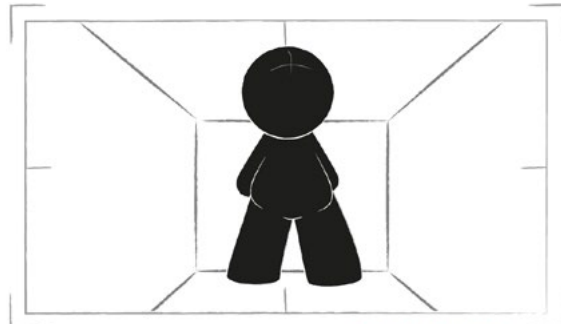


## CAMERA ANGLES

### Low angle

**How to achieve it:** Film from a distance to include a whole setting in the frame.

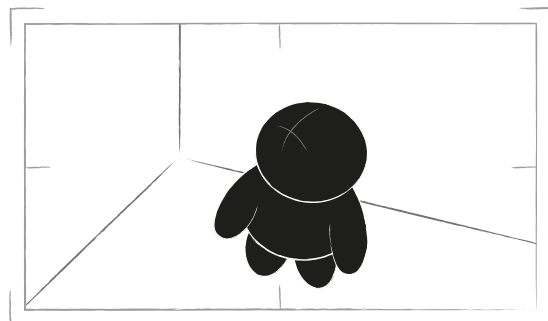
**What it does:** Introduces the audience to the setting for the film. Often used at the beginning so the audience knows where the action is taking place.



### High angle

**How to achieve it:** Film your subject from above, camera looking downwards.

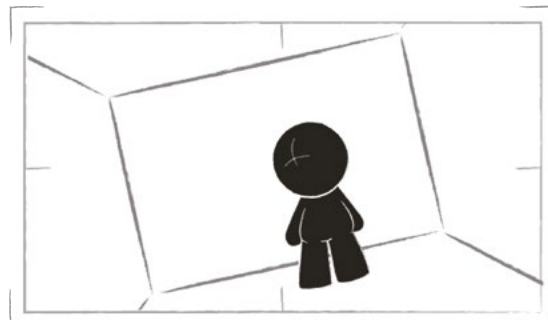
**What it does:** Filming from this angle makes your subject look small, scared or weak.



### Dutch angle

**How to achieve it:** Slant the camera.

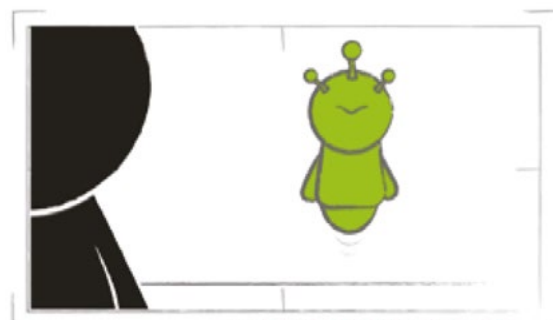
**What it does:** Makes things look weird and is often used to cause a sense of unease or disorientation for the viewer.



### Over the shoulder

**How to achieve it:** Film over the shoulder of one character to show another.

**What it does:** Helps the audience to place characters in a dialogue scene or interview.

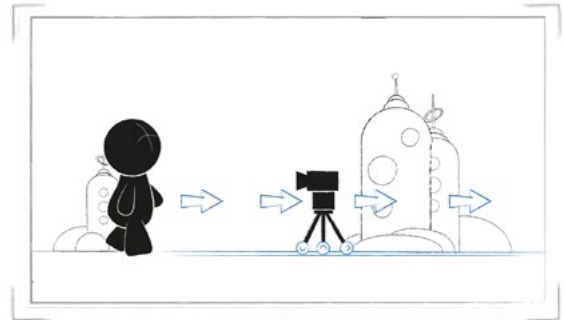


# CAMERA MOVEMENTS

## Tracking shot

**How to achieve it:** Move the whole camera to follow a subject. You need to use a dolly for effective tracking shots. A forward movement is called a track in, backwards is track out and sideways is crab.

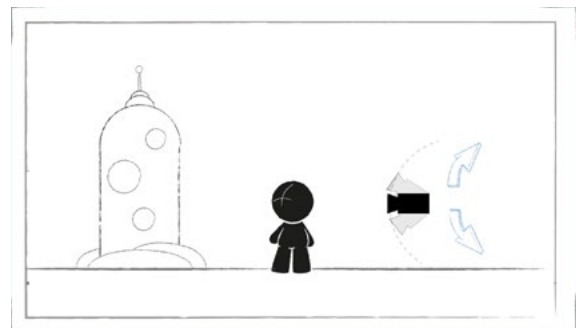
**What it does:** This shot can be used instead of zooming to show what a character is seeing or to expose more of a setting.



## Tilt

**How to achieve it:** Turn the camera vertically up or down. Practise the movement before you go for a take. Always plan where the shot begins and ends: moving from something to something else is a useful approach. Hold the shot for a few seconds at the end of each movement.

**What it does:** Slowly reveals somebody or something. The classic example is the shot that starts with someone's feet and tilts up to show how big and scary they are.



## Pan

**How to achieve it:** Turn the camera horizontally left or right to scan a scene or follow movement. Practise the movement before you go for a take. Always plan where the shot begins and ends. When filming someone who is moving, try to allow space in the shot for them to walk into. If possible, try to anticipate the action in advance. Ensure the camera stops panning and the person walks out of shot before you stop filming.

**What it does:** Reveals more of a scene or setting, covering more space sweeping across a landscape.

