

Camera Angles

1. HIGH ANGLE



In order to shoot a high angle, the camera must be placed above the actors, or objects, looking down. This is also called Bird's Eye view. This angle is used to make the actor or objects appear insignificant or weak.

2. EXTREME CLOSE-UP



An Extreme Close-Up shot (also known as ECU or XCU) is when the subject exceeds the boundaries of the frame. It is used to create tension when the subject is a person or show lots of detail on an object.

3. CLOSE-UP



A Close-up shot (also known as CU or a tight shot) frames a person's face, cuts off at mid-neck and generally shows the entire head. It is used to show emotions and highlight details on the subject.

4. MEDIUM CLOSE-UP



A Medium Close-Up (also known as MCU) frames the head and upper torso, often cutting off at mid-chest. It is close enough to read facial expressions but gives a polite distance. It also reveals a bit of the surroundings.

5. DUTCH ANGLE



In order to film a Dutch Angle, the camera has to be tilted to the right or the left. A Dutch angle is used to signify suspense or to foreshadow something about to happen.

6. MEDIUM SHOT



A Medium Shot (MS) is a happy medium between a close-up (CU) and long shot (LS). It is generally the most common type of shot used. Zooming in from a MS to a medium close-up (MCU) generally creates emphasis.

7. LONG SHOT



A Long Shot (LS) frames the subject from the feet up or slightly further away (to show motion). It captures not only the subject(s) but also the environment. It is more useful for filming action than emotion.

8. WIDE SHOT



In a Wide shot (WS) the camera is far away from the action to give an overview of the environment. It is generally used to show the audience where the story is taking place (establishing shot).

9. LOW ANGLE



To film this shot, the camera is placed lower than the person or object to be filmed. A low angle is a long shot, when you want to depict the power or importance of an individual object.

STORYBOARDS

Title: _____

Scene:

Actions:

Sounds/Voices:

Scene:

Actions:

Sounds/Voices:

Scene:

Actions:

Sounds/Voices:

Scene:

Actions:

Sounds/Voices:

Names: _____

Scene:

Actions:

Sounds/Voices:

Scene:

Actions:

Sounds/Voices: