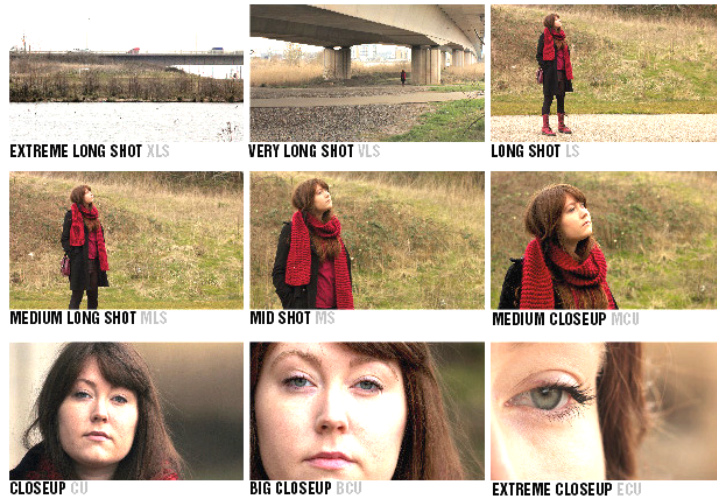


Camera Shot Size, Movement, & Angle

Based on *Using Powerful Camera Angles and Shots for Filmmaking* by **D4Darius @YouTube**
 Based on *The Meaning Behind Camera Movement!* by **Film Riot @YouTube**
 Based on *Camera Movement Tutorial: How To Create Emotion* by **The Slanted Lens @YouTube**
 Based on *Camera position and angle* by **learnaboutfilm.com**

CHANGE POSITIONS

It's important to use different **shot sizes** in your movie. It's a way of **spelling things out**, to make sure that people see **exactly the things you want them to see**. If you shoot everything in long shot (head to foot) people will probably miss details and expressions which would help them understand the story.
 - learnaboutfilm.com



© 2014 Learnaboutfilm Ltd www.learnaboutfilm.com

Shot Size (Position)

- ELS/EWS** Extreme Long/Wide Shot
- LS/FS** Long Shot / Full Shot
- MLS** Medium Long Shot
- MS** Medium / Mid Shot
- MCU** Medium Close Up
- CU** Close Up
- ECU** Extreme Close Up
- INSERT**
- CUT AWAY**
- POV** Point of View/Subjective Camera
- OTS** Over The Shoulder
- TWO SHOT**

Feeling / Use / Effect

- Establishing shot, people tiny & surroundings big
- Loneliness or isolation / Show people together
- Show the subject in relation to the surroundings
- Interview shot, connect emotionally & with environ.
- Shows the facial expressions of the subject
- Captures facial expressions and emotions
- Show really strong emotions; ex: sadness, scary, etc.
- Used to emphasize a relevant object
- Cutting to anything not in the main scene, phone call
- Seeing shot from someone's point of view
- Common for characters are having a discussion
- Framing up two actors

CAMERA MOVEMENT should emphasize emotion that we want to see in the scene. When the camera moves, it needs to move in relationship to someone or something and create the emotion that supports the story. - *The Slanted Lens*

Movement

- Handheld**
- Handheld**
- Pan**
- Quick Pan**
- Quick Push In**
- Tilt**
- Slow Dolly In**
- Slow Dolly Out**
- Dolly Cross** Tracking
- High to Low Shot**
- Crane Shot - Down**
- Crane Shot - Up**
- Stedi/Glidecam®**
- Zolly**

Feeling / Use / Effect

- Can stir feelings of uneasiness or danger (shaky, unsettling)
- Pushes emotion in your face, more edgy than Glidecam®
- Move left or right
- Surprise or change of the story, new context or element
- Feeling of surprise or shock (view on subject's reaction)
- Move up or down
- Causes tension or share emotion with character
- Loss or abandonment
- Reveals something that changes the emotion
Changes perspective and mood
- Makes character feel bigger, authority &/or confidence
- Brings viewer into character's world
- Character feels smaller / Obstacle feels bigger
- Build tension and temptation for something about to happen
- Great emotional build up

CAMERA ANGLE One of the strongest tools we have as filmmakers is we get to decide where we want to position our camera in relation to our actors or our subjects. There is a lot of power in the camera angles you choose when shooting a scene. It can dramatically alter the emotional impact of the scene. - *D4Darius*

Angle

- Eye Level**
- Low Angle**
- Extreme Low Angle**
- High Angle**
- Overhead**
- Dutch Tilt**

Feeling / Use / Effect

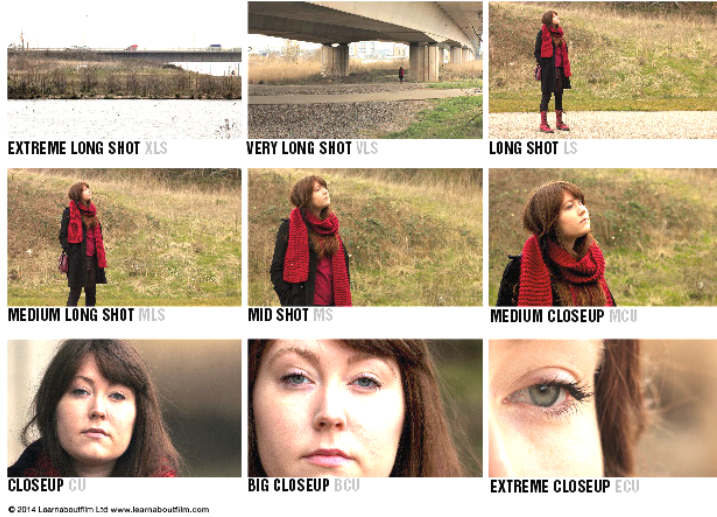
- Camera is a neutral observer in terms of impact & emotion
- Makes actor appear more dominant, sense of strength & power
- Extreme power position for the actor
- Actor appears submissive, weak, or frightened
- More objective view of the action, actors, or the scene
Abstract shot
- Disorient the viewer or imply altered state of mind

Camera Shot Size, Movement, & Angle

Based on *Using Powerful Camera Angles and Shots for Filmmaking* by **D4Darius @YouTube**
 Based on *The Meaning Behind Camera Movement!* by **Film Riot @YouTube**
 Based on *Camera Movement Tutorial: How To Create Emotion* by **The Slanted Lens @YouTube**
 Based on *Camera position and angle* by **learnaboutfilm.com**

CHANGE POSITIONS

It's important to use different **shot sizes** in your movie. It's a way of **spelling things out**, to make sure that people see **exactly the things you want them to see**. If you shoot everything in long shot (head to foot) people will probably miss details and expressions which would help them understand the story.
 - learnaboutfilm.com



Shot Size (Position)

- ELS/EWS** Extreme Long/Wide Shot
- LS/FS** Long Shot / Full Shot
- MLS** Medium Long Shot
- MS** Medium / Mid Shot
- MCU** Medium Close Up
- CU** Close Up
- ECU** Extreme Close Up
- INSERT**
- CUT AWAY**
- POV** Point of View/Subjective Camera
- OTS** Over The Shoulder
- TWO SHOT**

Feeling / Use / Effect

- Establishing shot, people tiny & surroundings big
- Loneliness or isolation / Show people together
- Show the subject in relation to the surroundings
- Interview shot, connect emotionally & with environ.
- Shows the facial expressions of the subject
- Captures facial expressions and emotions
- Show really strong emotions; ex: sadness, scary, etc.
- Used to emphasize a relevant object
- Cutting to anything not in the main scene, phone call
- Seeing shot from someone's point of view
- Common for characters are having a discussion
- Framing up two actors

CAMERA MOVEMENT should emphasize emotion that we want to see in the scene. When the camera moves, it needs to move in relationship to someone or something and create the emotion that supports the story. - *The Slanted Lens*

Movement

- Handheld**
- Handheld**
- Pan**
- Quick Pan**
- Quick Push In**
- Tilt**
- Slow Dolly In**
- Slow Dolly Out**
- Dolly Cross** Tracking
- High to Low Shot**
- Crane Shot - Down**
- Crane Shot - Up**
- Stedi/Glidecam®**
- Zolly**

Feeling / Use / Effect

- Can stir feelings of uneasiness or danger (shaky, unsettling)
- Pushes emotion in your face, more edgy than Glidecam®
- Move left or right
- Surprise or change of the story, new context or element
- Feeling of surprise or shock (view on subject's reaction)
- Move up or down
- Causes tension or share emotion with character
- Loss or abandonment
- Reveals something that changes the emotion
Changes perspective and mood
- Makes character feel bigger, authority &/or confidence
- Brings viewer into character's world
- Character feels smaller / Obstacle feels bigger
- Build tension and temptation for something about to happen
- Great emotional build up

CAMERA ANGLE One of the strongest tools we have as filmmakers is we get to decide where we want to position our camera in relation to our actors or our subjects. There is a lot of power in the camera angles you choose when shooting a scene. It can dramatically alter the emotional impact of the scene. - *D4Darius*

Angle

- Eye Level**
- Low Angle**
- Extreme Low Angle**
- High Angle**
- Overhead**
- Dutch Tilt**

Feeling / Use / Effect

- Camera is a neutral observer in terms of impact & emotion
- Makes actor appear more dominant, sense of strength & power
- Extreme power position for the actor
- Actor appears submissive, weak, or frightened
- More objective view of the action, actors, or the scene
Abstract shot
- Disorient the viewer or imply altered state of mind