

# DESCRIBING SHOTS

# CAMERA ANGLES

The **relationship** between the **camera** and the **object** being photographed gives emotional information to an audience, and guides their judgment about the character or object in the shot.

Bird's Eye View

High

Eye Level

Low

Oblique

# BIRD'S EYE VIEW

This shows a scene from **directly overhead**, a very unnatural and strange angle.

Familiar objects viewed from this angle might seem totally **unrecognizable** at first.

This shot puts the audience in **a godlike** position, looking down on the action.

# HIGH

The camera is elevated **above the action** using a crane to give a **general** overview.

High angles make the object photographed seem smaller, and **less significant** (or scary).

The object or character often gets swallowed up by their setting - they become **part of a wider picture**.

# EYE LEVEL

The camera is positioned as though it is a **human** actually **observing** a scene, so that the actors' heads are on a level with the focus.

The camera will be placed approximately five to six feet from the ground.

# LOW

Low angles help give a sense of confusion to a viewer, of **powerlessness** within the action of a scene. The added height of the object may make it inspire **fear and insecurity** in the viewer, who is psychologically **dominated** by the figure on the screen.

The background of a low angle shot will tend to be just sky or ceiling.

# OBLIQUE

The camera is tilted to suggest **imbalance**, **transition** and **instability**.

This technique is also used to suggest Point-of-View shots

# SHOT LENGTH

The **distance** the camera is from the subject.

The shot length also determines **how much of the scene** is perceptible.

Extreme Long Shot

Long Shot

Medium Shot

Close-up

Extreme Close-up

# EXTREME LONG SHOT

An Extreme Long Shot can be taken from as much as a quarter of a mile away, and is generally used as a **scene-setting**, establishing shot.

It usually shows an **exterior**, and is often used to show scenes of **thrilling action**.

There will be very **little detail** visible in the shot, it's meant to give a general impression rather than specific information.

# LONG SHOT

This is the most difficult to categorize precisely, but is generally one which shows the image as approximately **"life" size**.

This category includes the Full Shot showing the **entire human body**, with the head near the top of the frame and the feet near the bottom.

While the focus is on characters, plenty of **background detail** still emerges.

# MEDIUM SHOT

Contains a figure from the **knees/waist up** and is normally used for **dialogue** scenes, or to show some detail of action.

**Background detail is minimal**, probably because location has been established earlier in the scene - the audience already know where they are and now want to focus on dialogue and character interaction.

# CLOSE-UP

This shows very **little background**, and **concentrates** on either a face, or a specific detail of mise en scène.

This shot **magnifies** the object and shows the importance of the subject.

The close-up takes us **into the mind** of a character.

# EXTREME CLOSE-UP

As its name suggests, an extreme version of the close up, generally magnifying **beyond what the human eye** would experience in reality.

This is a very artificial shot, and can be used for **dramatic** effect.

# CAMERA MOVES

Here are a few the **standard** types of **camera movement** in film and video. These camera moves are often **combined** and used simultaneously.

Panning

Tilting

Hand Held

Dolly/Tracking

Crane

Dolly Zoom

# PANNING

A pan is a **horizontal** camera movement in which the camera moves **left and right** about a **central axis**.

This type of camera movement is usually performed while the camera is mounted on a **tripod** and can give the effect of looking from left to right.

# TILTING

A tilt is a **vertical** camera movement in which the camera **points up or down** from a stationary location.

This type of camera movement is also normally performed while the camera is mounted on a **tripod** and can give the sense of looking up or down.

# DOLLY/TRACKING

A dolly is a cart that normally travels along **tracks** that are laid in the direction needed to obtain the desired shot.

A dolly can move in a **number of directions**: forward, backward, side to side, diagonally, and even in circles.

These shots stand apart from panning and tilting because the **entire camera physically moves**, rather than being anchored to a single point and being shifted.

# HAND HELD

Hand-held camera is a filmmaking and video production technique in which a camera is held in the **camera operator's hands** as opposed to being mounted on a tripod or other base.

Hand-held cameras are used because they are **conveniently sized** for travel and because they allow **greater freedom** of motion during filming.

# CRANE

Basically, **dolly-shots-in-the-air**. A crane, is a large, **heavy piece of equipment**, but is a useful way of moving a camera - it can move up, down, left, right, **swooping** in on action or moving diagonally out of it.

The camera operator and camera are counter-balanced by a heavy weight, and trust their safety to a skilled crane/jib operator.

# DOLLY ZOOM

A dolly zoom is a camera technique where the camera **moves closer or further** from the subject while **simultaneously adjusting the zoom** angle in order to keep the subject the same size in the frame.

The effect of a dolly zoom is that the subject appears stationary while at the same time the background size changes.

# ASSIGNMENT

DUE TUESDAY, OCTOBER 16



- You must construct the storyboard with **images** gathered **online** - no original material.
- Create a **shot list** in the form of an Excel spreadsheet or MS Word document.
- You may **crop, scale, and rotate** existing images but may not create new ones.
- Arrows and **simple graphics** should be used to describe movement within a shot.
- **Captions** should accompany the images and provide information regarding audio, timing, and other non-visual elements.
- Be prepared to present the final piece to the class on **Tuesday, October 16**.