

SHOOTING VIDEO

Camera Use

Camera Angle

Camera Movement

CAMERA USE

▶ Selecting Your Shot

▶ Subject

- ▶ What's the purpose?
- ▶ If human, are they wearing the right clothes?, Are they in the right mood?, Are they in the right place?
- ▶ Inanimate: What does it represent?, Should you show part of it or all of it?

CAMERA USE

- ▶ Selecting Your Shot
 - ▶ Background
 - ▶ Think colors and textures
 - ▶ Does your subject show up against the background?

CAMERA USE

▶ Selecting Your Shot

▶ Light

- ▶ As a rule, the light should be behind you NOT behind your subject (never stand your subject in front of a window)
- ▶ Light has two purposes: to reveal and to create shadows, which hide. Make sure that whatever you want to show is bathed in plenty of bright light
- ▶ Time of day and weather conditions
 - ▶ Best time of day: early morning and late afternoon

CAMERA USE

- ▶ Selecting Your Shot
 - ▶ Follow the Rule of Thirds







CAMERA ANGLES

▶ Describing Shots

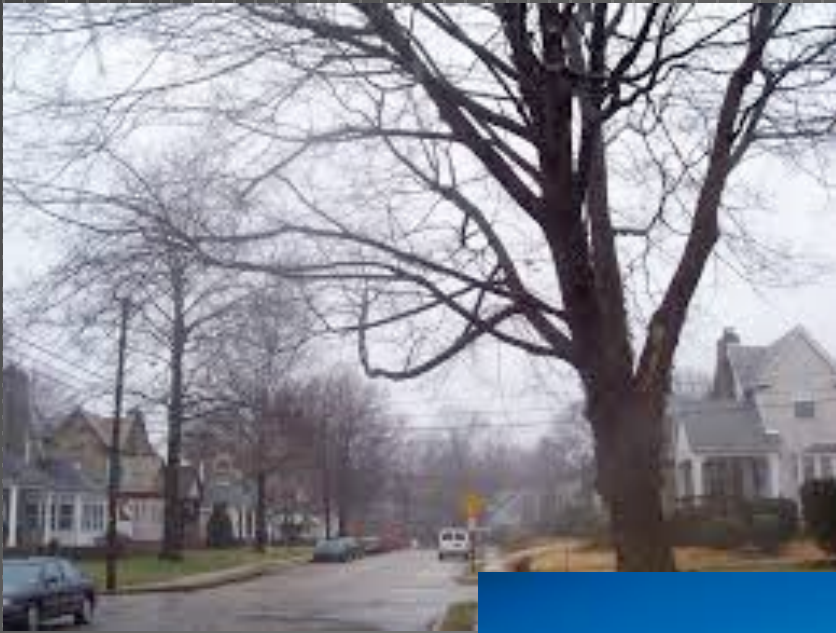
- ▶ The framing or the length of shot
- ▶ The Angle of the shot
- ▶ If there is any movement involved

CAMERA ANGLES

▶ Framing or Shot Length

▶ Extreme long shot

- ▶ Normally shows an exterior (outside of a building) or a landscape
- ▶ Used to show scenes of thrilling action
- ▶ Very little detail visible in the shot, it's meant to give a general impression rather than specific information



CAMERA ANGLES

▶ Framing or Shot Length

▶ Long shot

- ▶ Shot that shows the image as “approximately” life size
- ▶ This category includes the FULL SHOT showing the entire body
- ▶ While the focus is on characters, plenty of background detail still emerges

CAMERA ANGLES

▶ Framing or Shot Length

▶ Medium Shot

- ▶ Contains a figure from the knees or waist up
- ▶ No more than 3 figures in this type of shot
- ▶ Background detail is minimal
- ▶ Lead into this shot with extreme long shot and long shot so the audience knows what the background is

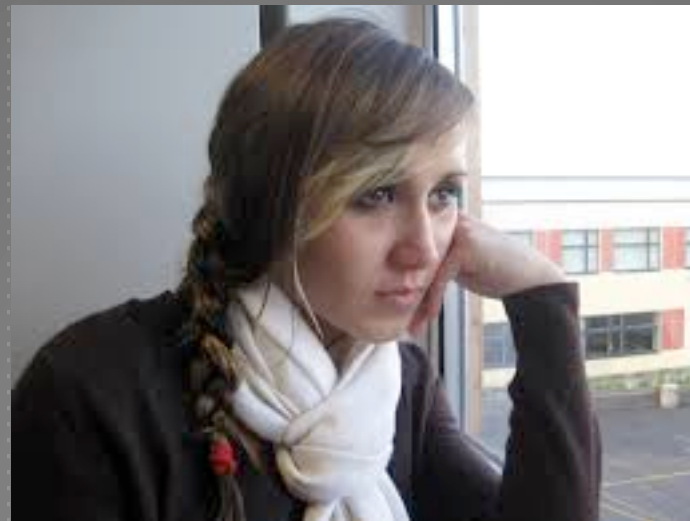


CAMERA ANGLES

▶ Framing or Shot Length

▶ Close-up

- ▶ Shows very little background and concentrates on either a face, or a specific detail
- ▶ Background is just a blur
- ▶ Magnifies the object and shows the importance of things
- ▶ Close up shot takes us into the mind of a character
- ▶ Audience should feel extra comfortable or extremely uncomfortable
- ▶ May have to use a zoom lens in order to get this shot



CAMERA ANGLES

- ▶ Framing or Shot Length

- ▶ Extreme Close-up

- ▶ May only show the mouth or eyes or a person with no background at all
 - ▶ The camera must be very still and the lighting must be perfect



CAMERA ANGLES

▶ The Bird's Eye View

- ▶ Shows a scene from directly overhead

- ▶ Puts the audience in a godlike position



CAMERA ANGLES

▶ High Angle

- ▶ Not so extreme as a bird's eye view
- ▶ Camera is elevated above the action
- ▶ Makes the object photographed seem smaller



CAMERA ANGLES

- ▶ Eye Level
 - ▶ Neutral shot
 - ▶ Camera is positioned as though it is a human actually observing a scene
 - ▶ Place the camera approximately 5-6 feet from the ground



CAMERA ANGLES

▶ Low Angle

- ▶ These increase height (usually for short actors) and give a sense of speeded motion
- ▶ Helps give a sense of confusion to a viewer
- ▶ Background will tend to be just sky or ceiling
- ▶ Added height of the object may make it inspire fear and insecurity in the viewer



CAMERA ANGLES

- ▶ Oblique/Canted Angle
 - ▶ Sometimes the camera is tilted to suggest imbalance, transition, and instability (very popular in horror movies)
 - ▶ Used to suggest point-of-view shots (when the camera becomes the 'eyes' of one particular character, seeing what they see)



CAMERA MOVEMENT

▶ Pans

- ▶ A movement which scans a scene horizontally
- ▶ Moving objects should be kept in the middle of the frame

CAMERA MOVEMENT

▶ Tilts

- ▶ A movement which scans a scene vertically, otherwise similar to a pan



CAMERA MOVEMENT

▶ Dolly Shots

- ▶ Sometimes called TRUCKING or TRACKING
- ▶ Camera is placed on a moving vehicle and moves alongside the action

CAMERA MOVEMENT

▶ Hand-Held Shots

- ▶ Shots taken with flip cameras, etc.
- ▶ These are the shots you will be using

CAMERA MOVEMENT

- ▶ Crane Shots

- ▶ Similar to the Dolly Shots except in the air

CAMERA MOVEMENT

▶ Zoom Lenses

- ▶ Smash zoom—zoom in very quickly

- ▶ Slow zoom

- ▶ In both zooms the camera needs to be very still

- ▶ Drawback is that zooming is hard to do while keeping your camera steady/still; do not want to be jerky

- ▶ Zooming is not recommended!

CAMERA MOVEMENT

▶ Aerial Shot

- ▶ Usually taken with a helicopter
- ▶ Often used at the beginning of a film in order to establish setting and movement