

# CAMERA SHOTS & ANGLES

# Camera SHOTS

- Extreme Wide Shot (EWS) aka Establishing Shot



What does this image tell you about where and when the movie takes place?



# Camera SHOTS

- Wide Shot (WS) -



The WIDE SHOT reveals the talent from head to toe. What else does this reveal about the film?

Look at the background, what else is there in the shot? If you ran into this group on a dark night, what would you do?

# Camera SHOTS

- Medium Shot (MS) -



The MEDIUM SHOT is usually from the waist up to the head. This shot is used to start revealing who is involved in the scene.

It is also a great shot to use to show movement within a scene.

# Camera SHOTS

- Close Up (CU)



The CLOSE UP is as the name describes it, up close and personal!

This shot is used to pinpoint exactly what the filmmaker wants you to see.

In real life, when would someone ever get this close to you? How would that make you feel?

# Camera Shots

- Over the Shoulder (OS)



This shot reveals the expression of one of the characters in contact with another character.

In this case Harry Potter is about to get whooped by “the one who shall not be named” and you can see in Harry’s eyes, the anger and fear. Whatever was said to Harry must’ve really had an effect!

# Camera ANGLES

Camera angles are used to create a sense of emotion for the character or characters you are looking at. The angles will help determine how the audience feels about that character.

- Eye Level
- High Angle
- Low Angle
- Dutch Angle
- Point of View

# Camera Angle: Eye Level

- Eye Level -



The camera is at eye level with the character. This is a neutral angle which holds no real dramatic power. Good for setting up character before you get to know them, or telling background story.



# Camera Angle: High Angle

- High Angle –



The High Angle makes your character appear to be smaller, less powerful, vulnerable... even with a gun.

# Camera Angle: Low Angle

- Low Angle –



Opposite of the high angle, the low angle gives the characters power, and control.

# Camera Angle: Dutch Angle

- Dutch Angle –



The Dutch Angle is a tilted shot that gives the audience the sense that something is not right... it creates a mystery, a sense of something going awry.

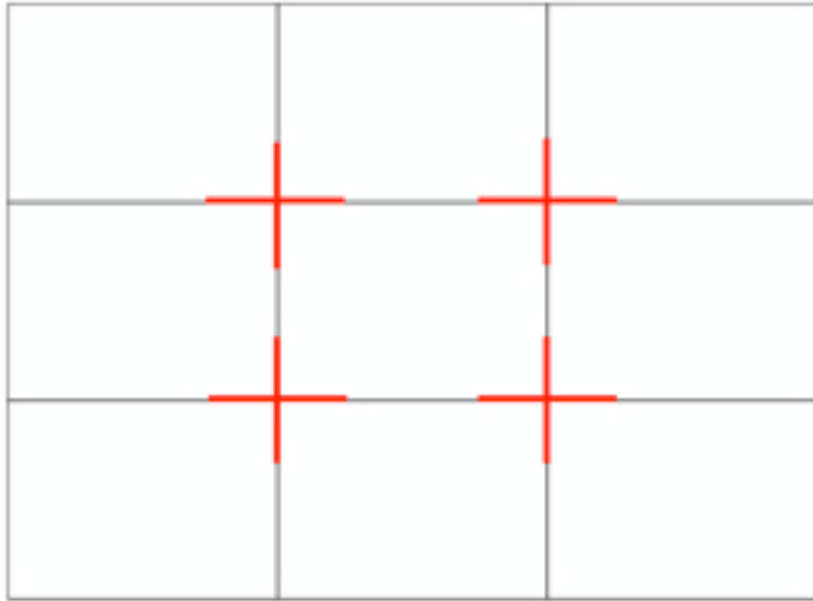
# Camera Angles: Point of View

- Point of View (POV)

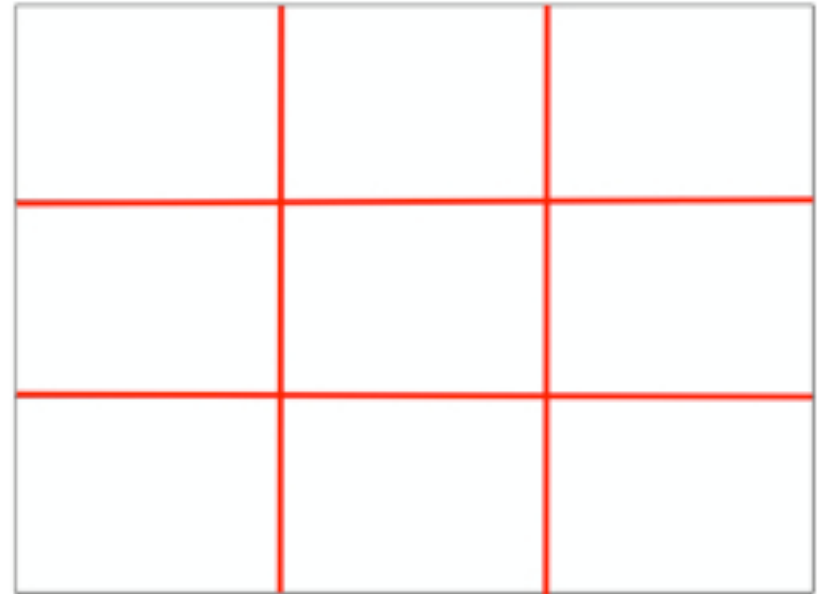


You are now seeing what the character is seeing. You are now inside the mind of the character, and get a personal up close look at what they are seeing.

# Basic Framing: Rule of Thirds



A



B

# Basic Framing: Rule of Thirds

