

Filmmaking Techniques

KEEP IMAGE IN FOCUS



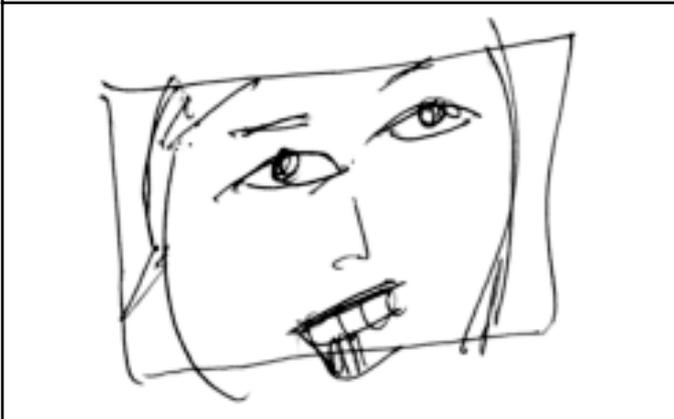
Every small detail is extremely important in video making. A tiny detail which you may not have noticed in the original filming can become really obvious to the viewer. The first and most obvious aspect of a video is whether it is **in focus** or not. An image in focus is one that all points in the image are sharp without blurring. You may wish to show a blurry image, but you must be sure that it is done correctly and that your final product will achieve your intentions.

EXTREME CLOSE-UP (ECU OR EXU):



EXTREME CLOSE-UP (ECU OR EXU): A face or object fills the screen in this shot. Such shots tend to make the viewer feel uncomfortable because they do not normally see people this close. This figure appears to be very dominant, however can be romantic in proper lighting conditions (soft light).

CLOSE-UP (CU)



This shot is from further away where the head and top of the shoulders can be seen. The facial expressions of the subject are obvious. This is often used for a reaction shot: shows how a person reacts (feels) about some action that just took place.

MEDIUM CLOSE-UP (MCU)



MEDIUM CLOSE-UP (MCU): This shot frames the subject from the middle of the chest up. MCU's are very commonly used by reporters as it makes the viewers feel they are talking directly to them.

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MEDIUM CLOSE-UP (MID-SHOT, MS)



The subject is filmed from the waist up in a MS. This position is similar to our view when we converse with someone, which is why the viewers are generally comfortable with this shot. News reporters also use MS shots also.

MEDIUM LONG SHOT (MLS) OR MEDIUM WIDE SHOT (MWS):



This shot shows the performer from approximately the knees up. This is useful for shown an actors larger gestures, movements, group shots.

LONG SHOT (LS) OR WIDE SHOT (WS):



A long shot takes in the performer's whole body, from head to toe. It is most useful for action scenes and group shots. (too many of these shots tend to bore the viewer as this type of shot is not self-imposing).

EXTREME LONG SHOT (ELS OR XLS):



This shot is generally used to establish the setting of the scene which can be useful as the viewer can see the whole setting be it day or night, good or bad whether. EXL's can also show crowds of people or situations.

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LOW CAMERA ANGLE



ANGLES: Camera angles are very important as they help establish a mood or feeling towards the subject. For instance a high camera angle can make the subject appear small and weak, where as a low camera angle can make the view feel small and the subject overpowering.

Ex: **low** camera angle

HIGH CAMERA ANGLE



Example: **high** camera angle.

ARCING SHOT



ARCING (the camera is moved in a left to right curve where the subject remains in the center.)

<-- Example: Point-of-view shot of bullies circling around young victim. See camera movement diagram at left.

USE A TRIPOD



TRIPODS: a tripod is a sturdy three-legged stand upon which the camera is mounted to avoid shake in your picture. The actual camera platform or head can move from side to side (pan) or up and down (tilt). Whenever possible a tripod should always be used that way you can always have continuity for the height of recording

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TRACKING SHOTS



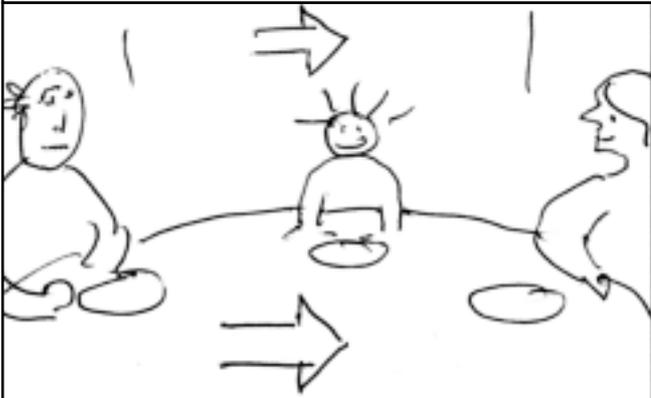
Mounted cameras on tripods are used for:

TRACKING SHOTS (the unit is moved from one spot to another – left to right – while recording, generally mounted on a dolly or wheeled platform.)

--> See diagram at right of camera movement.



PANNING SHOT



PANNING SHOTS (moving shot of side to side motion.)

<-- PAN RIGHT – young person point-of-view (P.O.V.) looking around dinner table.

TILTING SHOTS



TILTING SHOTS (equivalent of up and down movements of the camera, like a nod.)

<-- TILT DOWN – P.O.V. of person looking down to find money on the sidewalk.

DOLLYING



DOLLYING (movement straight towards or away from the subject.)

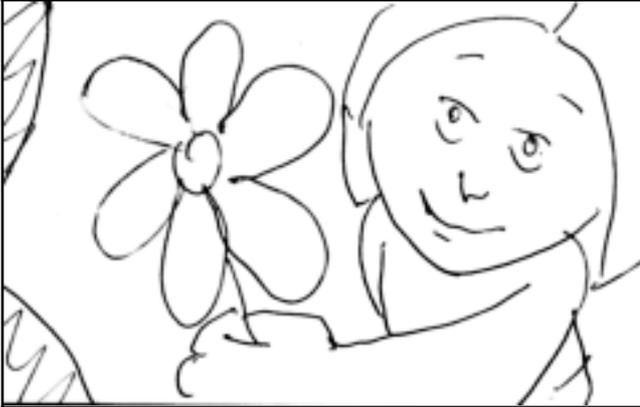
<-- DOLLY IN – P.O.V. of attacker as VICTIM raises arms to defend himself.

--> See diagram at right of camera dolly movement.



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EMOTIONAL IMPACT OF SHOT



Be sure to always check whether the camera angle conveys the feeling you are trying to create. The use of a variety of camera angles also makes the final product more interesting.

SHOT SIZE

Medium Long Shot (MLS)



More distant feeling as you look at the subject and the background.

Medium Close-up (MCU)



Comfortable – Feels like having a one-on-one conversation.

Extreme Close-up (ECU)



More personal / immediate maybe even intimidating.

The apparent size of an object in relation to its surroundings, and to the screen itself can effect the viewers attention and emotions. Camera shots are named according to how much the viewer sees of the subject(s).