

2. CAMERA ANGLES: the position of the camera in relation to the subject of a shot. The camera might be at a high angle, a low angle or at eye level with what is being filmed.

Bird's eye angle – A camera angle from above the subject or object. Often used to make the subject/object unaware of being observed or highlight its vulnerability.



High Angle – A camera angle that looks down at a subject/object. Often used to make the subject appear small or vulnerable.



Eye level – The most conventional camera angle, in which the camera stands at the same level as the subject/object.



Low Angle – A camera angle that looks up at a subject/object. Often used to make the subject appear powerful or dominant.



Worm eye angle – This is a very low angle shot. A camera angle from below the object. Often used to highlight the power of the object or to make it look bigger than the subject's view.



Canted framing (or slanted or oblique) – A camera angle that makes what is shot appear to be skewed or tilted. It conveys uneasiness and awkwardness and emphasises action.

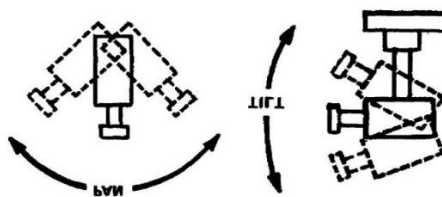


3. CAMERA MOVEMENTS: the location of the camera with regards the subject that is filmed.

Pan (horizontal) – Where the camera pivots horizontally, either from right to left or left to right to reveal a set or setting. This can be used to give the viewer a panoramic view, often used to establish a scene.

Whip pan – a very fast pan between two or more characters all points of interest. It gives the impression that the camera has been 'surprised' by activity and is used in the place of a more conventional cut or shot/reverse shot.

Tilt (vertical) – where a camera scans a set or setting vertically (otherwise similar to a pan).



Track – a shot where the camera follows a subject/object. The tracking shot can include smooth movements forward, backward, along the side of the subject, or on a curve but cannot include complex movement around a subject. 'Track' refers to rails in which a wheeled platform (which has the camera on it) sits on in order to carry out smooth movement.



Crane – A crane shot is sometimes used to signify the end of a scene/ programme /film. The effect is achieved by the camera being put onto a crane that can move upward.



Stedicam – A *steadicam* is a stabilising mount for a camera which mechanically isolates the operator's movement from the camera, allowing a very smooth shot even when the operator is moving quickly over an uneven surface. Informally, the word may also be used to refer to the combination of the mount and camera.



Hand-held camera – A shot filmed with the camera not on a tripod but instead held by the camera man, often whilst walking. This makes the shots seem quite shaky. This can make the audience feel the scene is more realistic, or can make us feel like we are part of the action.

Task: Following with the Power Point presentation that you started in the previous lesson, add one slide for each of these **camera angles** and **camera movements**, adding the **definition** (written) and an **example** taken from a film, advert or music video.

Extension task: Choose one TV advert that you can find online and **analyse five camera angles and movements**, naming them and explaining their **dramatic effect** (*What is the meaning that they convey and how do they work in the narrative of the advert?* Or, in other words, *why has the director chosen that angle or movement to represent that specific action?*)