

CAMERA SHOTS, ANGLES & MOTION NOTES

CAMERA SHOT

1. Close up — From shoulders up. Represents symbolic importance.
2. Extreme Close up — It's a shot of a very specific part of the body or object. Most symbolic shot.
3. Long Shot — The objects or characters are as important as the setting. Make sure that the characters don't get lost in the setting. Long shots are used for action sequences.
 - a. Full Shot — Is from the bottom of the feet to the top of the head.
4. Extreme Long Shot — The setting is the most important part of the shot. These types of shots are usually called establishing shots (setting).
5. Medium Shot — Is usually from the knees or waist upward. Used to carry movement and dialogue. Character is predominant.
 - a. Cowboy Shot — Includes the holsters and up.

CAMERA SHOTS BY PEOPLE IN THE FRAME

1. Single — One person in the shot.
2. Two Shot — Two characters in the frame. This shot is important to carry dialogue. This shot establishes relationship. The characters can overlap each other in dialogue.
3. Three Shot — Three characters in the frame.

POINT OF VIEW (POV) — SUBJECTIVE POINT OF VIEW: In this shot, the audience sees the action playing out in the film through a character's eyes.

NOTE: All of these shots can be combined to create a sequence of shots.

CAMERA ANGLES

1. Eye Level — The camera is level with the character. In this angle, the director doesn't give any importance to the character. He/she allows the audience to determine the character's importance. The audience can determine their own views about the character.
2. Low Angle — The camera points up on the object or character. Is gives the character a sense of power or awe. The character will seem bigger (vertical) in the frame.
3. High Angle — The camera points down on the object or character. Is the gives the character a sense of fatality or dread. It diminishes the character.
4. Bird's Eye View (Top Angle) — The camera is directly above the character or object. It makes the character/object look abstract. It gives the sense of omniscience (all knowing).
5. Dutch Angle (Oblique Angle) — The horizon line of the camera is skewed. Creates a sense of imbalance. This angle is used to create a sense of being drunk or stoned.
6. Over the shoulder shot (OTS) — Over the shoulder of one character on to another character. It can be in different frame sizes (medium, close, etc.). It displays a sense of confrontation.

CAMERA MOVEMENT OR MOTION

1. Pan — Camera is static (stationary) and simply moves from left to right or vice versa.
2. Tilt — Camera is static (stationary) and simply moves up to down or vice versa.
3. Tracking Shot — The entire camera moves with the object/character. It moves left to right or right to left.
4. Dolly Shot — The entire camera moves with the object/character. It moves in and out or front to back.
5. Crane Shot — The entire camera moves with the object/character. It moves up and down.

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CAMERA MOVEMENT WITH A ZOOM LENS

1. Zoom Lens — The camera internally moves in or out by adjusting the zoom lens on the camera. Dolly and zoom shots look similar.
2. Random Motion — The camera is usually hand held and it shakes to give a sense of chaotic movement. Usually see these moves in fight or action sequences.
3. 360 Degree Move — The camera moves around the subject in a 360 degree move.

Note: The STEADICAM: Is a handheld camera that uses a hydraulic arm.