

# Basic Camerawork

## Framing Techniques

Below is a directory of the different types of framing techniques you may want to use in your film to do things like establishing character and setting, or expressing emotion, for example.



**EXTREME LONG SHOT (ELS):** emphasises location or isolation; can be used as an **ESTABLISHING SHOT** at head of scene to establish location

**LONG SHOT (LS):** highlights background or onlookers while keeping subject in plain sight

**FULL SHOT (FS):** highlights costume or shows multiple characters at once

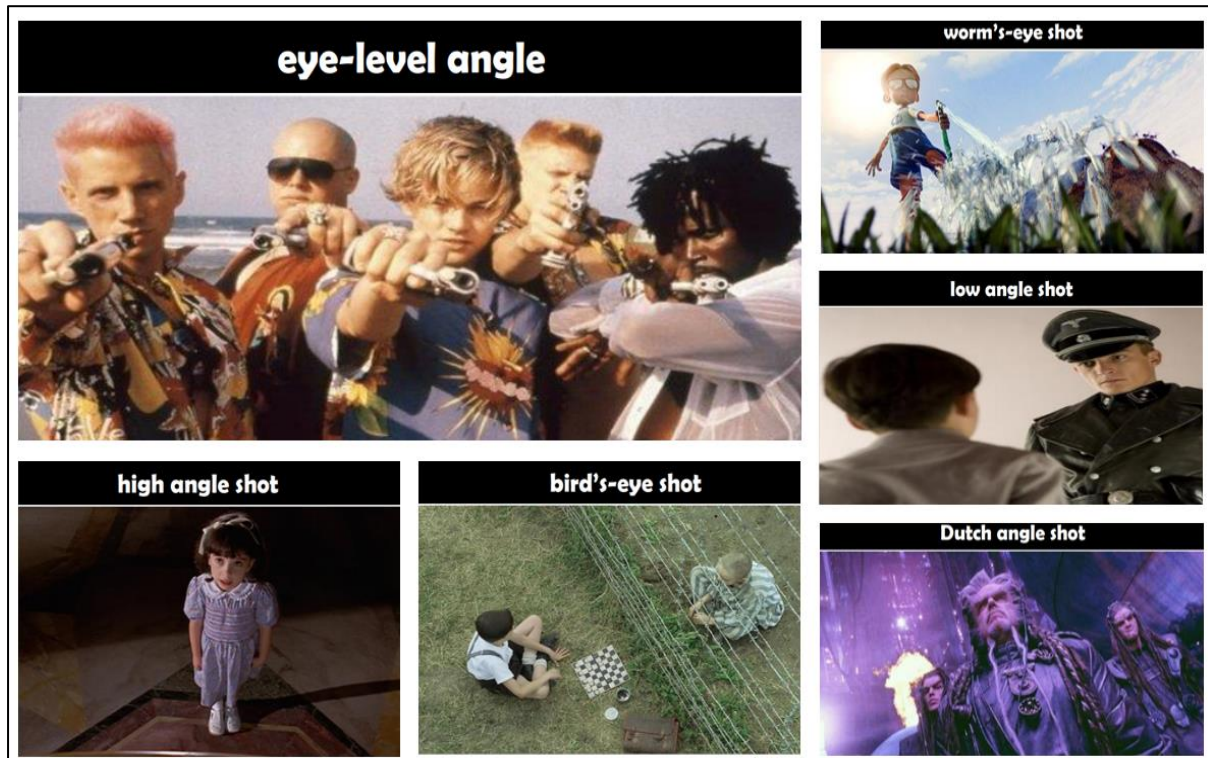
**MEDIUM SHOT (MS):** good for dialogue scenes

**CLOSE-UP (CU):** reveals emotions and reactions; intensity

**EXTREME CLOSE-UP (ECU):** emphasis on smaller details; pulls attention to importance; intensity

## Camera Angles

Below is a directory of the different types of camera angles you may want to use in your film to make your character seem more intimidating or powerful, for example.



**EYE LEVEL ANGLE:** mimics how we see people in real life

**LOW ANGLE SHOT:** makes subject appear larger and more dominant

**HIGH ANGLE SHOT:** makes subject appear smaller and weaker

**WORM'S-EYE SHOT:** highlights what is happening on the ground

**BIRD'S-EYE SHOT:** creates a sense of scale and movement, or acts as God's eye looking down from Heaven

**DUTCH ANGLE SHOT:** creates disorientation (like someone's ill – or drunk!)