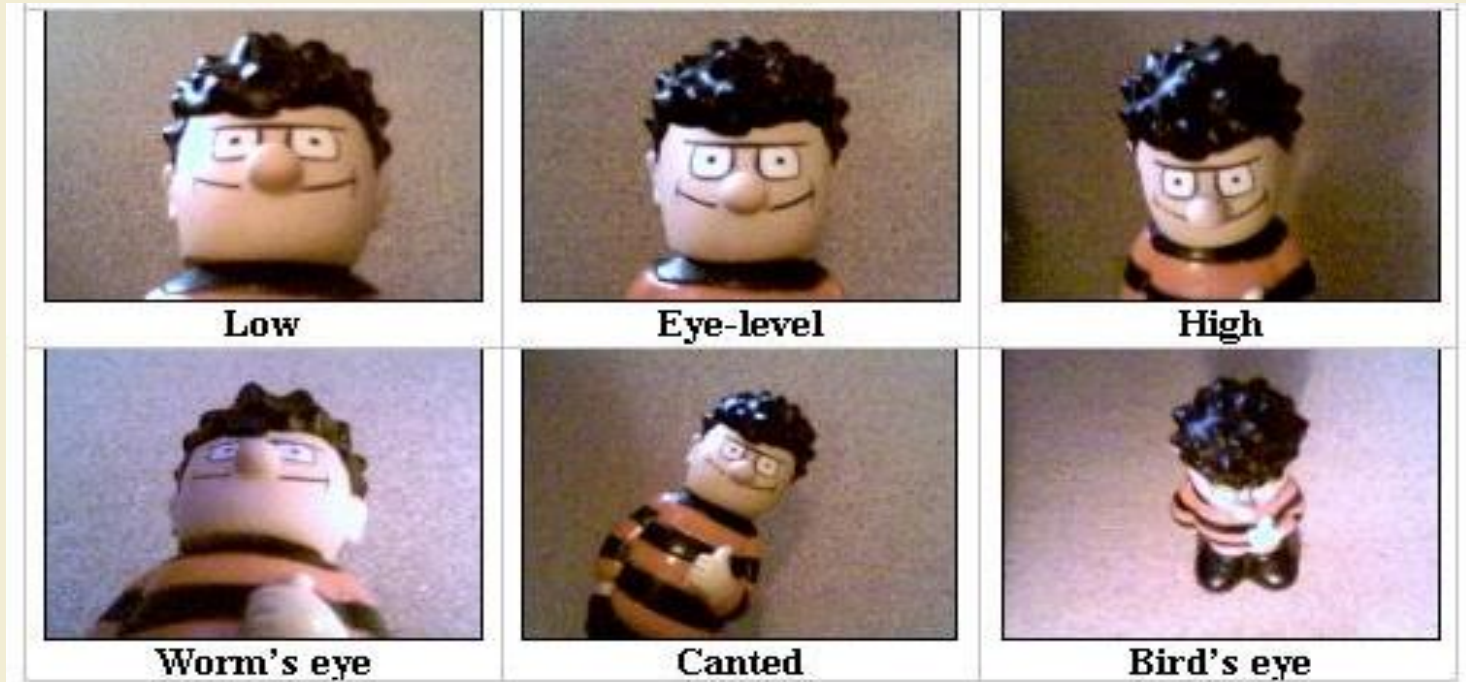


Point of View Shot

- Shows a view from the subject's perspective.
- Usually edited in such a way that it is obvious whose POV it is.



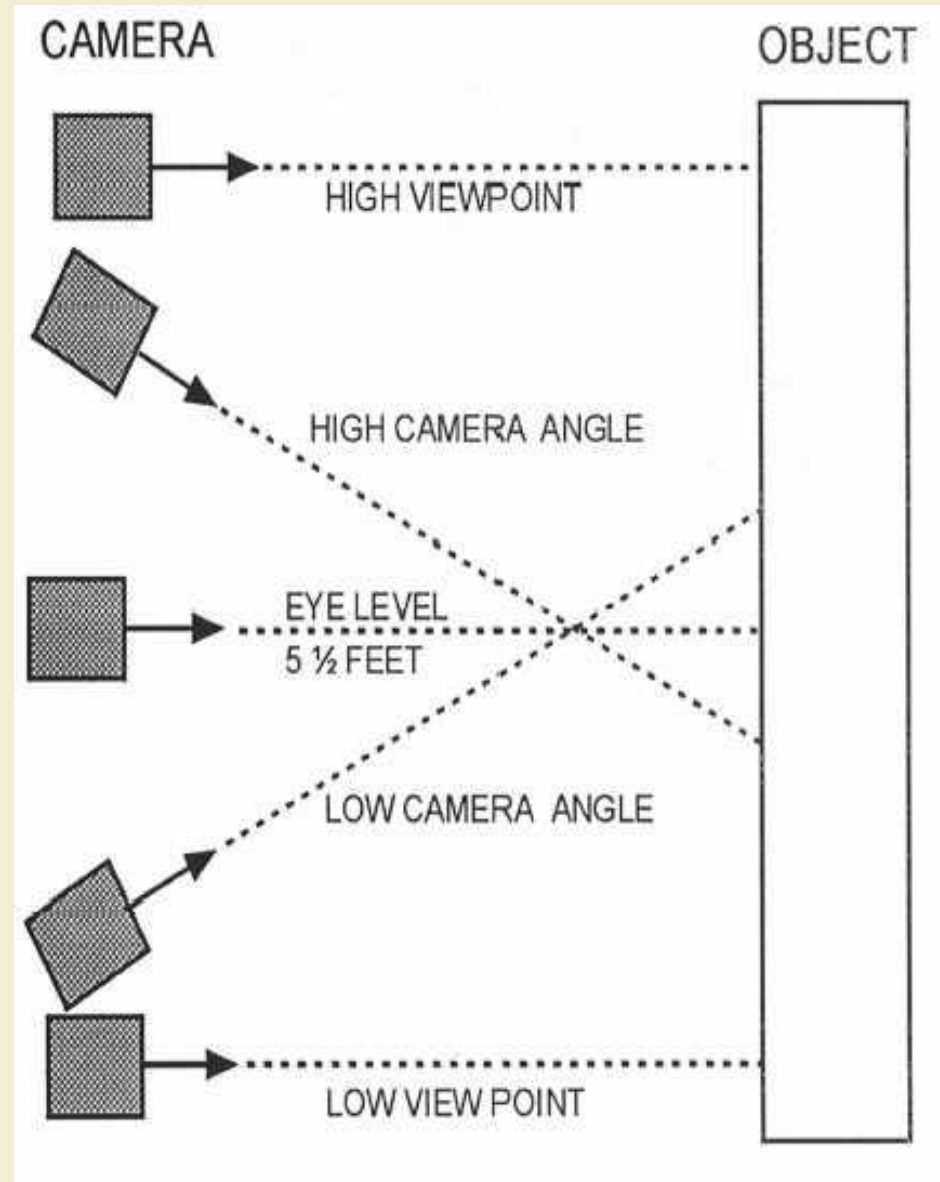
Camera Angles



The term Camera Angle means slightly different things to different people but it always refers to the way a shot is composed. Some people use it to include all camera shot types, but most professionals use it to specifically mean **the angle between the camera and the subject.**

Camera Angles

- **Bird's Eye:** a shot taken directly above the action.
- **High Angle:** a shot taken from above the subject/action.
- **Eye-Level:** a shot from the eye-level of the subject.
- **Low Angle:** a shot taken from below the subject/action.
- **Worm's Eye:** a shot taken directly below the action.
- **Canted View:** a shot taken on an oblique angle to the action.



Bird's Eye View

Bird's Eye View: a shot taken directly above the action.

What is the effect?

The effect is that it makes the viewer feel disoriented or God-like.



High Angle



High Angle: a shot taken from above the subject/action.

What is the effect?

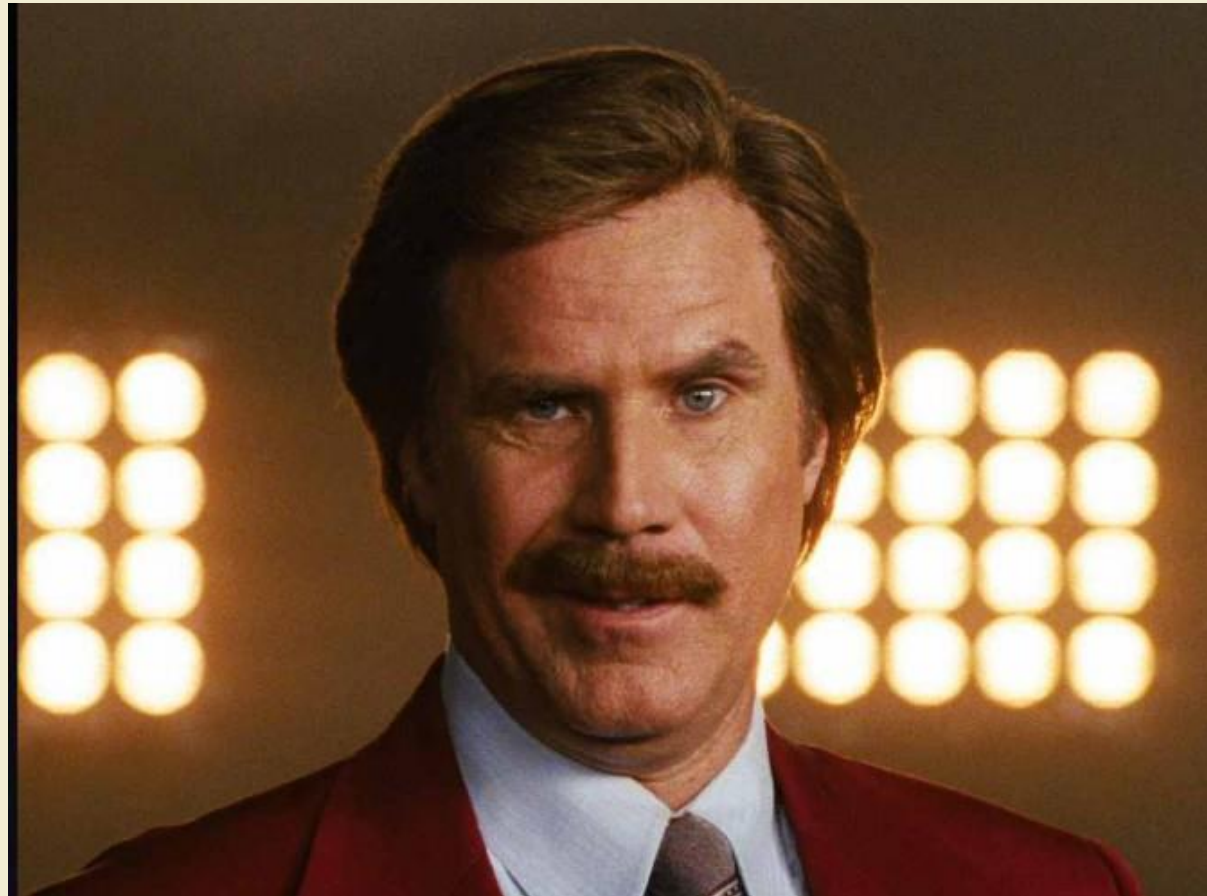
The effect is that it makes the character seem small and vulnerable.

Eye-Level

Eye-Level: a shot from the eye-level of the subject.

What is the effect?

The effect is that it is straight-forward, doesn't draw attention to itself, it feels balanced, calm, ordered.



Low Angle

Low Angle: a shot taken from below the subject/action.

What is the effect?

The effect is that it makes the character seem dominating, frightening, or larger-than-life.



Worm's Eye View

Worm's Eye View: a shot taken directly below the action.

What is the effect?

The effect is that it makes the character seem dominating, frightening, or larger-than-life.



Canted Angle

Canted Angle: A shot taken on an oblique angle to the action.

What is the effect?

The effect is that it makes the character seem disoriented, confused, alienated, or frightened.

Also called Dutch Tilt



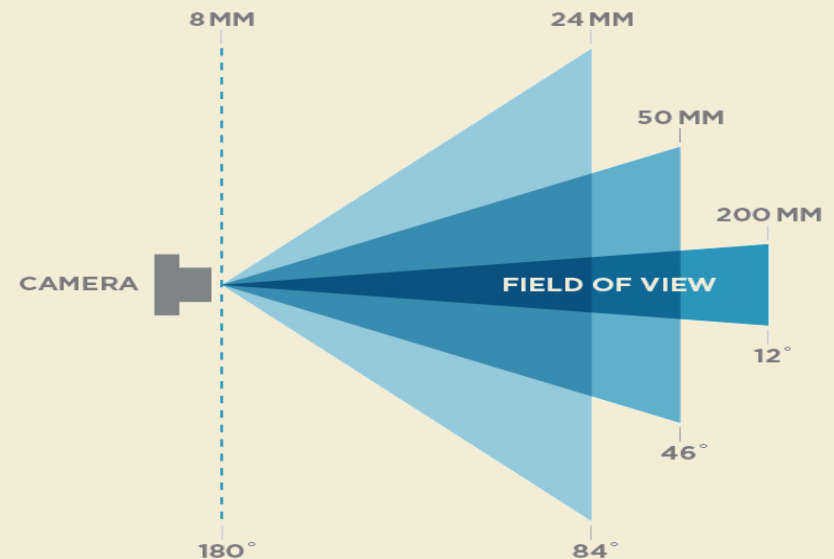
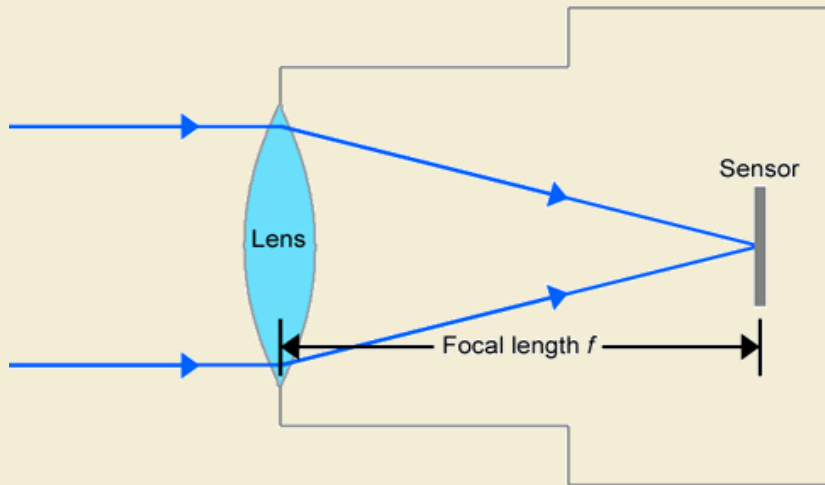
Camera Lens Types

Focal Length: the distance in millimetres from the optical centre of a lens to the imaging sensor or film. This length determines focal relations and depth cues on a flat surface.

Lens Sizes: A standard lens is 50mm and it gives a similar perspective to the human eye.

Wide Angle Lens: Lenses with focal lengths **less than 50mm** are referred to as wide-angles because they have a wider angle of view.

Telephoto Lens: Lenses with focal lengths **greater than 50mm** are known as telephotos, and these offer greater magnification thanks to their much narrower angle of view.



Depth of Field

Depth of Field: The range of distance where objects remain in sharp camera focus.

- Short *focal length* increases depth of field.
- Long *focal length* decreases depth of field.



Wide Angle Lens

Short focal length (35 mm or less) produces a wider angle of view.

What is the Effect? Distorting straight lines, exaggerating depth. Anxiety, disorientation, alienation.



Telephoto Lens

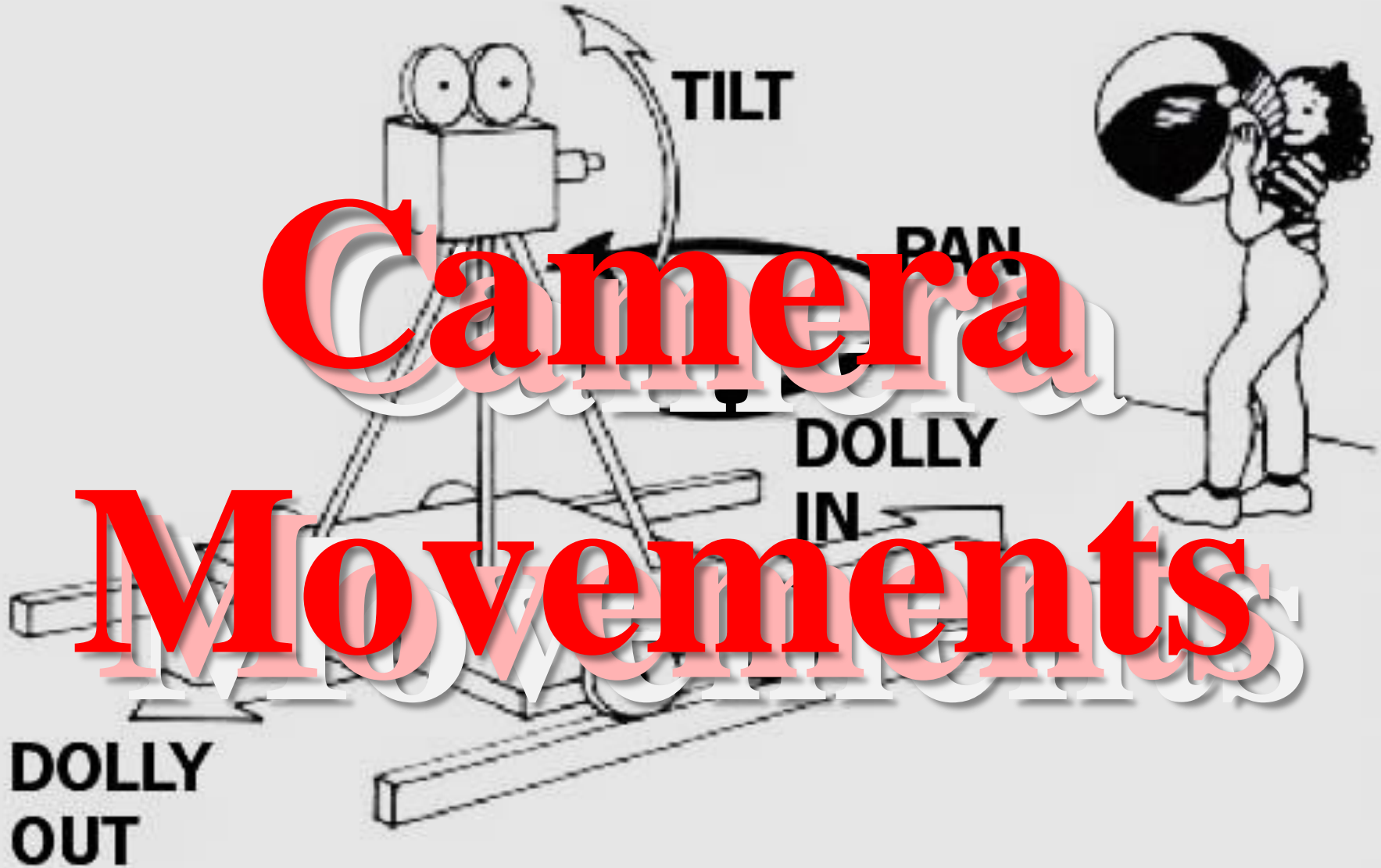
Lens with a long focal length of 75mm or more.

What is the Effect? Collapses depth cues by enlarging distant planes and making them seem close to the foreground.



Camera

Movements

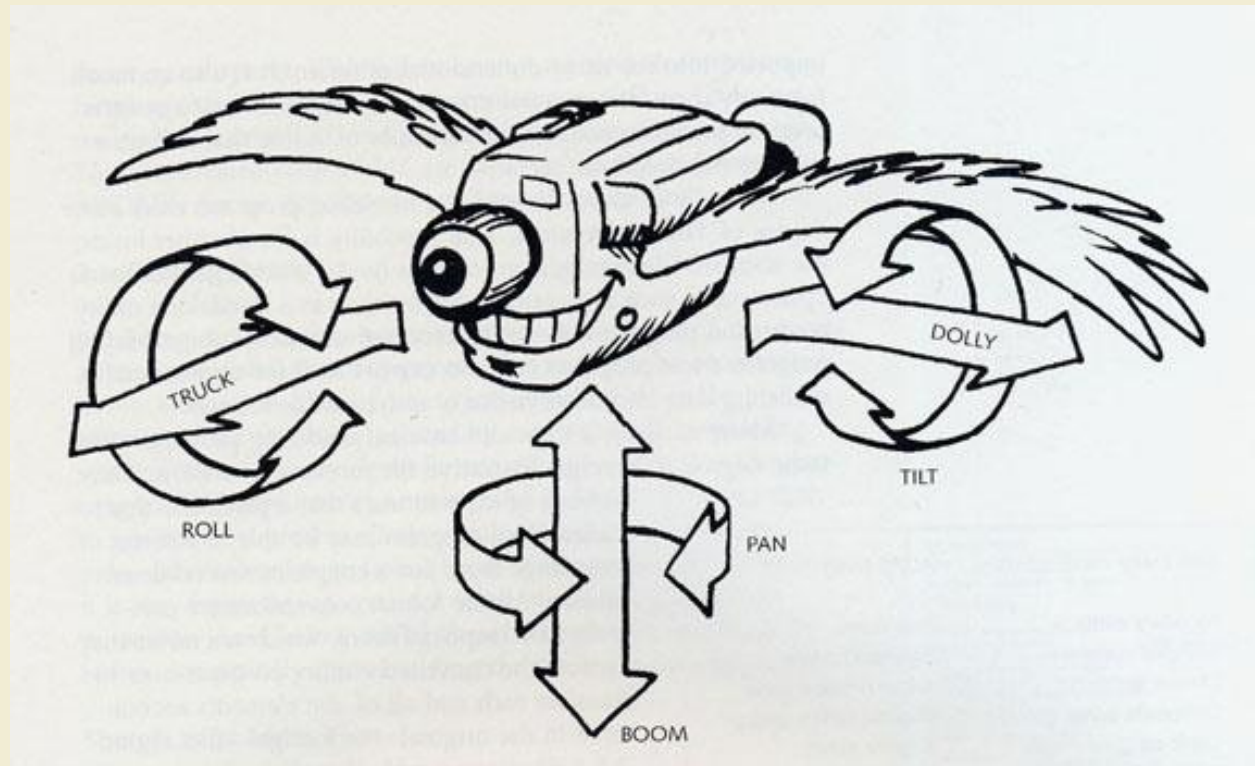


Camera Movements

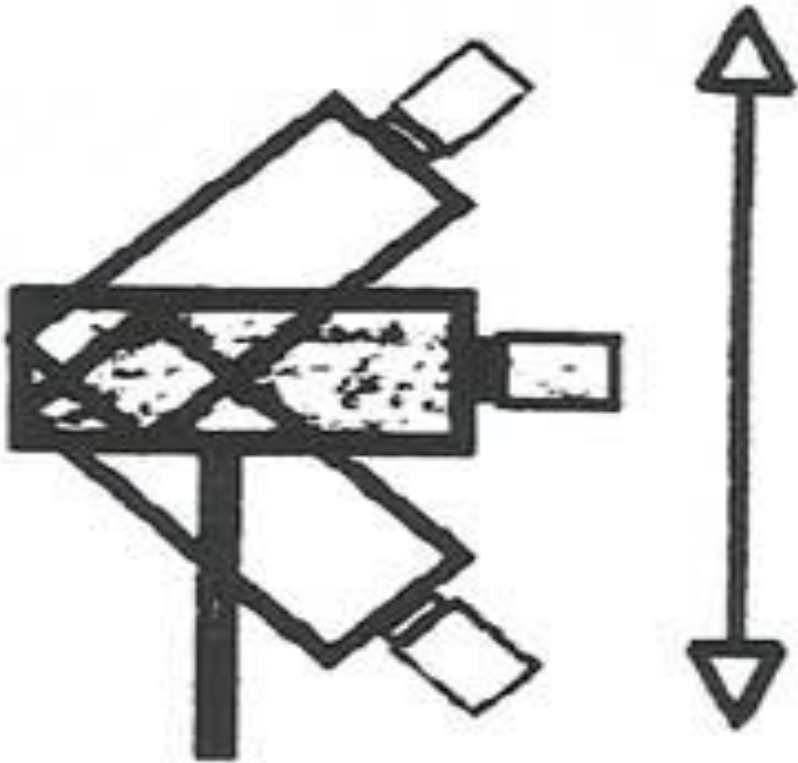
Camera Movements are often used to follow a specific action. They are also used to manipulate and control the plane of focus.

Camera Movements can enhance the emotions of a scene, reveal elements that are off-screen and make the viewer feel like part of the action.

[Video Link](#)

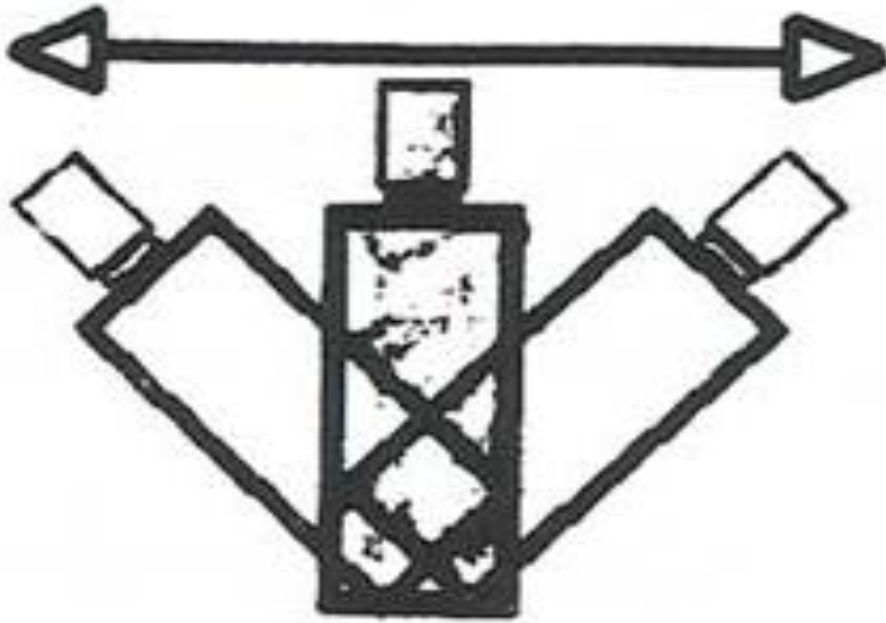


TILT



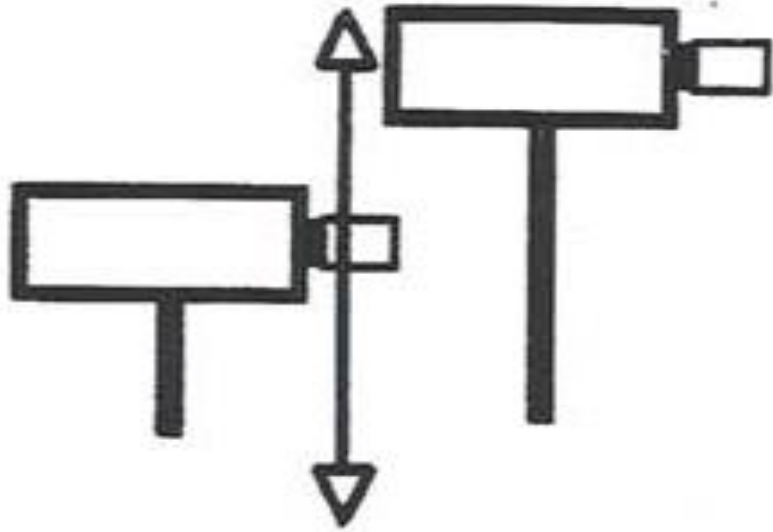
The camera pivots up and down on the tripod to follow falling or rising action.

PAN



The camera moves horizontally generally left to right, but **not** back to establish the overall setting.

BOOM

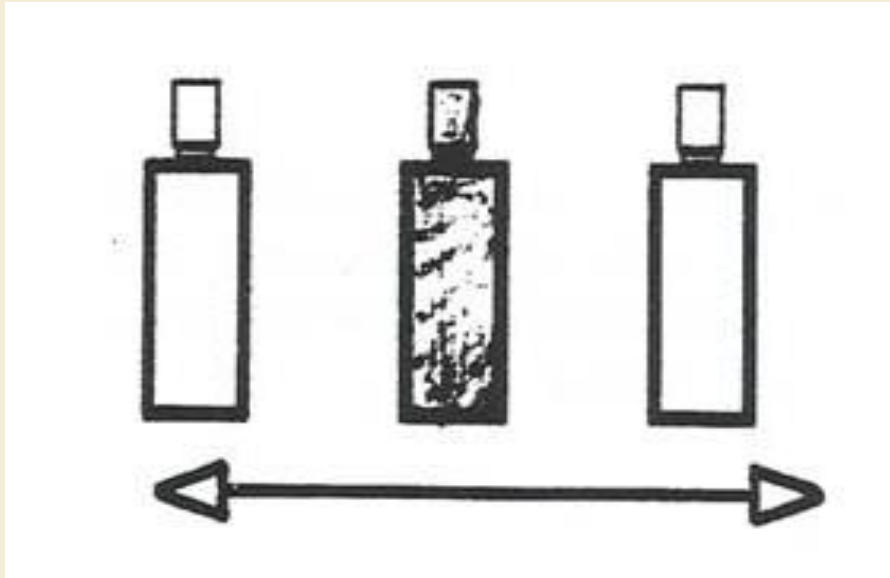


The camera is raised or lowered generally on a crane to move with a falling or rising object.



Also called Crane or Jib

TRUCK



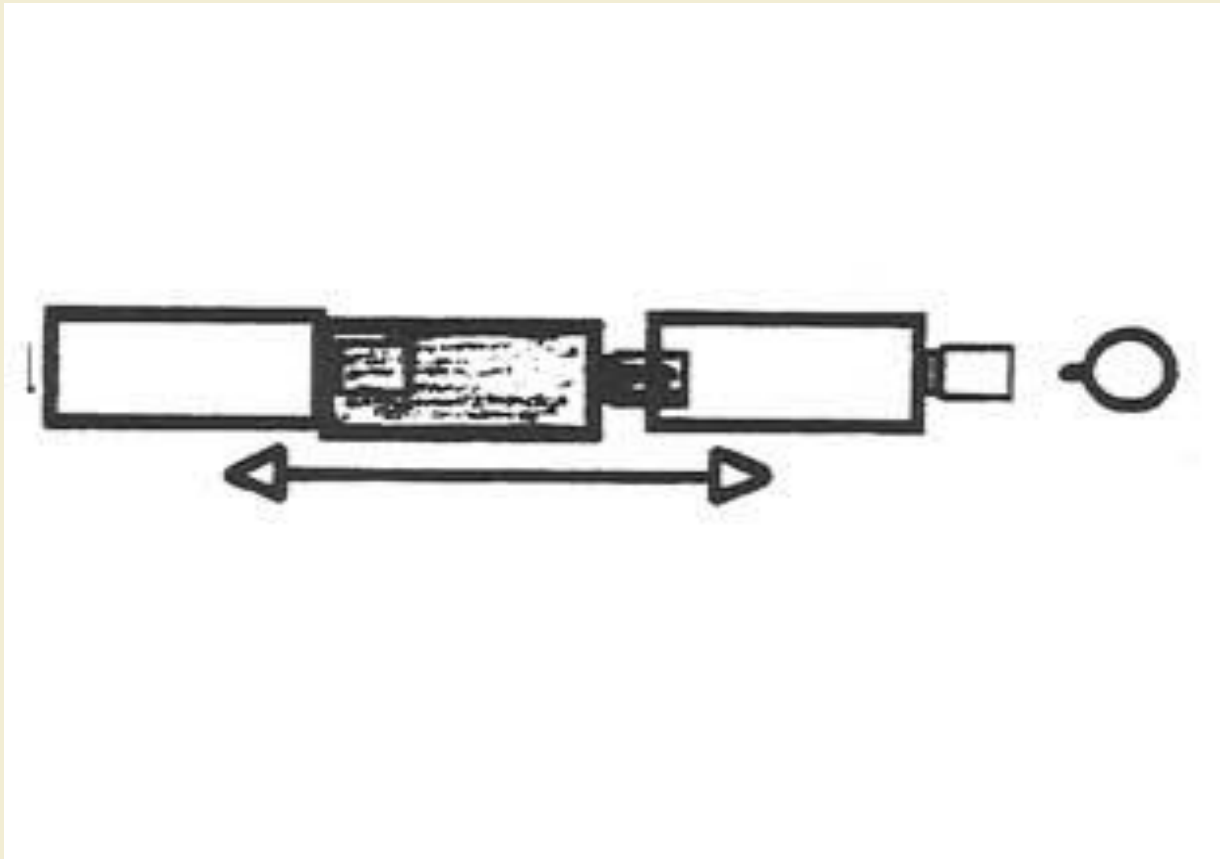
The camera, mounted on a wheeled tripod is moved from side to side to give the feeling of moving with the action.

Also called Crab or Track



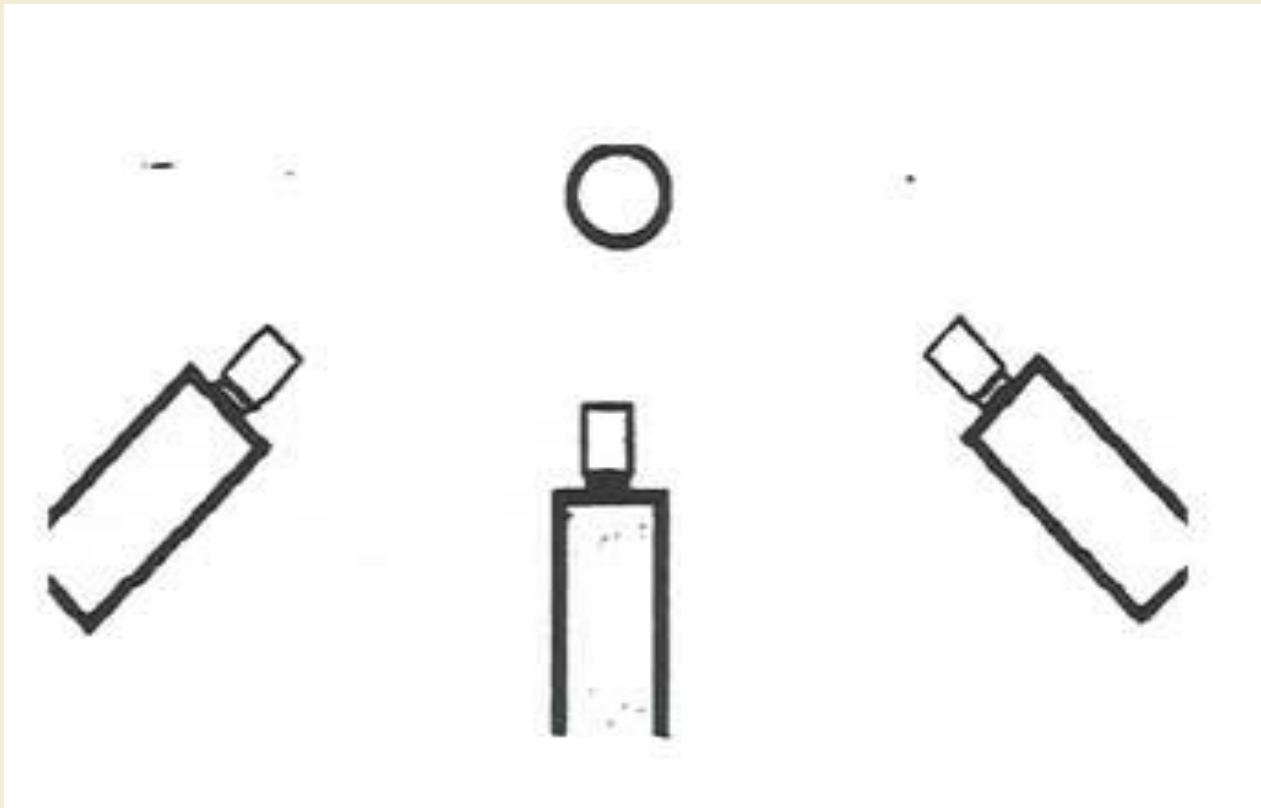
DOLLY

The camera, on a wheeled tripod is moved towards or away from the action to allow the viewer to move closer or further away.



ARC

The camera on a wheeled tripod or a set of tracks is moved around the subject to establish a setting around a central character or object.



ZOOM

A shot using a lens whose focal length is adjusted **during the shot**, but the camera itself doesn't actually move.

This shot is used sparingly (except in campy Kung Fu movies).



[Video Link](#)

Shifting to the telephoto range magnifies the image and flattens the space.

Shifting to wide-angle increases depth cues and de-magnifies the background.

Operator Movements

Hand-Held Shots

- Can pan or tilt or track.
- Hand-held movement is obviously “unsteady”, which is how we know it’s a hand-held shot.

Steadicam Shots

- A device which dampens unsteadiness, producing a relatively smooth movement, even when walking or running.
- Steadicam first used in *Rocky* (1976)



The End