

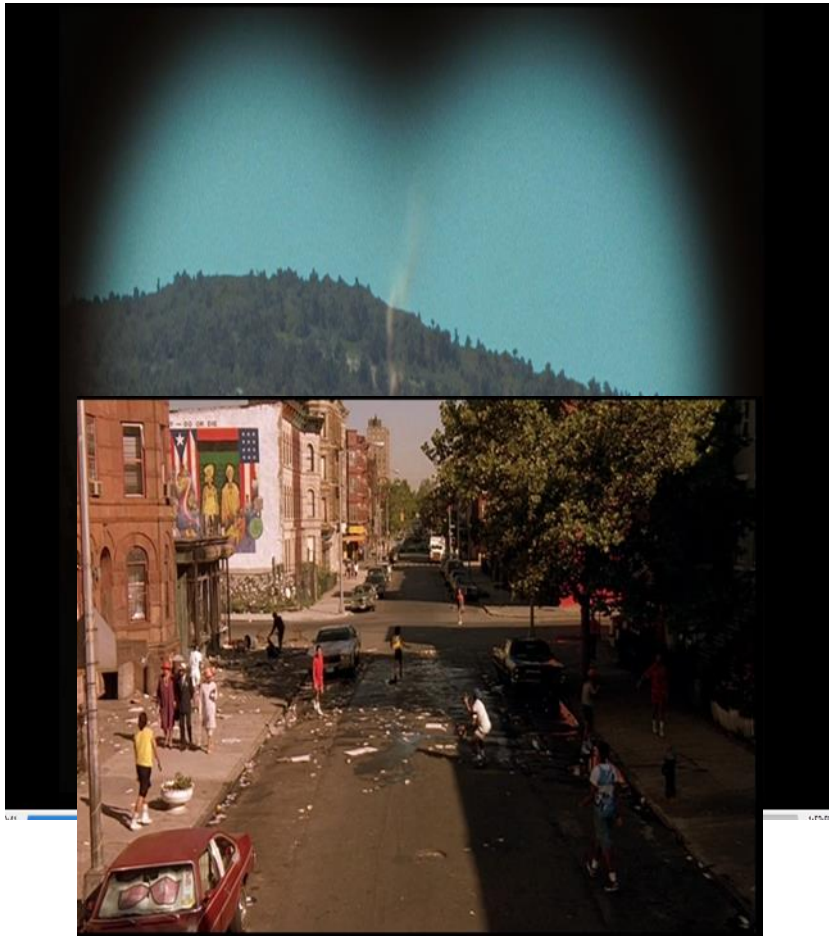
A silhouette of a person wearing a cap, operating a professional camera mounted on a tripod. The camera is equipped with various accessories, including a lens, a viewfinder, and a microphone. The background is a soft, warm glow from a sunset or sunrise, creating a high-contrast scene where the person and camera are dark against the light sky.

An Introduction to Cinematography (camerawork)

In these slides, you will be introduced to the main camera shots, camera angles and camera movements used in filmmaking. This is known as one of the key elements of film form. Having an understanding of this before we start the course in September will be very helpful for you.

Camera Shots

Camera (cinematography)



- **Extreme long shot**
- Normally an exterior shot
- Establishes location.
- Sometimes referred to as establishing shot.
- Usually contains little detail and is used for setting the scene.
- Creates scope and magnitude.
- Visually reinforces 'epic' tones.

Camera (cinematography)



- **Long shot**

- Difficult to define, the image should appear 'life size' according to its distance to the audience.
- Captures space and background detail.
- A human figure in full is technically a long shot. (sometimes called a full shot).

Camera (cinematography)



- Mid shot
- Figure head to waist.
- Focuses on action.
- Used for dialogue scenes.
- Will tend to give little background detail as setting has usually been established.



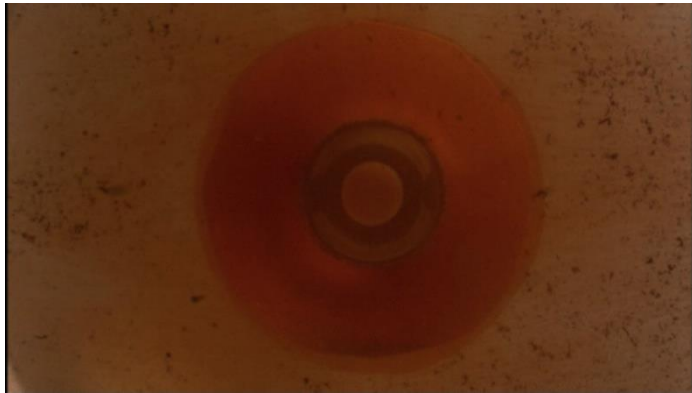
Camera (cinematography)



- **The close up**

- Focuses attention on object or person.
- Intimate shot, conveys emotion or internal states.
- Focuses on the face or a detail of the mise-en- scene.
- Gives very little background detail.

Camera (cinematography)



- **Extreme close up**
- On a face is usually from eyebrow to mouth illustrates intense emotion.
- Highly artificial shot used for intense dramatic affect.
- No background what so ever.
- Indicate an important detail or significant object.

Camera Angles

Camera (cinematography)



- **Angle of shot**

- A **low-angle** shot, is a shot from a camera positioned low on the vertical axis, anywhere below the eye line, looking up.
- Shooting up at someone makes them seem powerful and dominant.
- Can be used to create a sense of fear or confusion.
- Background will be mainly sky or ceiling.

Camera (cinematography)



- A **high angle** shot is usually when the camera is located above the eye line.
- The camera looks down making the figure or object seem vulnerable or powerless.

Often the object gets swallowed up by the setting.



Neutrality is created through the eye level shot.

Camera (cinematography)



- **Birds-eye view**
- This shows a scene from directly overhead, a very unnatural and strange angle.
- Makes people seem insignificant, make familiar object seems unfamiliar.

- **Canted angles**

- Camera is tilted to suggest a world off balance.
- May reflect a characters instability.
- Sometimes combined with POV shots.



Camera (cinematography)



- **Point of view shot**
- Captures what the subject sees.
- Creates a subjective viewpoint.

Camera (cinematography)



- **Twin shot**

- This is a variation of the mid shot.
- Establishes relationship between characters.
- If you add one more it becomes a three shot but any more than that you would need to revert to a long shot

Camera (cinematography)



- **Wide shot**
- Sometimes called a full shot.
- Normally used to show the whole object or person placing it in relation to its surroundings.

Camera Movements

Camera movements

- **Zoom**

- A zoom lens can be used to magnify an image.
- Camera lens can move in or out on a subject without moving the camera.
- Reveals something unseen (by zooming out).
- Attempts to create tension (by making objects appear closer together).

- **Tracking**

- Sometimes called a Dolly shot.
- Camera follows a subject as they move.
- Normally the camera is placed on a moving vehicle and moves alongside the object or person.

- **Pan**

- Camera moves around on a fixed axis and scans the scene horizontally.

- **Hand held/
Steadicam***

- Gives a jerky, ragged affect very different from a tracking shot.
- This type of shot Conveys realism or immediacy. Used for close up 'walk and talk' sequences.
- Can be used to demonstrate velocity, panic and confusion in action sequences.

- *Steadicam a harness like device that hold the camera in place.
- Steadicam allows for smooth shots whilst still keeping the movement of a hand held shot.

- **Aerial shot**

- Camera attached to helicopter or plane.
- Conveys scope or transcendence.

- **Whip pan**

- A fast pan used in action sequences.
- This can be used to indicate a passage of time, a transition between shots or frenetic action.

- **Arc**

- Camera circles the subject
- This is sometimes used to reveal something new about the background.
- Sometimes called a reveal shot.

- **Crane shot**

- Camera attached to a crane or jib.
- The camera swoops up or down from a subject , left right or diagonally.
- Crane shots can give a sense of fluidity and height to the camera movements.