

TABLE OF CONTENTS

01

Shot Framing

What's inside your shot?

05

Camera Movement

How can camera movement create feelings?

02

Shot Sizes

How wide or small is your shot?

06

Extra Resources + Examples

03

Shot Angles

What does changing camera height do?

01

Framing Shots

Placement and position of people in your shot.



Single Shot

- One character
- Any Size you want







Dirty Single Shot

A close-up shot of the Joker from the movie 'The Dark Knight'. He is wearing a dark blue shirt, a patterned tie, and a green vest. He has white face paint, red lips, and a wide, menacing grin. He is looking slightly to the right of the camera. The background is a brick wall.

- Just one character
- Other character in frame but not obviously
- Less than a shoulder shown





Two Shot

- Two characters
- Faces shown of both
- Used in comedies
- Any size







Three Shot



- Three characters
- Faces shown of each
- Used in adventure films
- Any shot size

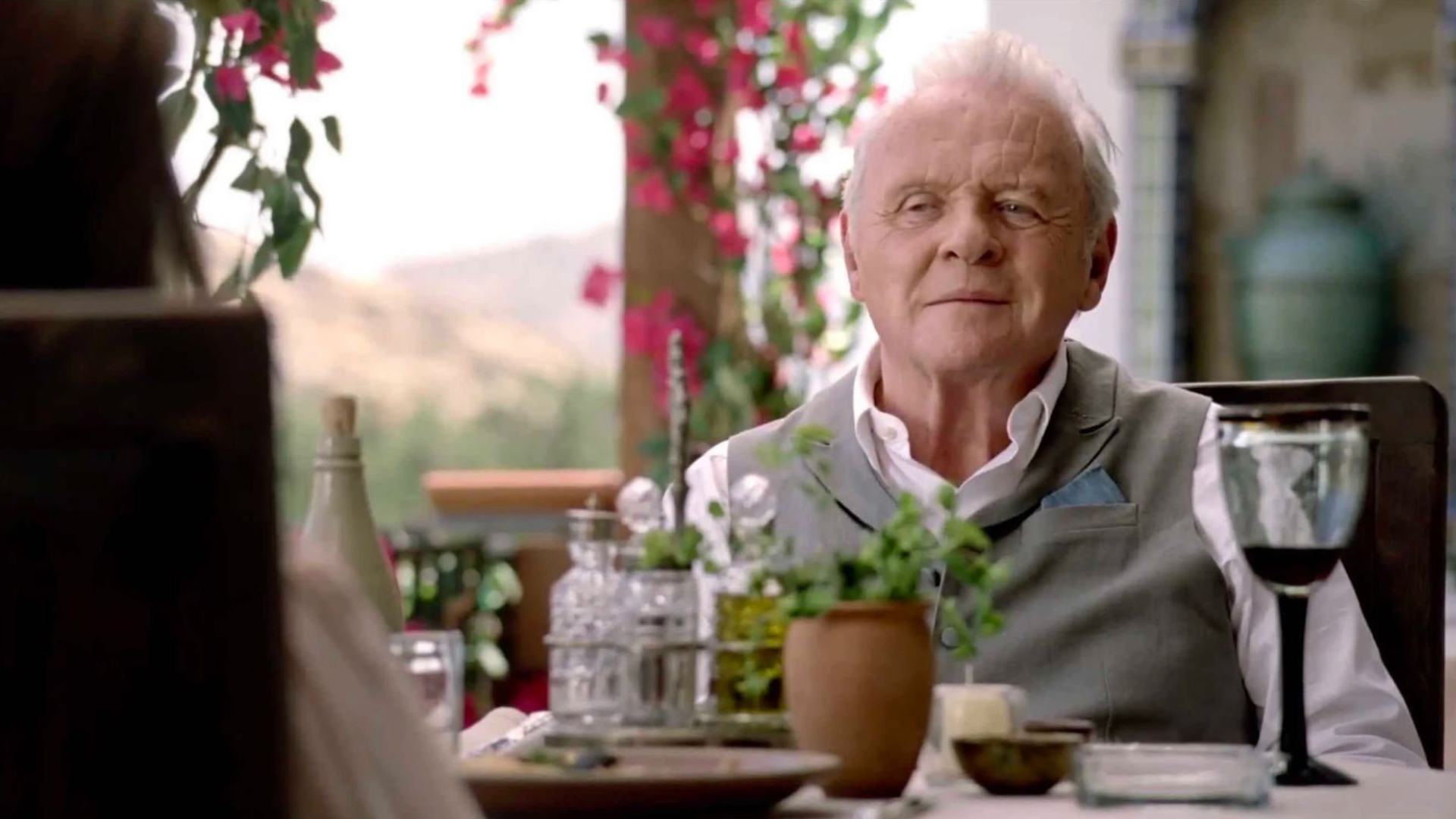




Over the Shoulder

- **Type of Dirty Single**
- **Focuses on one character**
- **Commonly used in conversations**
- **Creates perspective**







Point of View



Shows view from character or inanimate object
Usually sandwiched between two shots:

SHOT 1: Character looking at something

SHOT 2: POV shot

SHOT 3: Character reaction





02 Shot Sizes

How much of the setting and subject are in the shot.



Shot Sizes

- Wide Shot (and extreme wide shot)
- Full Shot
- Medium Shot
- Close Up
- Extreme Close Up

Extreme Close Up

Close Up

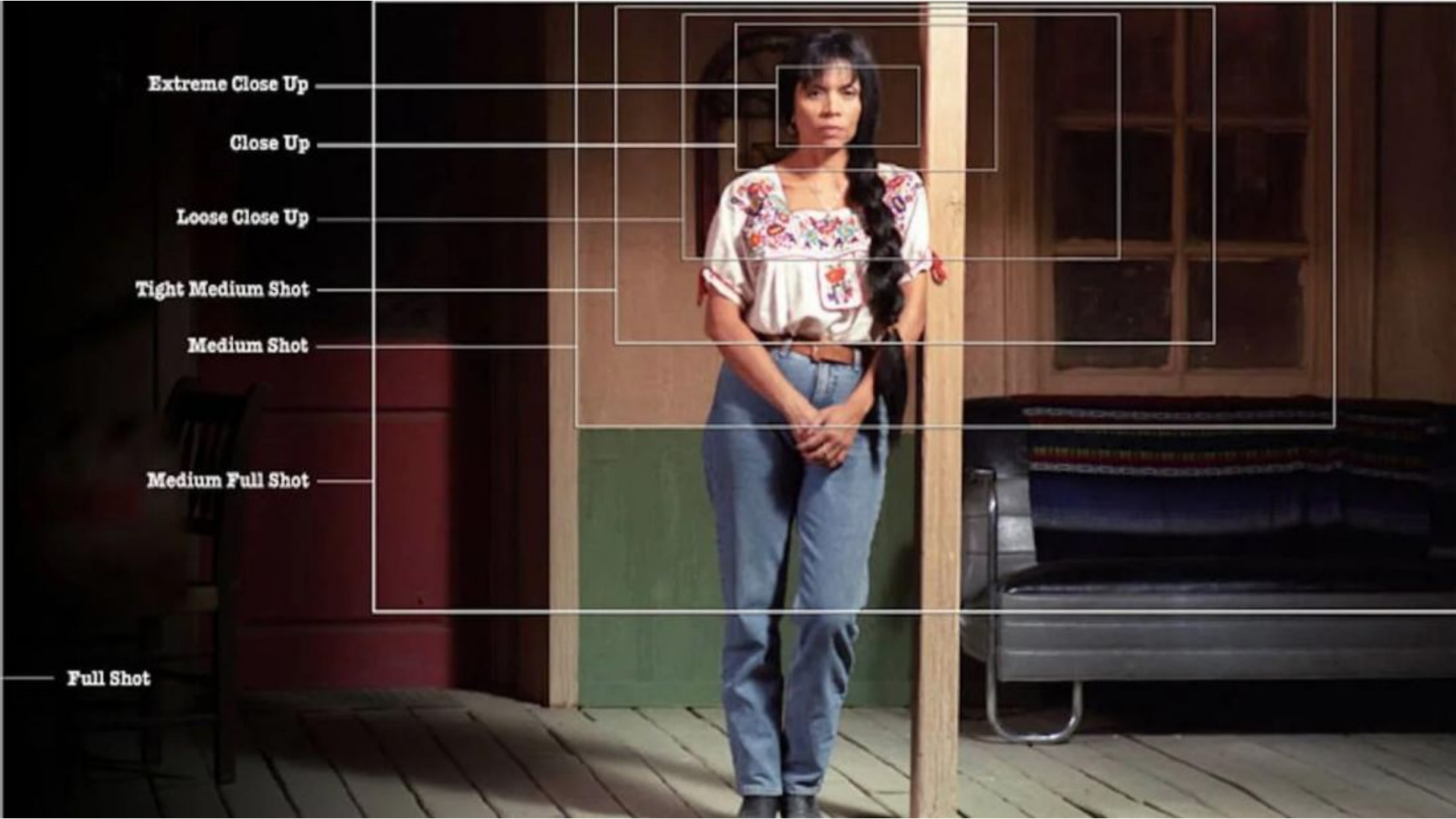
Loose Close Up

Tight Medium Shot

Medium Shot

Medium Full Shot

Full Shot





Shot Sizes

Wide Shot (and extreme wide shot)

Shows the entire person and their surroundings.
Demonstrates that the character is overmatched and overwhelmed by their world.

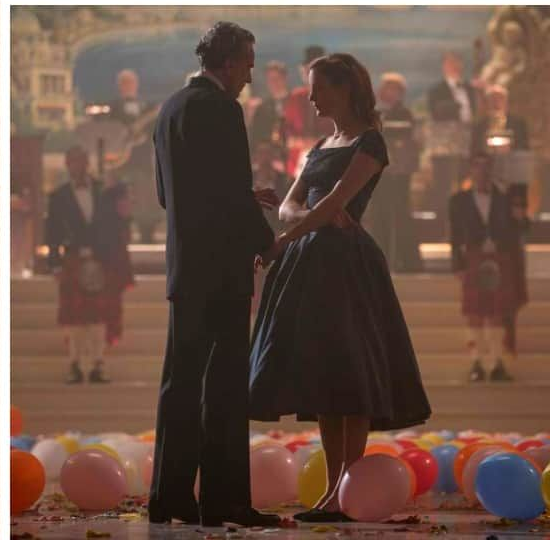




Shot Sizes

Full Shot

Character's body is framed head to toe. Allows the audience to see both body language and facial expressions.



Shot Sizes

Medium Shot

A waist shot captured mid distance from the subject. Visual glue of a movie.

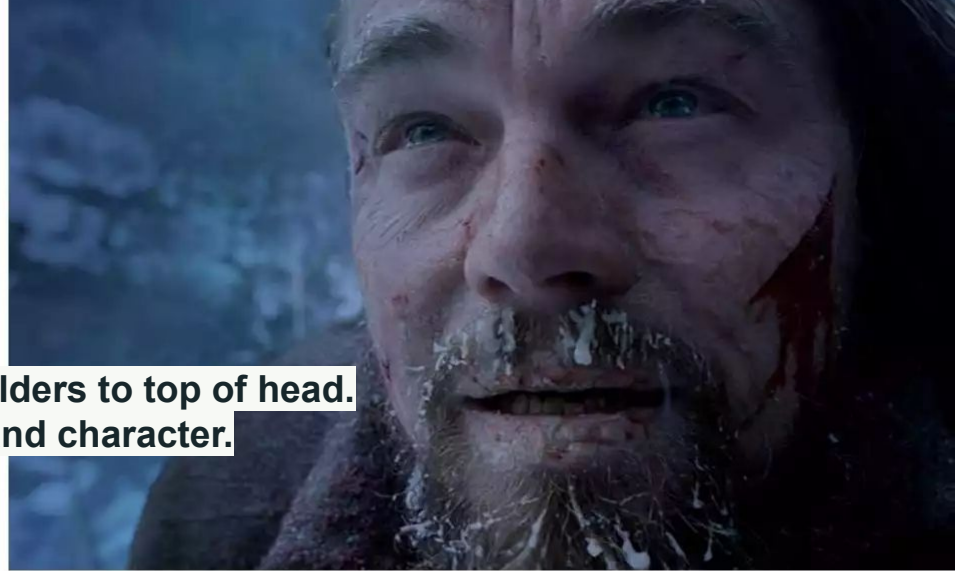




Shot Sizes

Close Up Shot

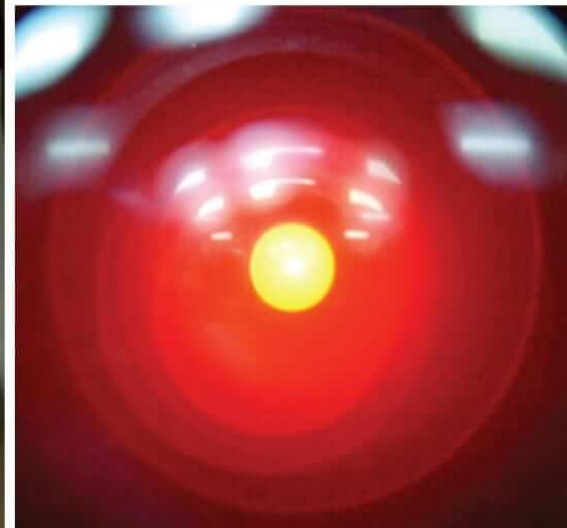
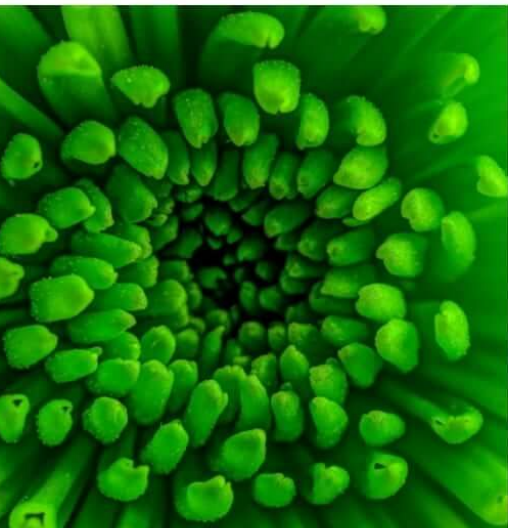
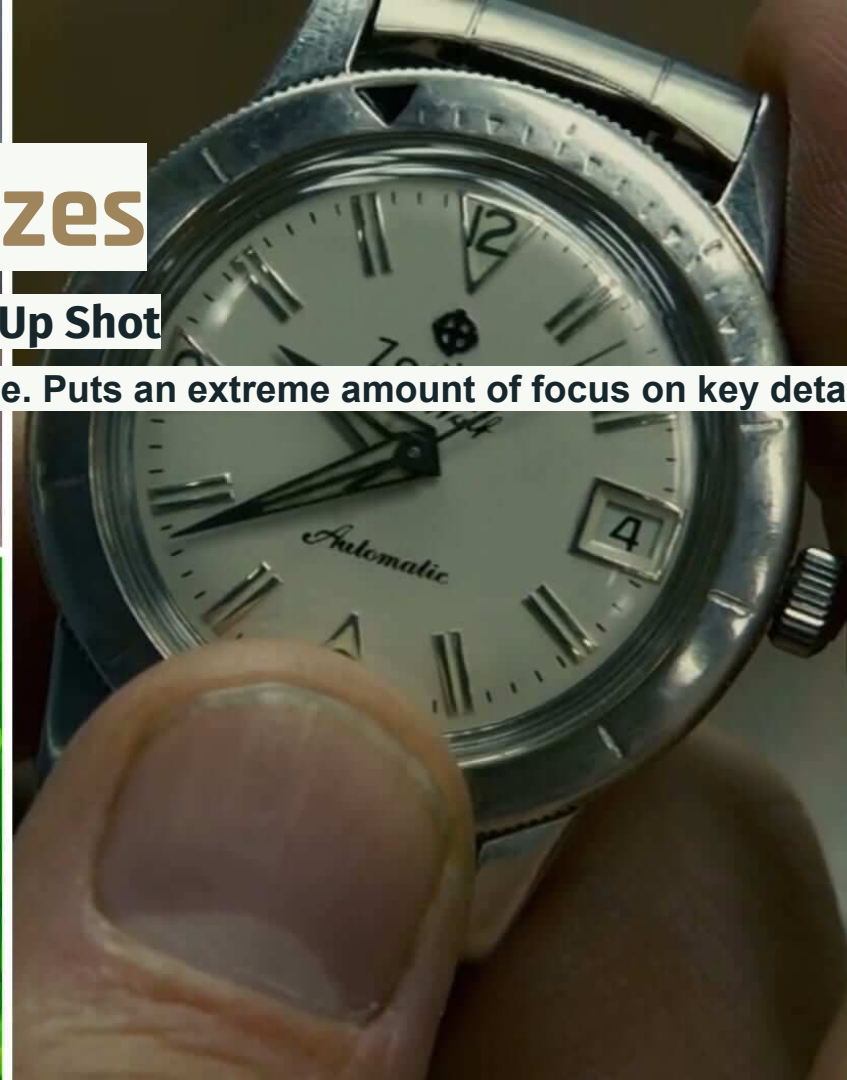
Taken at close range to show detail. Shoulders to top of head. Emotional connection between audience and character.



Shot Sizes

Extreme Close Up Shot

Framed very close. Puts an extreme amount of focus on key details.





Shot Angles: Adjusting height of camera



Low Angle

- Frames subject below their eyeline
- Creates power dynamic
- Superiority, power, dread





High Angle Shot

- Camera points down at subjects
- Creates inferiority
- Vulnerable, powerless

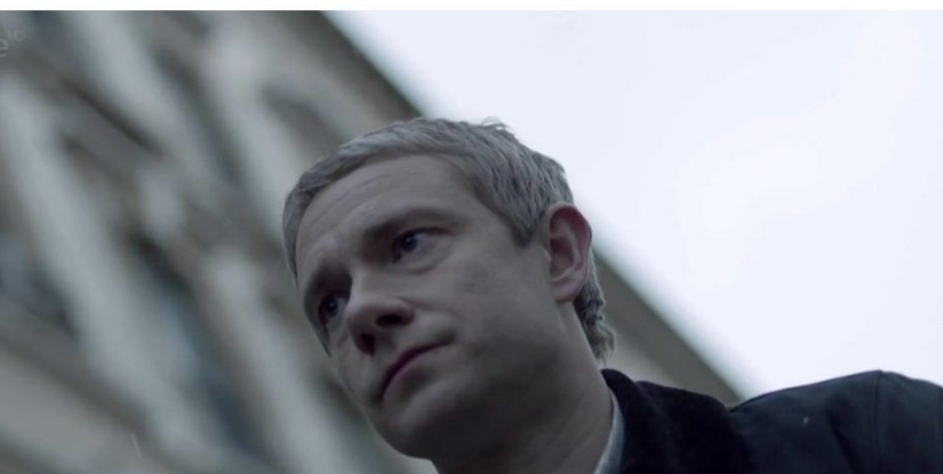




Dutch Angle/Tilt

- Camera slanted to one side
- Disorients audience, tense





Eye Level Shot



- Positions camera directly at eye level
- Connects emotions between the audience and characters
- Not super common because shoulder shots look more 'cinematic'

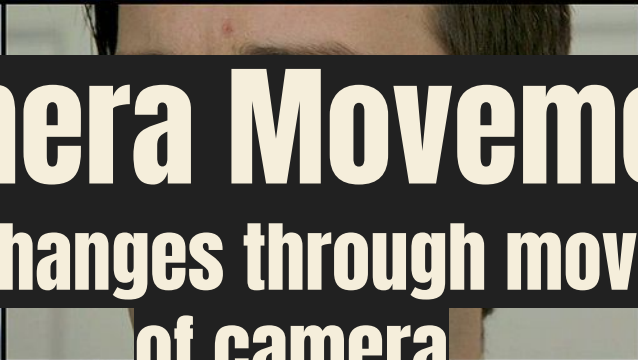


Shoulder Level Shot

A close-up, shoulder-level shot of a man with a beard and dreadlocks, wearing a striped garment and a necklace, looking upwards with his hand raised. The background is dark and out of focus, suggesting an outdoor setting with trees.

- Most common angle of shot
- Camera placed at shoulder level
- Character's head reaches the top of the frame
- Character's eyeline right above camera
- Used for over-the-shoulder shots





Camera Movement

Frame changes through movement of camera



Types of Movement

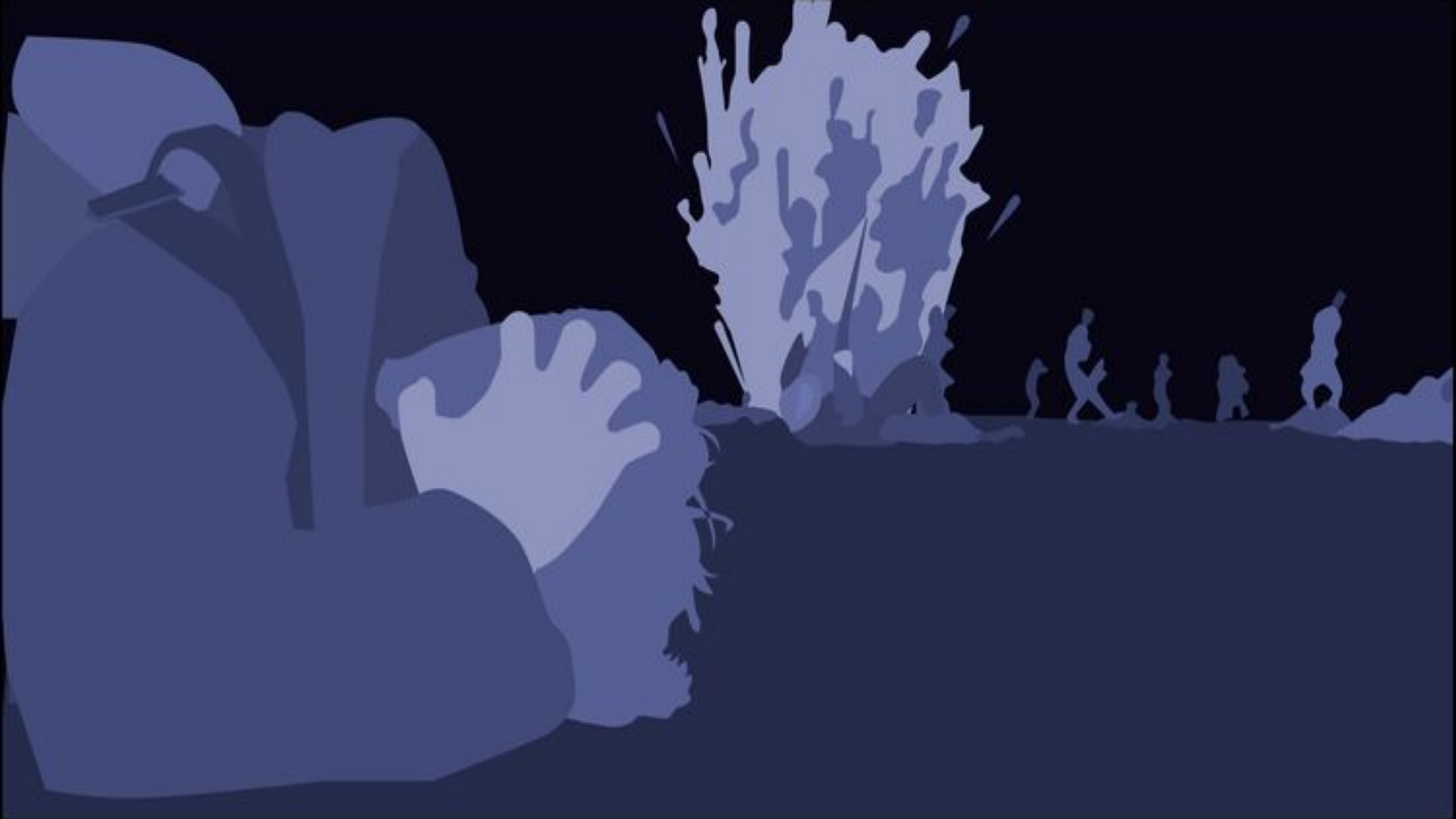
A film crew member in a blue shirt is operating a camera mounted on a dolly. The dolly is on wheels and is being moved along a track. The background shows other crew members and a car, suggesting a film set environment.

- **Static Shot**
- **Pans**
- **Tilt**
- **Push In**
- **Pull Out**
- **Zoom**

Static Shot



A still shot devoid of movement. Allows actors to create the scene



Pans

A cameraman wearing a blue long-sleeved shirt and a black cap is operating a professional video camera. The camera is mounted on a rig and is pointed towards the left. The background shows a building with a blue and white facade and some greenery.

Sweeps horizontally (from left to right). Used to shift point of view, reveal the setting, show speed and action etc.



Tilts



Moves the camera up and down. Similar to how an individual raises and lowers their head.



Push In

Camera moves closer to the subject. Draws the audience's attention to a specific detail. Used for big realizations on subject's faces.





Pull Out

The image features two LEGO minifigures and a grey LEGO vehicle on a dark grey background. On the left, a minifigure with a tan head, blue jacket, and blue skirt stands next to a dark grey structure. On the right, a minifigure with a blue head, blue jacket, and blue pants stands next to a grey vehicle with two wheels. A large black text box is overlaid on the left side of the image, containing the text 'Pull Out' in white. Another large black text box is overlaid at the bottom of the image, containing a definition of the camera movement.

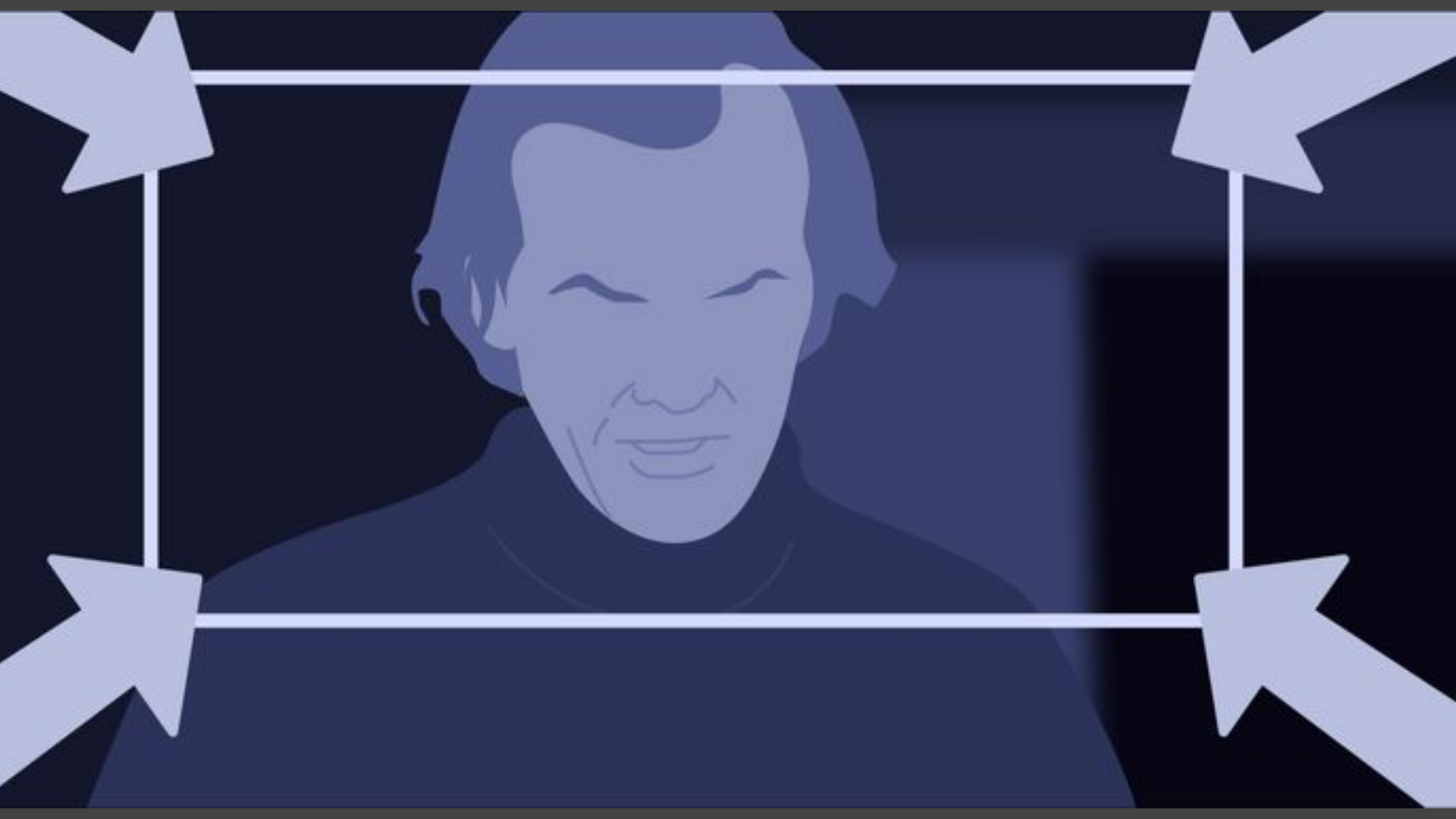
The camera moves away from from the subject, the direct opposite of a push-in. Causes the subject to grow smaller, while their surroundings grow bigger.





Zoom

Zooming into something. Unlike anything that the human eye sees. Directors use it to create unease, or amplify humorous situations.





Framing: 2 Shot

Size: Full shot

**Angle: Knee level
(estimate)**



Framing: 2 Shot (you can see both faces)

Size: Medium Shot

**Angle: Shoulder level
(estimate)**



**Framing: Over the shoulder
(one face)**

Size: Medium Shot

Angle: Shoulder level



Framing: Dirty single (one face, can't see the shoulder)

Size: Close up

Angle: Shoulder level



Framing: Single Shot

Size: Medium

Angle: Low angle



Framing: 2 Shot

Size: Wide

Angle: Shoulder



Framing: 2 Shot

Size: Wide

Angle: High



Extra Resources

Shot Framing:

<https://www.studiobinder.com/blog/types-of-camera-shot-frames-in-film/>

Shot Sizes:

<https://www.studiobinder.com/blog/types-of-camera-shots-sizes-in-film/>


Camera Movement:

<https://www.studiobinder.com/blog/different-types-of-camera-movements-in-film/>

Shot Angles:

<https://www.studiobinder.com/blog/types-of-camera-shot-angles-in-film/>





**Sums up everything
really well:**

<https://pixelvalleystudio.com/pmf-articles/different-types-of-camera-shots-and-angles>



Thank you

