**Camera Angle, Shot, Movement and Position**

***SHOTS***

**Establishing shot** - a shot usually involving a distant framing, which shows the space between important figures, objects and setting in a scene

**Master shot** - a shot that establishes spatial relationships between objects and defines the setting. Returned to whenever spatial relationships need to be re-established/confirmed.

**Close-up (& variations)** - a framing in which the scale of the object shown is relatively large; most commonly a person’s head seen from the neck up, or an object of a comparable size that fills most of the screen.

**Long shot** - a framing in which the scale of the object shown is small, a standing figure would appear nearly the height of the screen.

**Wide shot** - a shot covering a wide angle.

**Aerial shot** - a moving shot from above looking down.

**Point of view** - a shot taken with the camera placed approximately where the character’s eyes would be, showing what the character would see; usually cut in before or after a shot of the character looking.

**Two-shot** - two figures within the frame.

**Over the shoulder shot -** This shot is framed from behind a person who is looking at the subject. The person facing the subject should usually occupy about 1/3 of the frame. This shot helps to establish the position of each person, and get the feel of looking at one person from the other's point of view. It's common to cut between these shots during a conversation, alternating the view between the different speakers

***ANGLE***

**High angle** - the position of the frame in relation to the subject shows it above it, looking down.

**Low angle** - As above, looking up.

**Canted angle** - Sometimes the camera is tilted (i.e. is not placed horizontal to floor level), to suggest imbalance, transition and instability

<http://www.youtube.com/watch?v=W_1uFE_5KH8>

***MOVEMENT***

**Pan** - a camera movement with the camera body turning to the right or left. On screen it produces horizontal movements.

**Crane** - a change in framing accomplished by having the camera above the ground and moving through the air in any direction.

**Tilt** - a camera movement with the camera body swivelling upward or downward on a stationary support. It produces a mobile framing that scans the space vertically.

<http://www.youtube.com/watch?v=7SIyoVsUDWI>

**Tracking shot** - a mobile framing that travels through space forward, backward, or laterally.

**Dolly** - a camera support with wheels, used in making tracking shots.

**Hand-held** - the use of the camera operator’s body as a camera support, either holding it by hand or using a harness.

**Steadicam** - a gyroscopically balanced body rig patented by Steadicam which a camera can be attached to, to generate smooth hand-held shots.

**Zoom/reverse zoom** - a close up rapidly from a long shot to a close up, and vice versa. The mobile frame doe not alter the aspects or positions of the objects filmed.

<http://www.youtube.com/watch?v=iv41W6iyyGs>

***COMPOSITION***

**Framing** - the use of the edges of the film frame to select and to compose what will be visible onscreen.

**Rule of thirds** – Composing an image so the main subject falls into the 1st third in an imaginary grid.

**Depth of field** - The area/objects on screen which are in focus.

**Deep Focus** - All objects on screen, near and far are in focus

**Shallow Focus** - A small area on screen is in focus

**Focus Pull** – The switching from deep to shallow focus, or vice versa. <http://www.youtube.com/watch?v=7V1ve4WobPI>