

Camera Angles



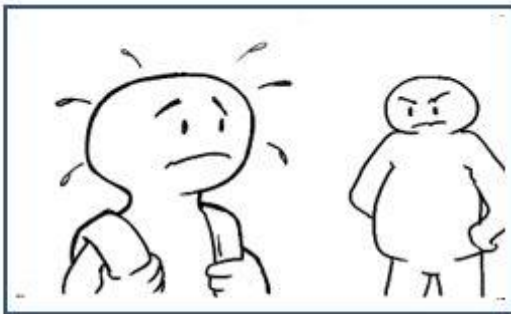
Wide angle

Used to establish the scene/setting and show surroundings and give a sense of space or isolation. Can show the character in the setting and help to convey the mood of the scene.



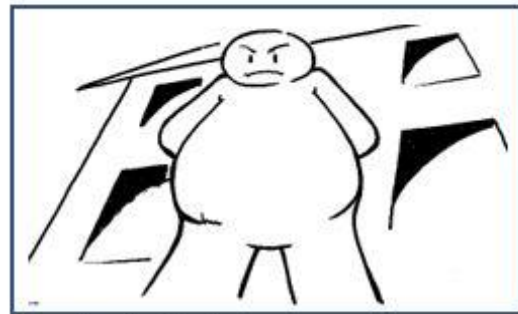
Medium angle

Showing the character and the scenery together.



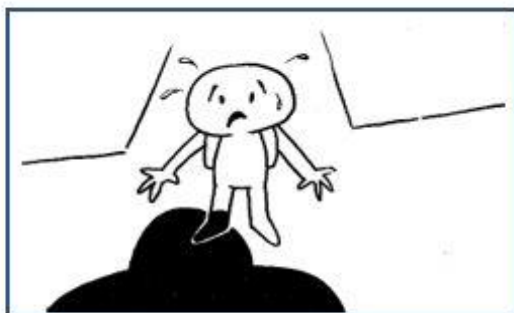
Close up

Shows someone or something in detail. Can be used to focus on a characters face to create intimacy and show their expression.



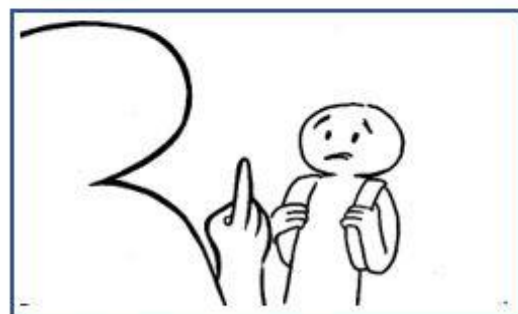
Low Angle Shot

Looking up at characters. Gives them a sense of power, importance or dominance. Can be used to look up at objects or backgrounds, give a sense of focus, mood, drama or anticipation to what may happen next.



High Angle Shot

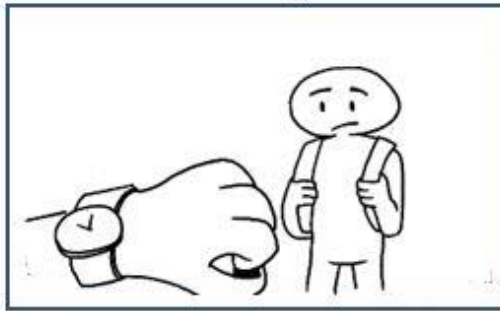
View from above. Looking down on characters, makes them feel smaller, defenceless, being acted on.



Over the shoulder shot

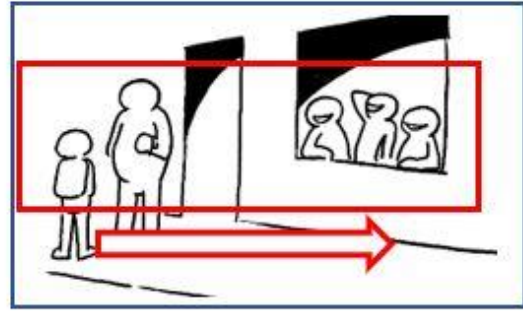
Can be used in a dialogue between characters or show where a character is looking or is going.

Camera Angles-cont'd



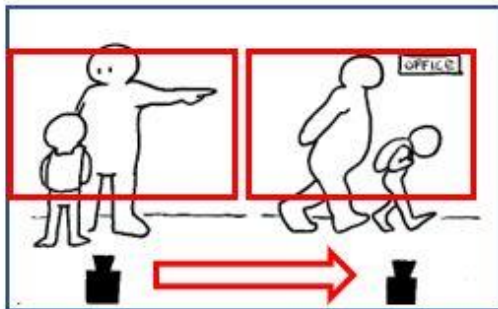
Point of View (PoV)

Camera sees the action from the characters point of view. Can include camera movement.



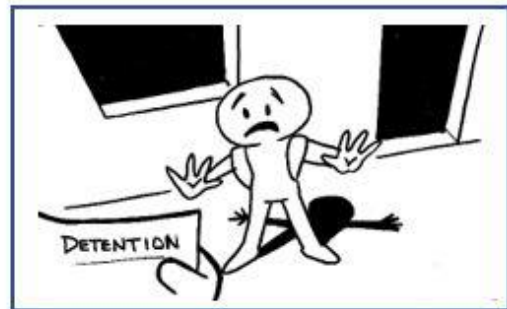
Panning

The camera will move across the scene, following a characters movement or moving between two points to move the viewers focus.



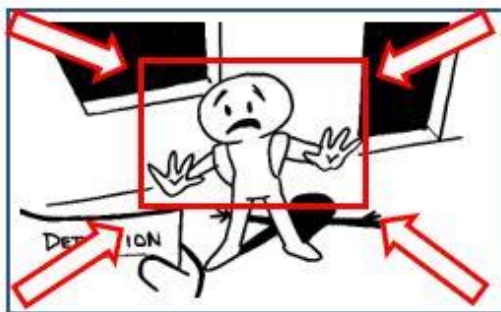
Tracking

The camera itself will move following and tracking a characters action. Usually parallel to the action.



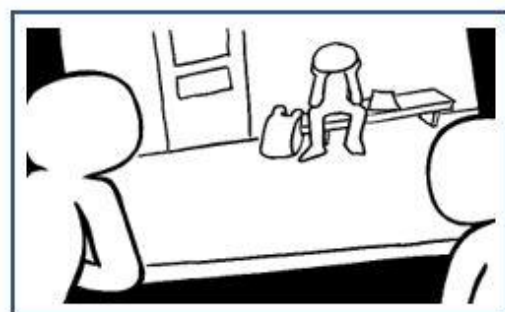
Dutch Tilt

The camera is tilted when shooting to give the scene a sense of drama and action. Used frequently in action adventure films.



Zoom

Using the camera lense to close into a character or object. Adds focus or intensity of emotion. Camera can also zoom out from a close up to a wide angle scene.



Voyeur

Shot from a characters point of view to give the sense of watching others.