

CAMERA SHOTS AND ANGLES

Using a variety of different camera shots and angles when shooting your film creates a much more interesting project which will keep the viewer watching your film.

There are many camera shots and angles you can decide to use when storyboarding your film – think about the scenes you are about to shoot and if the camera angle and shot combination will help make your film the best it can be.

You can add drama, tension, emotion and even up the stakes on the comedy by thinking through where you are going to position your camera... for example, if you have someone about to slip over on a banana skin, instead of just filming them falling over from the side or the front you could decide to place the camera at a low angle and can then film the full impact of their movement and the shot can end with a close up of the characters face showing all their emotion at having been in such a silly situation.



So do remember the importance of including different camera shots and angles when producing your film for the project!

Camera shots and angles and their abbreviations



MID-SHOT MS



BIG CLOSE UP BCU



EXTREME CLOSE UP ECU



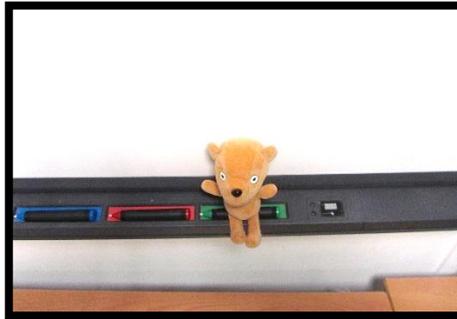
TWO SHOT 2-SHOT



LOW ANGLE SHOT LA (WORMS EYE VIEW)



HIGH ANGLE SHOT HA



EXTREME HIGH ANGLE SHOT - EHA (BIRDS EYE VIEW)



CLOSE UP CU



LONG SHOT / WIDE SHOT LS OR WS



THREE SHOT 3-SHOT



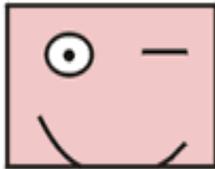
OVER THE SHOULDER SHOT O-S



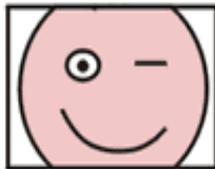
DUTCH ANGLE / TILT

The 2-shot and 3-shot can be CU, MCU, MS or LS

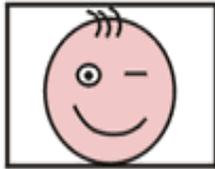
CLOSE-UP SHOTS



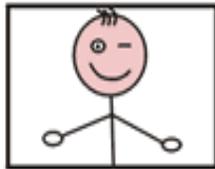
Extreme Close-Up (ECU)



Big Close-Up (BCU)

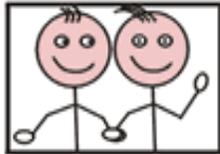


Close-Up (CU)

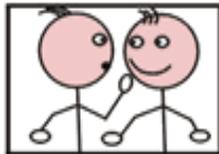


Medium Close-Up (MCU)

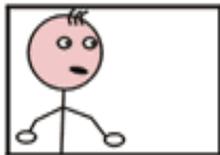
SPECIAL TYPES OF SHOTS



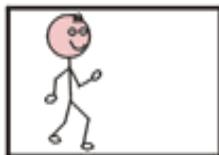
Two Shot (CU / MCU / MS)



Over the Shoulder Shot

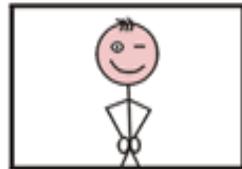


Interviewee looks / talks into space in the frame (and towards the interviewer)

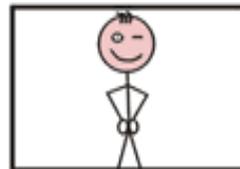


Moving subject walks into space

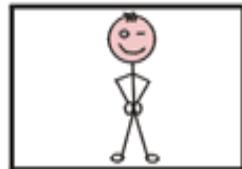
MEDIUM & LONG SHOTS



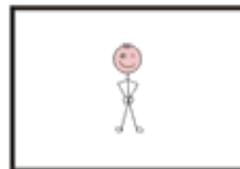
Medium Shot (MS)



Medium Long Shot (MLS)

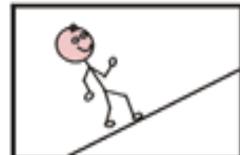


Long Shot (LS)

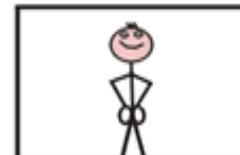


Very Long Shot (VLS)

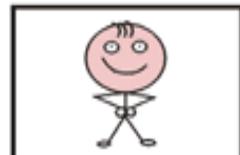
SPECIAL SHOTS



Tilted frame



Low Angle Shot (looking up)



High Angle Shot (looking down)

Some examples of shots and their effect when used during filming.

SHOT TYPE	EFFECTS OF SHOT TYPES
Close up	Shows detail of subject and can create emotional connection for audience
Extreme close up	A tightly framed shot showing extreme detail, perhaps eyes or mouth.
Mid shot	Shows subject in some detail whilst still giving some context
Wide shot	Establishes the context and setting for the subject
Low angle shot (looking up)	Can give the impression the subject matter is powerful
High angle shot (looking down)	Can give the impression the subject matter is vulnerable

POV Angle Allows the viewer to see exactly what a character is watching. It is as if watching through the character's eyes itself. A POV angle follows a shot that establishes the character's sight.



Impact It gives the viewer the same experience and allows the viewer to identify closely with the emotions as that of the character whose point of view is shown. Eg. driving a fast car – excitement, danger.

Read more at Buzzle: <http://www.buzzle.com/articles/types-of-camera-shots-and-angles-in-movie-making-and-their-impact.html#point-of-view-angle>