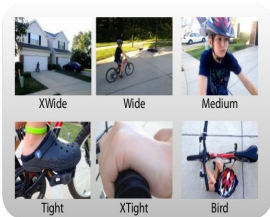


Shot Type

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An **establishing shot** is used to give the viewer a sense of location. Usually used at the beginning of a scene to give information about place, time of day and environment. Establishing shots are usually the opening frame for a video/movie so that the viewer knows the setting where the action is going to occur.



Extreme Wide establishes the setting of the environment or location of the subject. Camera is zoomed out as far as possible and placed a great distance from the subject to capture.

Wide Zoom in a bit from the extreme wide shot. Place the subject head to toe in the viewfinder, with very little to no room above the head or top of the subject. Make sure not to cut off the bottom of the subject.

Medium shows half of the subject; up, down, left, or right. Offers the viewer more detail in the frame.

Tight Zoom in on the shot and frame one aspect of the subject, offering the viewer greater detail of the subject.

Extreme Tight Zoom in as far as the camera can go and place the camera extremely close to the object. The image will show incredible detail of the subject, and the viewer may not be able to discern what the object is.

Bird's-eye view is when the camera is directly above, simulating the view of a bird flying in the air looking straight down with no angle. This completely different and somewhat unnatural point of view can be used for dramatic effect or for showing a different perspective.



Low angle camera shows the subject from below, giving the impression that the subject is more powerful or dominant. Place the camera on the tripod as low as possible and aim up, or hold the camera on the ground and tilt up.



High angle camera shows the subject from above, so angle the camera down toward the subject. This has the effect of diminishing the subject, making them appear less powerful, less significant, or even submissive. Raise the tripod as high as it can go, or hand-hold the camera as high as you can while still maintaining a slight angle down.



Canted Camera is purposely tilted to one side so the horizon is on an angle. This angle creates an interesting and dramatic effect, suggesting distortion or chaos to the viewer.



Eye level This is the most common camera view, which offers the viewer a real-world angle that we are all used to. It shows subjects as we would expect to see them in real life. It is a fairly neutral shot.

