

Cinematography: Camera Shots



Shot Types and Implied Proximity

Establishing shot

A shot of a location, helping the audience understand where they are.

Usually a long shot in a film or video used at the beginning of a sequence to establish an overview of a scene that follows



Harry Potter Prisoner Of
Azkaban
(2004)
Alfonso Cuaron



Wide Shot (ws)

Can be used as an establishing shot (not always)

This shot can be used to show a subjects surroundings



Harry Potter Deathly
Hallows Part 2
2011
David Yates

Long shot

Taken from a distance that is used to show a sense of space or locate action in a specific place.

You will be able to see the whole body of a character when using this shot.



Harry Potter Deathly
Hallows Part 2

2011

David Yates

Medium long shot (mls)

This shot will show a character from knee's to head with some background



Harry Potter and The
Order Of The
Phoenix
2007
David Yates

Medium shot

This camera shot should show the waist up of a character

This should also include some background, which may or may not affect the meaning / outcome of the shot.



Harry Potter and The
Order Of The Phoenix
2007
David Yates

Medium close up (mcu)

This camera shot should show the head and shoulders of a character.



Harry Potter and
The Deathly Hallows
part 2
2011
David Yates

Close up (cu)

This shot closely frames a character, object, or any aspect of action



Harry Potter and The
Deathly Hallows
Part 2
2011
David Yates

Big close up (bcu)

This shot will show the characters forehead to chin.

Usually used to show extreme emotions in the face of a character.



Harry Potter and The
Deathly Hallows
Part 1
2010
David Yates

Extreme close up (ecu)

Frames a very specific feature of a character or object of emphasis



Harry Potter and The
Deathly Hallows
Part 2
2011
David yates

Aerial shot

Is a very distinguishing shot taken directly above an object / location looking straight down



Harry Potter and The
Deathly Hallows
Part 1
2010
David Yates

Overhead shot (oh)

Camera will be directly over the object / actors



Harry Potter and The
Order of The Phoenix
2007
David Yates

High-angle shot (ha)

Camera is angled so that it looks down on a subject.

This can make the subject appear small and have little power.



Harry Potter and
The Deathly
Hallows
Part 2
David Yates

Eye-level shot

The camera is placed in level with the eye-line of the subject



Harry Potter and the
Deathly Hallows
Part 2
David Yates

Low-angle shot

Camera is angled so that it looks up at the subject.

This makes the subject seem dominating and powerful



Matilda
1996
Nicholas Kazan

Two-shot

Two subjects are put in the frame, originally at medium shot distance, but this can vary.



Harry Potter and The
Deathly Hallows
Part 2
2011
David Yates

Over the shoulder shot (ots)

Shot over the shoulder of a character. This is usually used in dialogue scenes.



Harry Potter and The
Deathly Hallow
Part 2
2011
David Yates

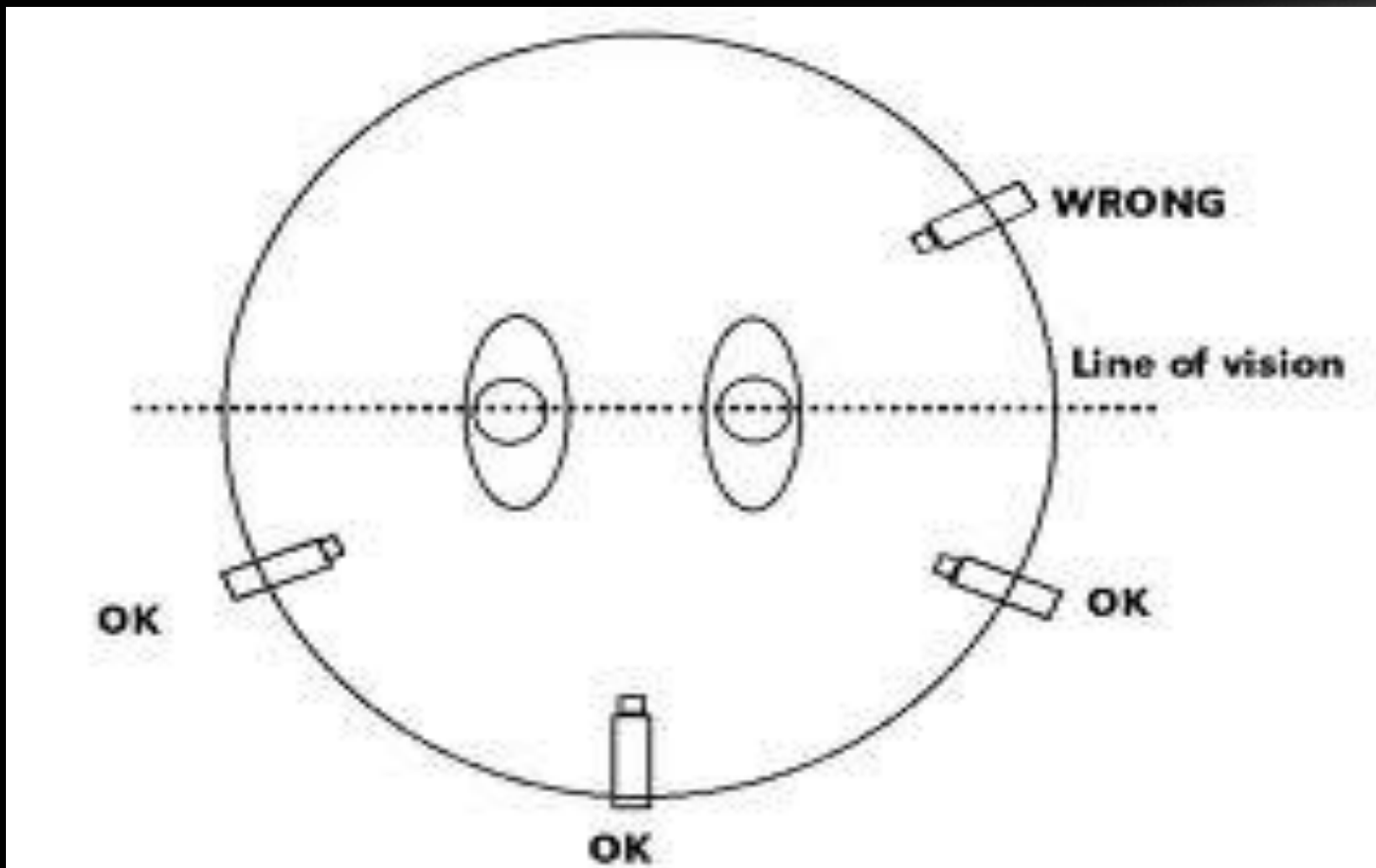
Shot/reverse shot

Technique commonly used to abide 'The 180° rule'. This is commonly used during a dialogue scene using opposite over the shoulder shots.



The 180° rule

The **IMAGINARY** line that must not be crossed in order to maintain continuity and not cause confusion to the audience with where the characters are placed.



180 degree rule

VIEWING OPTIONS

Clip Only

Clip with Annotated Commentary
by Richard Peña



Tracking shot

When the camera itself is moved.

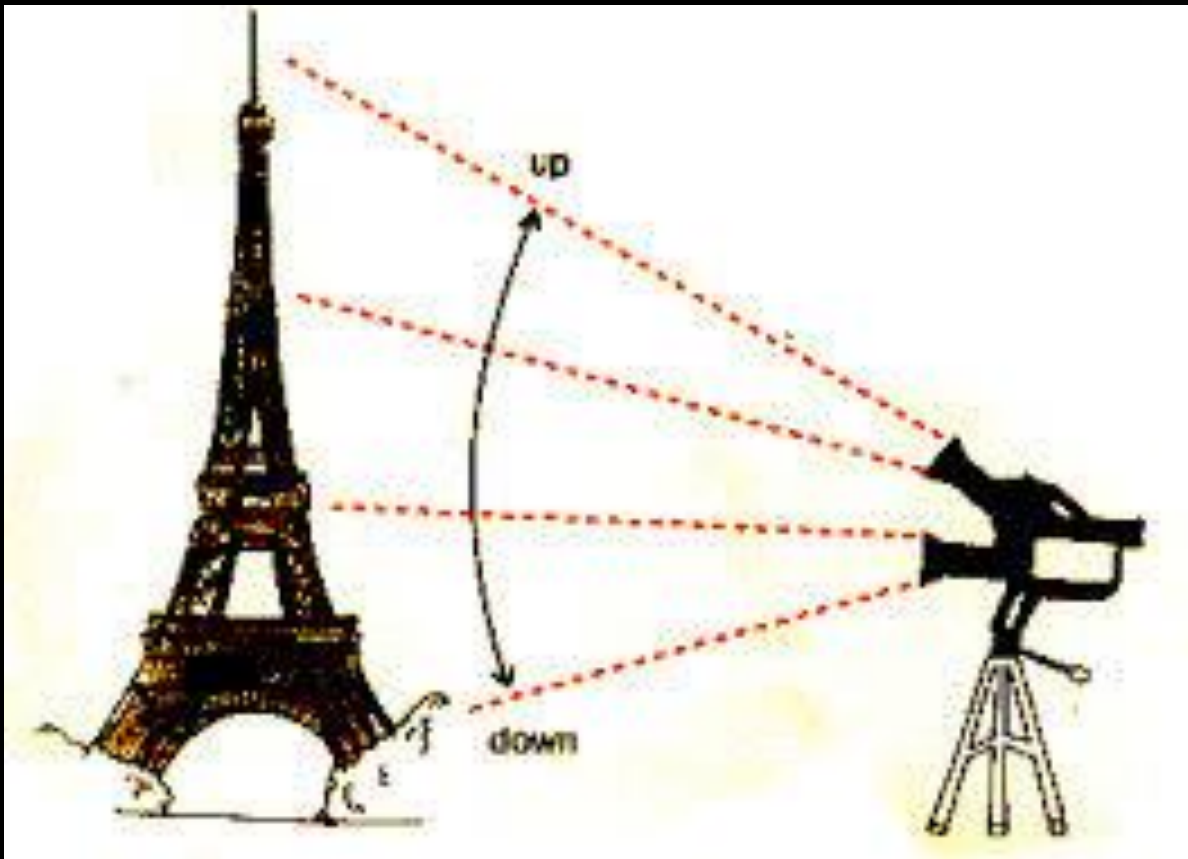
This was traditionally accomplished by placing the camera on a wheeled device called a 'dolly'

This shot is normally used on the side of a subject.



Tilting shot

- The camera is locked in place and the lens moves either up or down.



Static shot

When a camera is kept still and focused, normally on an unmoving subject.

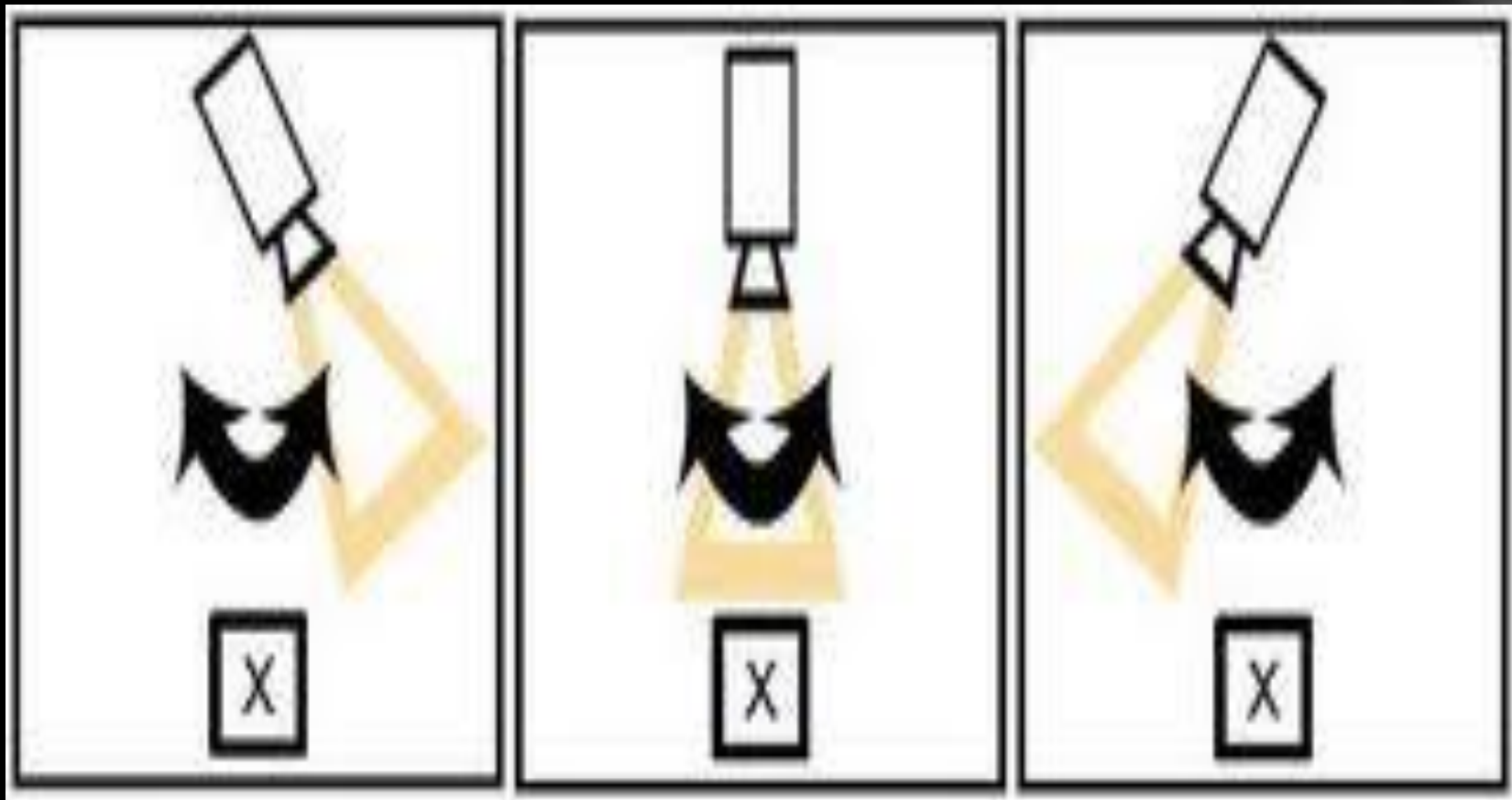
This is used to allow the scene to unfold before us seemingly naturally



Paranormal Activity 2
2010
Tod Williams

Panning shot

The camera is locked in position and moves from left to right / right to left



Zoom in / zoom out

to cause a camera to make the image of something or someone appear much larger and nearer, or much smaller and further away



Zoom in / track in or out

The effect is achieved by zooming a zoom lens to adjust the angle of view (often referred to as field of view or FOV) while the camera dollies (or moves) towards or away from the subject in such a way as to keep the subject the same size in the frame throughout. In its classic form, the camera angle is pulled away from a subject while the lens zooms in, or vice-versa. Thus, during the zoom, there is a continuous perspective distortion, the most directly noticeable feature being that the background appears to change size relative to the subject.

focus

The depth into the picture in which objects are clear in focus



Foreground focus

Where the foreground action is in focus, whilst the background action is out of focus



Harry Potter

Deep focus

This camera technique was first developed and introduced by Orson Welles, enabling the foreground and background to be in focus simultaneously.



Harry Potter and The
Philosophers Stone
2001
Chris Columbus

Intro to Film Technique and Terminology

Hitchcock explains about CUTTING/EDITING



Editing Techniques in the films of Scorsese