

Basic Camera Angles



THE SHOT
Close Up

A shot that keeps only the face full in the frame. Perhaps the most important building block in cinematic storytelling.



THE SHOT
Medium Shot

The shot that utilizes the most common framing in movies, shows less than a long shot, more than a close-up.



THE SHOT
Long Shot

A shot that depicts an entire character or object from head to foot. Not as long as an establishing shot. Aka a wide shot.



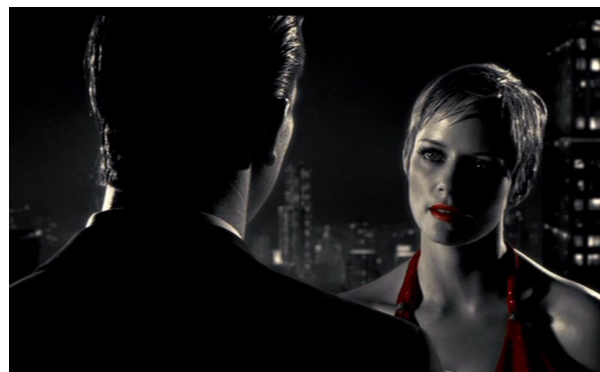
THE SHOT
Low Angle Shot

A shot looking up at a character or subject often making them look bigger in the frame. It can make everyone look heroic and/or dominant. Also good for making cities look empty.



THE SHOT
High Angle Shot

A shot looking down on a character or subject often isolating them in the frame. Nothing says Billy No Mates like a good old high angle shot.



THE SHOT
Over-The-Shoulder Shot

A shot where the camera is positioned behind one subject's shoulder, usually during a conversation. It implies a connection between the speakers as opposed to the single shot that suggests distance.



THE SHOT
POV shot

A shot that depicts the point of view of a character so that we see exactly what they see. Often used in Horror cinema to see the world through a killer's eyes.



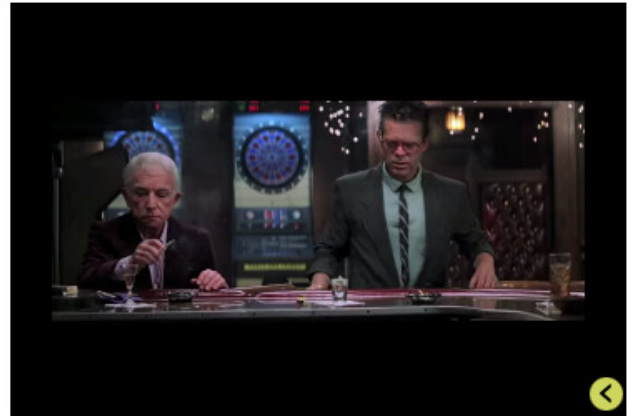
THE SHOT
Dutch Tilt

A shot where the camera is tilted on its side to create a kooky angle. Often used to suggest disorientation. Beloved by German Expressionism, Tim Burton, Sam Raimi and the designers of the villains hideouts in '60s TV Batman.



THE SHOT
Top Shot

A shot looking directly down on a scene rather than at an angle. Also known as a Birds-Eye-View shot. Beloved by Busby Berkeley to shoot dance numbers in patterns resembling snowflakes.



THE SHOT
Two-Shot

A medium shot that depicts two people in the frame. Used primarily when you want to establish links between characters or people who are beside rather than facing each other.

Other shots to use: Extreme Close up, Tilt shot, Panning shot

