

Camera Composition



Long Shot

- It may establish the scene
- Shows subjects in their surroundings
- Tells the viewer where the action is taking place



Medium Shot

- Used to introduce a character for the first time
- Framing is usually set so that the top of the frame is just above the head and the bottom of the frame is just below the waist



Medium Close-up

- Tighter than a medium shot
- The top of the frame is just above the character's head and the bottom of the frame is just below the chest



Close-up



- Used to reveal a character's feelings.
- Restrict how much of a scene and/or action the audience sees.
- The top of the frame is just above the character's head and the bottom of the frame is just below the chin.

Extreme Close Up

Often used to reveal feelings WITHOUT using dialogue or to provide the audience with a view of a specific detail

Examples include a person's eyes, mouth, or hands, or an inanimate object such as the contents of a letter



Long Shot



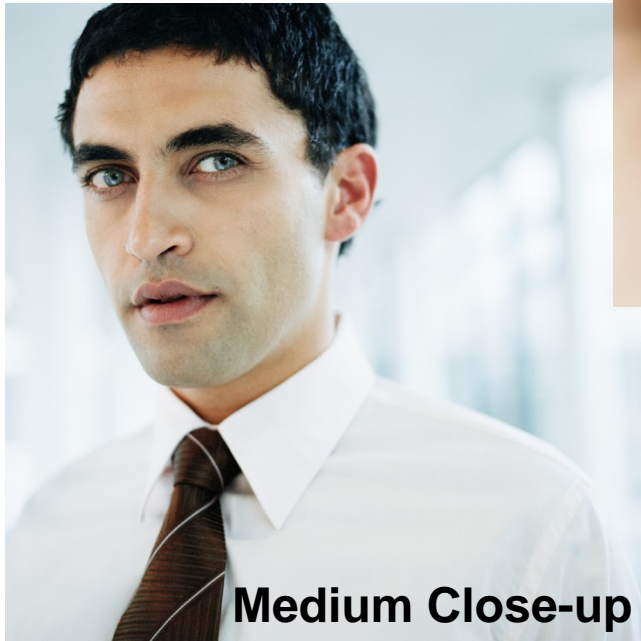
Medium Shot



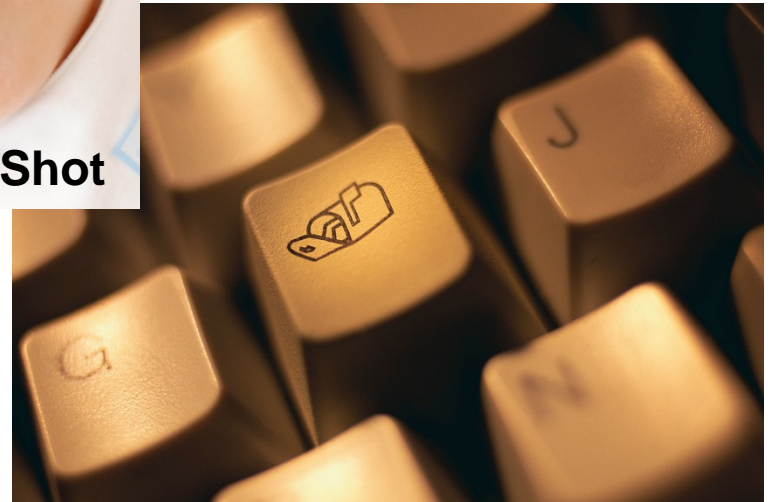
Close-Up Shot



Medium Close-up



Extreme Close-up



Eye Level

Most commonly used angle



Whether the subject is standing or seated and regardless of how small or tall your subject may be.

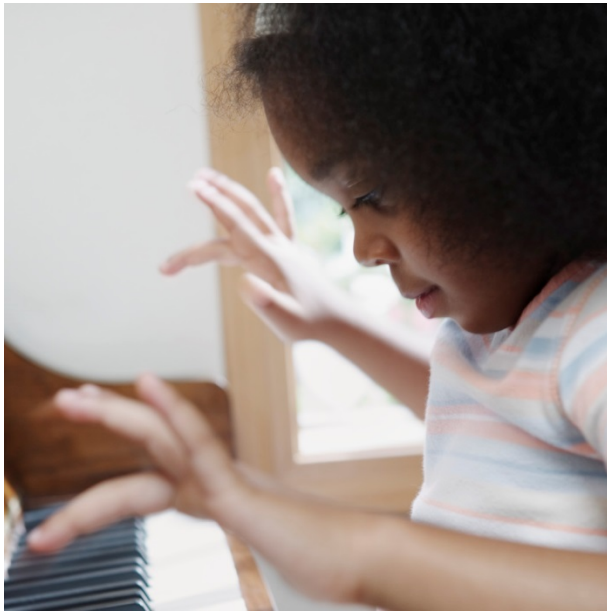
Straight Angle

- The camera is placed directly in front of the talent at eye-level and is used to involve the audience with the action
- Example would be the shot used during the anchors delivery of the news



Side Angle

The camera is placed at eye level, but usually at a 45 degree angle from the subject. The audience views the action but is not directly involved in the action.



Low Angle

- The camera is placed below the subject and is aimed up (shoots upward).
- This angle exaggerates height and can give the impression that the subject is larger and more powerful.

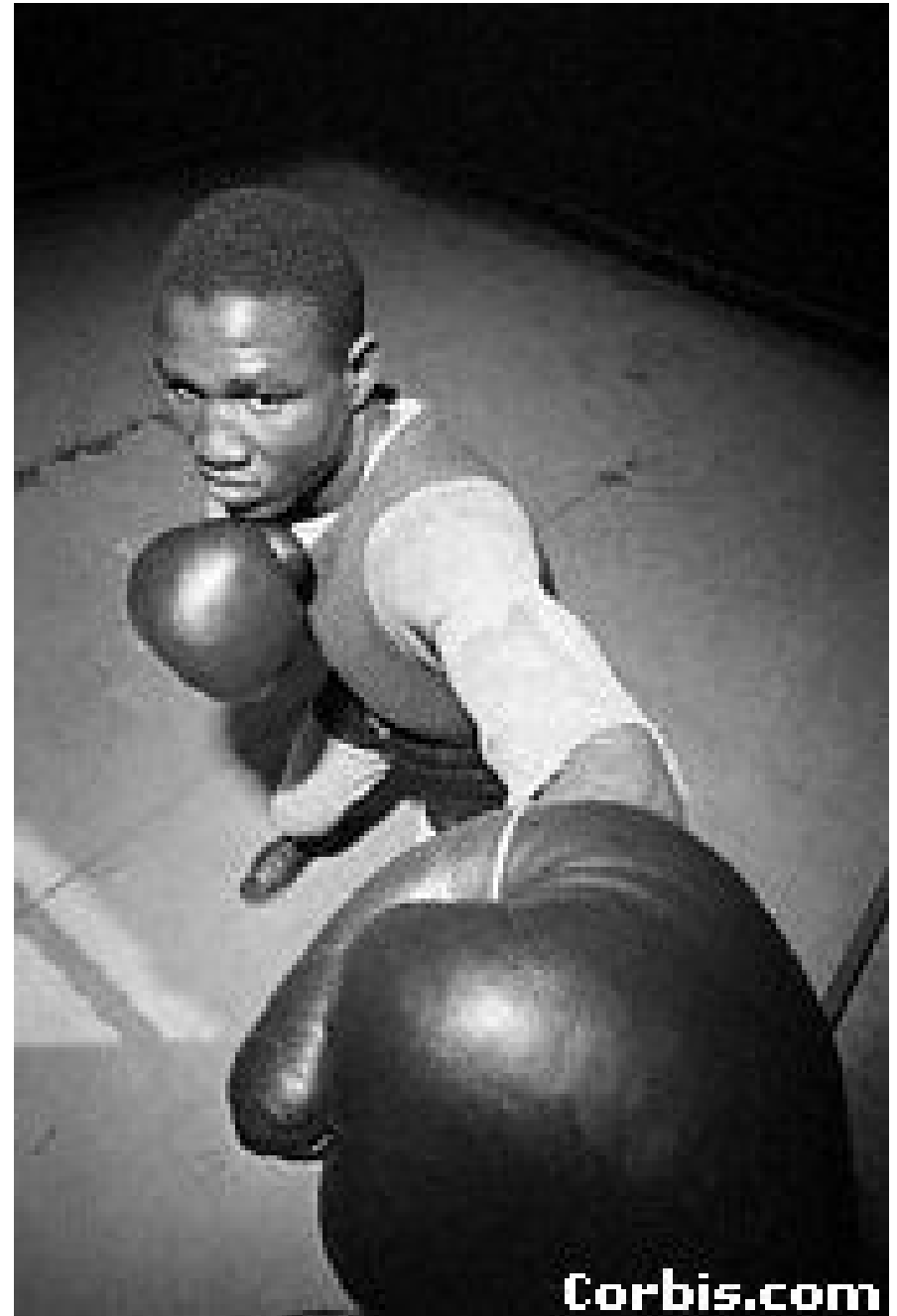


Low Angle



High Angle

- The camera is above the subject matter and is aimed down (shoots downward).
- This angle has the effect of reducing the apparent height of the subject & gives the impression that the subject is smaller and less powerful.



High Angle



Oblique/Canted/Dutch Angle

- A shot which is photographed by a tilted camera. When the image is projected on the screen, the subject itself seems to be tilted on its side.
- Disequilibrium, unease, action, unrest



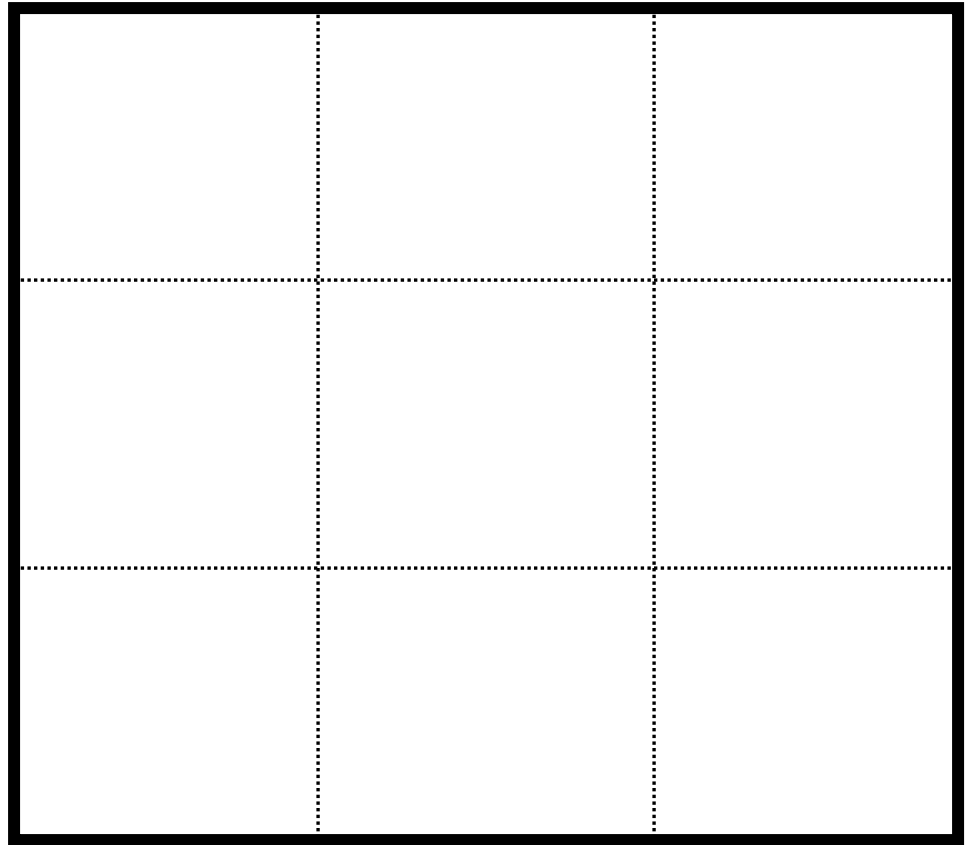
Composition

- The arranging or placing of elements in a shot.

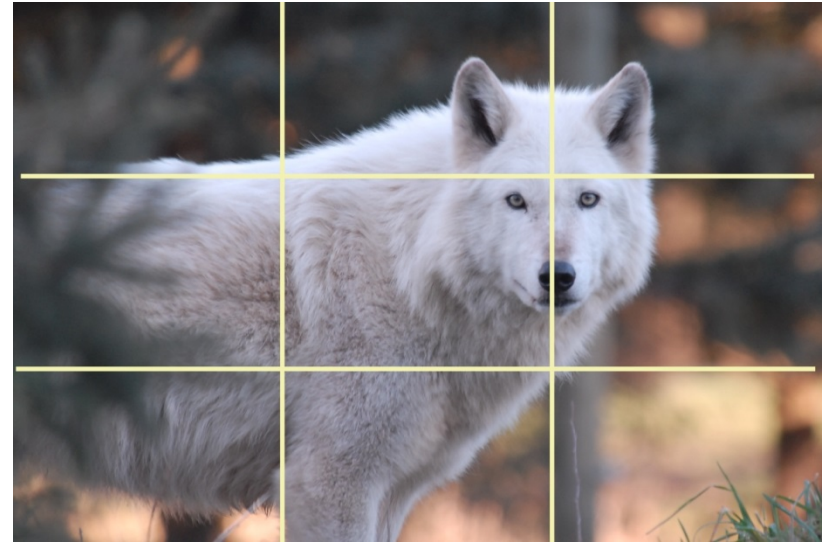
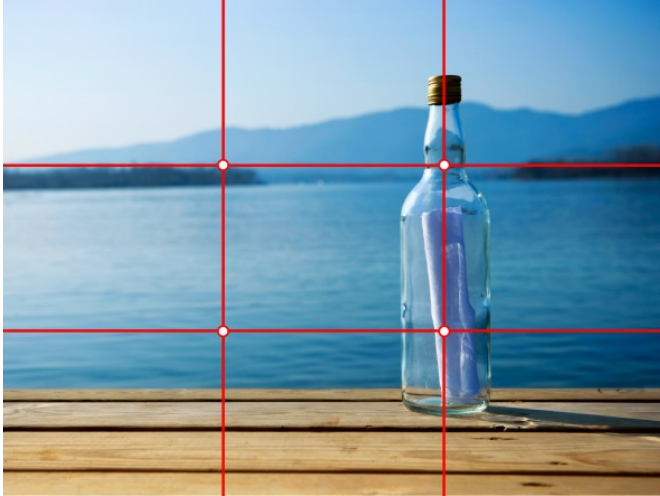


Rule of Thirds

- The viewfinder screen is divided into thirds horizontally and vertically (like a tic-tac-toe board). When framing a shot, the cameraperson should consider these imaginary lines by preferably placing the center of interest at one of the four intersecting points or on one of the lines.



Rule of Thirds



Head Room

- A person's head should be appropriately placed in the shot. Don't cut off the top of their head, but don't leave so much space above their head that it distracts from their face.

Good Example of Headroom



Bad Example of Headroom



Leading Looks

- When shooting a person or object in profile, leave space in front of the person or object.



Leading Lines

- Lines that are in the environment may be used to lead to the center of interest.



Level Horizon

- Keep the horizon level.
- A sloping horizon – or a floor that doesn't appear horizontal is distracting to viewers.



Framing

- Elements in the environment, such as trees and arches, etc., may be used to create a border or frame around the shot.

