

A close-up, artistic shot of a camera lens. The lens is dark with metallic accents. Technical markings are visible on the lens barrel, including 'F=3.5CM' and '1:2.8'. The lens is slightly out of focus, with a soft, blurred background. The text 'Shot Types, Camera Angles & Movement' is overlaid in a clean, white, sans-serif font.

Shot Types, Camera Angles & Movement

A black and white photograph of a basketball court floor. The floor is made of dark wood with white painted lines and numbers. The numbers '10', '11', and '12' are visible. The text 'Shot Type' is overlaid in the center in a white, sans-serif font.

Shot Type

A. Establishing Shot

- Establishing shot are used to give the audience an understanding of where the scene is taking place, or where it's about to take place – so they're establishing where we are. They are usually a long shot, as you see the setting from a distance, but the point is not focus on characters within a setting, rather establish the setting for the next scene. That's not to say you can't have characters in an establishing shot, but more often than not they don't.
- Here's a great establishing shot of the Hogwarts and its Quidditch stadium.



B. Wide shot or Long Shot

- If you want to see a character from a distance, a long shot is perfect. In a long shot you'll see a character's whole body from head to toe. In some instances, the character might not be that far away from the camera, in others the character might appear extremely small in the landscape or space they're in.





C. Mid shot or Medium Shot

- Somewhere between a close-up and a long shot, a mid-shot shows us some but not all of a character or object. With people, a mid-shot generally shows a character from the roughly the waist up, but it doesn't have to be exact. Mid shots are great for showing us a character's body language and character's performing actions.



D. Two-shot

- In terms of framing, two shots are framed like mid-shots, but it can vary. A two shot is basically when you see two characters in the frame. They're often a mid-shot because the two characters in shot are often talking or interacting in some way, or maybe we want to see the emotion of both characters face.



E. Over the Shoulder

- This shot is usually used when filming a conversation between two people. Rather than filming them in a two-shot, you film the conversation twice, once with the camera facing person one character, then again facing the other. By shooting over each person's shoulder the audience remains quite close to the conversation whilst focussing on one character at a time.

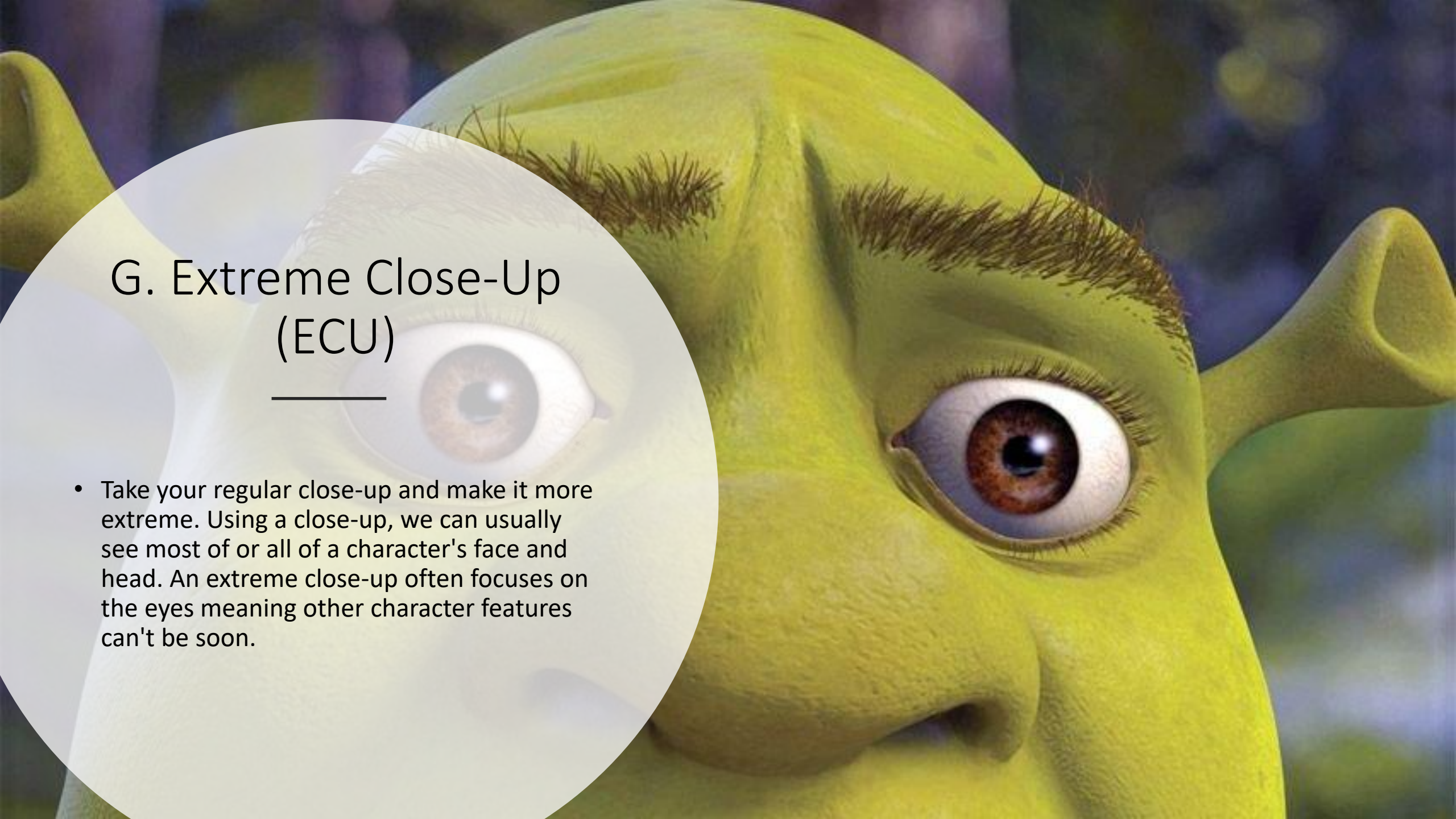


F. Close Up

- Close-ups are great for showing emotion on character's faces, be it during a key point in a conversation scene, or with the character by themselves reacting to something. Emotions captured in close ups don't always need to be extreme emotions like crying or absolute fear, a close-up might show us a character trying hard to hide their emotions or displaying strength or determination. There are a lot of emotions outside the obvious ones we can capture with a close-up.

G. Extreme Close-Up (ECU)

- Take your regular close-up and make it more extreme. Using a close-up, we can usually see most of or all of a character's face and head. An extreme close-up often focuses on the eyes meaning other character features can't be seen.



Camera Angles



H.Eye Level

- The most standard camera angle is shooting from eye-level. In fact, a large percentage of shots are from eye-level, it's easy and it's a natural perspective for the viewer to see characters from.





I. Low Angle

- Low-angle is when the camera is placed well below eye-level to face up at a character or object. The effect is this will change depending on the intent of the director or cinematographer. For example, looking up at a character can make them look heroic and strong. But take the same angle and face it up at an evil character, and they will look scary and intimidating. Sometimes you'll see really low angle shots, where the camera is looking up from the ground. This can make a character look tall and strong, but because the angle is unnatural in the sense it's not a perspective any human would have (unless you were an inch tall) it can make the audience feel something unusual, unnatural, or even supernatural is happening.

J. High Angle

- High angle is obviously the of a low angle. The camera is placed above a character or characters and angled downwards towards them. Again, the effect of this will differ depending on how it's being used. Sometimes the high-angle is used to make characters look small and weak. It might also make them look cute. It's also often used to suggest something significant is happening high above the characters.

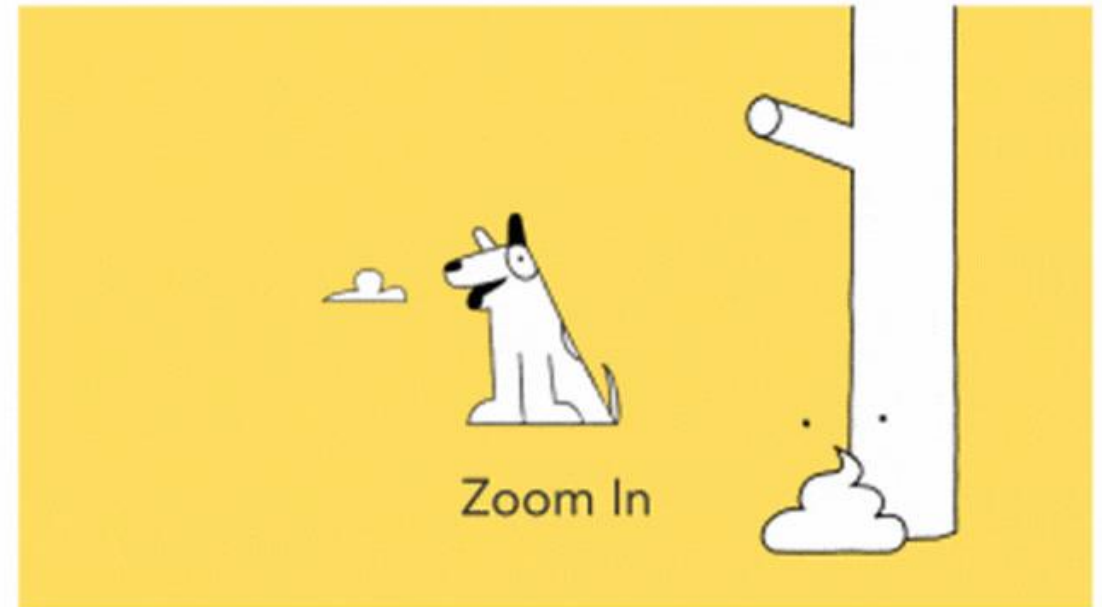


A close-up photograph of a camera lens held by a hand. The lens is dark and shows concentric rings. The hand is positioned on the left side of the frame, with fingers visible. The background is blurred, showing warm, golden light. The text "Camera Movement" is overlaid in white, sans-serif font in the center of the image.

Camera Movement

K. Zoom

- Probably the most well-known camera move, zooming gives the impression of moving closer or further away from the subject. It can be used effectively to magnify a certain focus point in the frame, but other moves such as a dolly, are a more natural way to show movement. While a quick zoom can help add a sense of drama and energy when used correctly, avoid over-using zoom as your default move.



L. Pan

- Panning is when the camera is moved horizontally from one side to another on a central axis. This is a rotating movement in which the camera's position remains in place, but the direction that it faces changes. It can be used to follow a moving character or to fit more into a frame, for example, panning across a landscape to create a sense of place.

