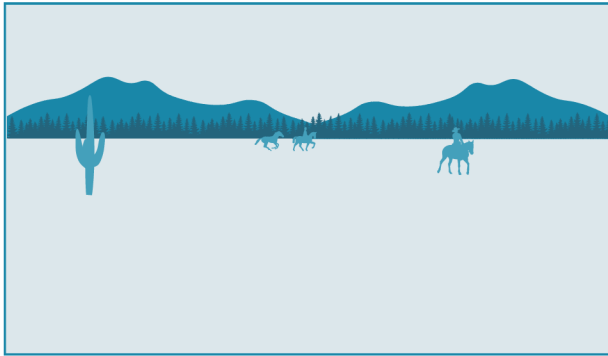


Drama, Film and Theatre Studies

Camera Shots and Camera Movements

Camera Shots



Extreme Long/Wide Shot

Generally used as an opening/establishing shot.
Shows location and grounds the viewer.
Can be used to show scale of an environment.



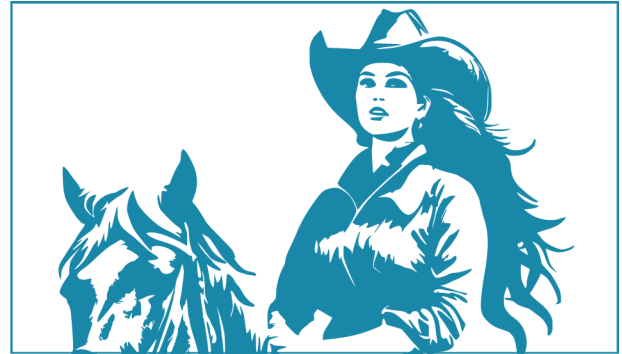
Long Shot

Frames the entire body from head to toe.
Shows the character within their environment.



Medium Long Shot

Typically frames the body from mid-thigh to head.
Balances facial expression with environmental context.



Mid Shot

Frames the character from the waist up.
Captures facial expressions, body language and used for dialogue and character interaction.
Generally used for majority of shots in the film
Good for interviews.



Close Up

Frames the character from shoulders to head.
Emphasises facial expressions, emotions or important details/information.
Can be used for objects of importance too.



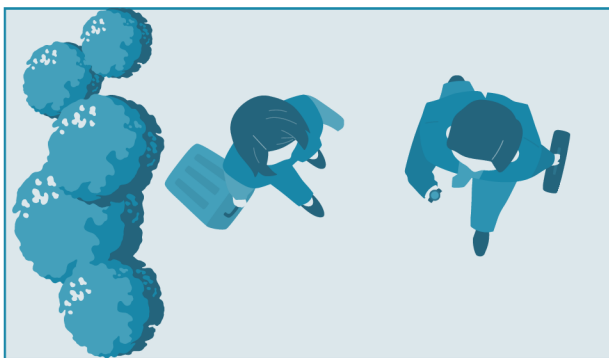
Extreme Close Up

Frames a single detail or body part to fill the frame.
Emphasises intensity and heightens emotion.

Notes

[illegible]

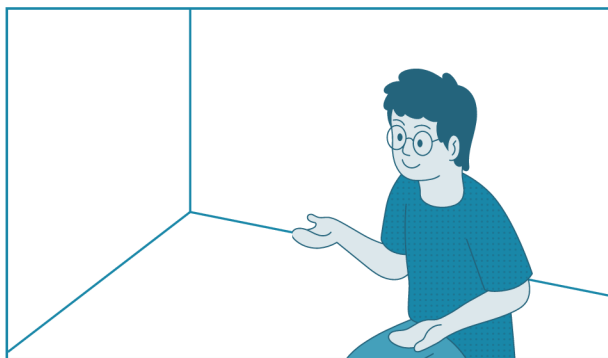
Camera Shots



Top Shot/Bird's Eye View

Filmed from above the characters.

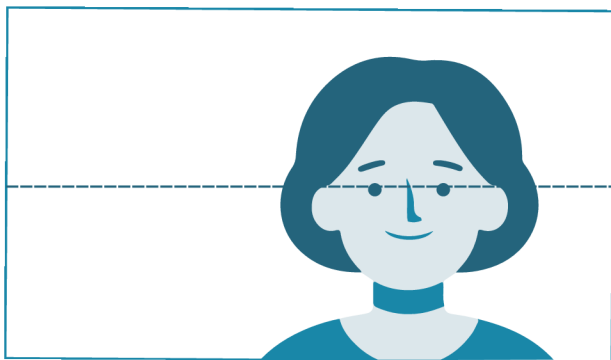
Provides an overview of the setting for the audience.



High Angle

Filmed from above eye level.

Makes the character appear smaller or more vulnerable.



Eye Level

Filmed at the character's eye level.

Creates a neutral perspective, helping the audience connect with the character.



Low Angle

Filmed from below eye level.

Makes the character appear larger or more powerful.



Worm's eye view

A worm's eye view is filmed from ground level, looking up at the character.

Filming from this angle creates a dramatic effect.



Over-the-Shoulder View

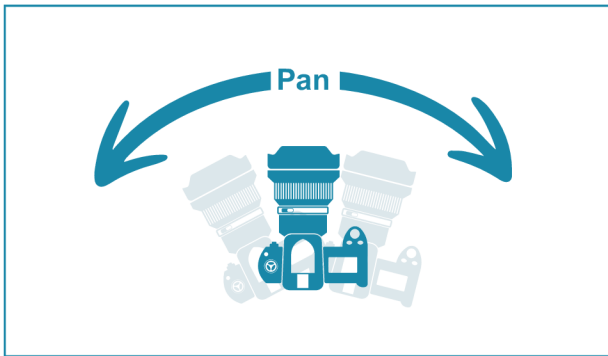
Filmed from behind a character, showing their perspective.

Used for conversations or to create a sense of involvement.

Notes

[illegible]

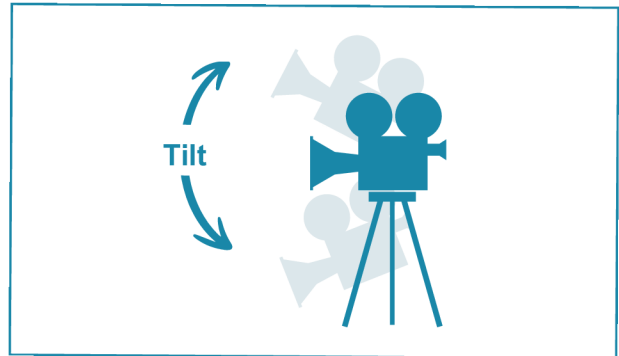
Camera Movements



Panning

The camera moves left or right from a stationary position on a horizontal axis.

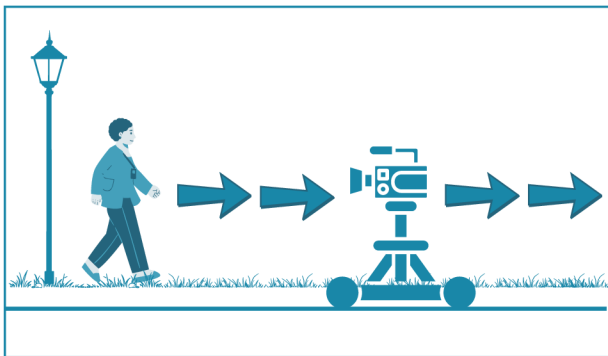
Mimics the natural motion of turning one's head.



Tilt

The camera shifts vertically from a fixed position.

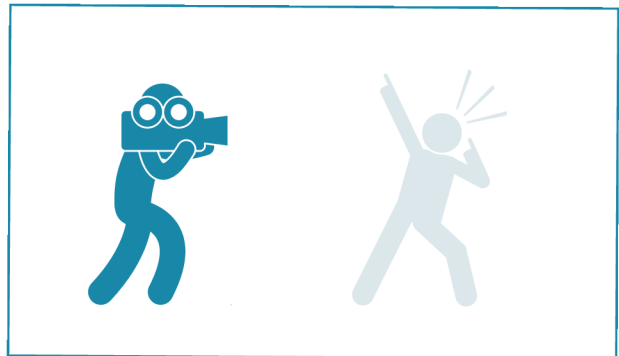
Replicates the motion of looking up or down.



Tracking Shot (Dolly / Truck)

The camera moves backwards, forwards, or sideways along a track.

Creates smooth motion and follows the action.



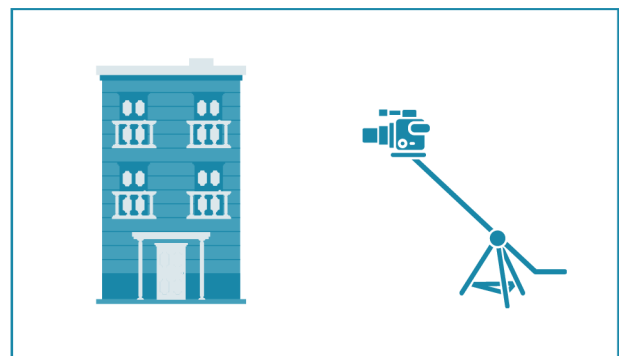
Handheld

The camera is carried by a camera operator, often producing natural, shaky footage.



Steadicam

The camera is stabilised with weights and attached to the operator, providing smoother shots than handheld filming.



Crane

The camera is mounted on a crane or jib, allowing for sweeping movements and extreme high-angle shots.

Notes

[illegible]