

# Media Language

Camera

# Learning Point: Camera - Distance and Angle

Different camera shots are defined by the following criteria:

- Distance
- Angle
- Movement

Look at the following camera shots - each is identified by its distance or angle.  
(These of course can be combined).

# Choosing Camera Shots

A media producer will choose a particular shot depending on the effect they want to convey to the audience.

Distance: The closer we are to the subject, the more detail we can see, and our relationship with the subject is more intense.

Angle: Angles can change the status of the audience in relation to the subject. They can also disrupt the audience.

Look at the following angles and their purpose.

This shot helps us to see everything in the frame. We feel very distant and separate from the subject. It is often used at the beginning of a sequence to let us know where the scene is set.



## **Extreme Long shot/ Establishing shot**

# Long Shot

It allows the audience to see all of the subject and some of the background





The audience is at a distance from the subject but we can still see features. It allows you to see facial expressions, but also some upper body movement and gesture.

## Medium Long Shot



The audience feels close to the subject but can see some of the background which helps to put the subject in a setting/context.

## Medium Shot



The audience feels close and intimate with the subject. It helps us focus on a person's thoughts and feelings. It is used to signal that something is important.

# Close Up





The audience feels very close and intimate to the subject. The way the shot is cropped can be used to create an artistic effect.

# Big Close Up



The audience can only focus on one small part of the subject. It is often used to indicate something important. Sometimes - it can make the audience feel trapped or claustrophobic. It can smaller object seem large.

# Extreme Close Up



The audience is made to feel small and weak and the subject powerful or formidable. They can sometimes feel threatened or disoriented.



# Low Angle/Worm's Eye

The audience is looking down on the subject, and therefore made to feel more powerful and in a position of dominance.



# High Angle/Bird's Eye



This is a dramatic shot that puts the audience in a very powerful position (it is sometimes called a god shot). It makes the subject seem small and insignificant. It can also be used to show the scale of a the subject (how big or small it is.)



# Aerial Shot



# Over the Shoulder Shot (OTS)

This shot is often used in dialogue shots so that we can see both characters but can focus on the face of one of them. It also lets us know how physically close the characters are. Sometimes we feel as if we are in the scene with the characters.



This shot helps the audience to see the relationship between two characters.



# Two Shot



The camera acts as the eyes of the character. It puts the audience right in to the world of the image/film, as if we are there.



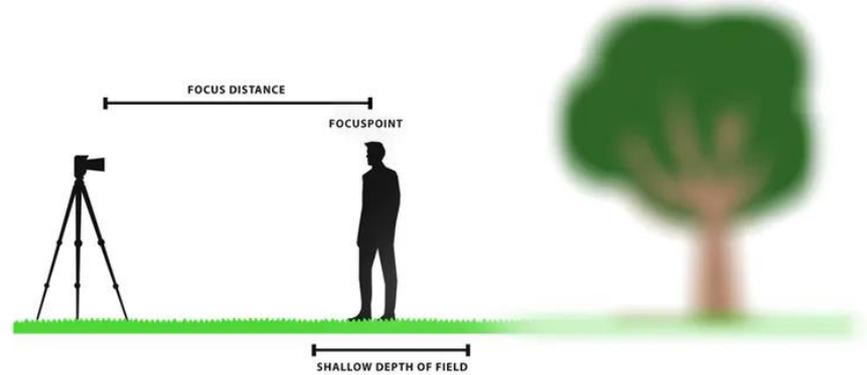
# Point of View Shot (POV)

# Learning Point: Camera - Depth of Field

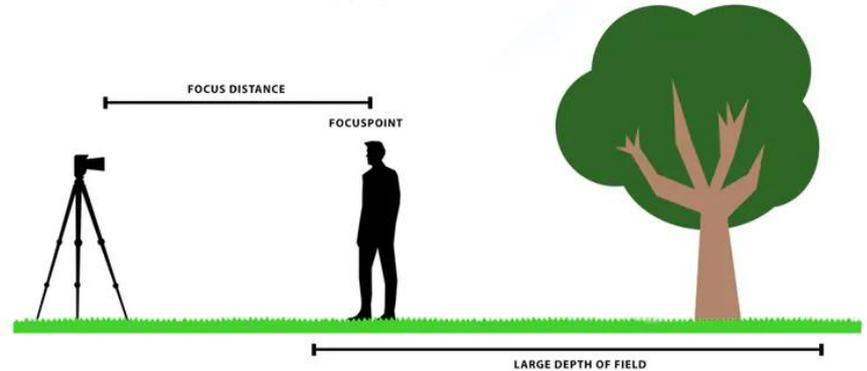
Depth of field refers to how far into the distance you can see in a camera shot.

- A shallow depth of field means that you can only clearly focus on objects near to the camera (foreground). Background objects appear blurry.
- A large depth of field means you can see objects in the distance (background) as well as in the foreground.

SHALLOW DEPTH OF FIELD :  
MORE BACKGROUND BLUR

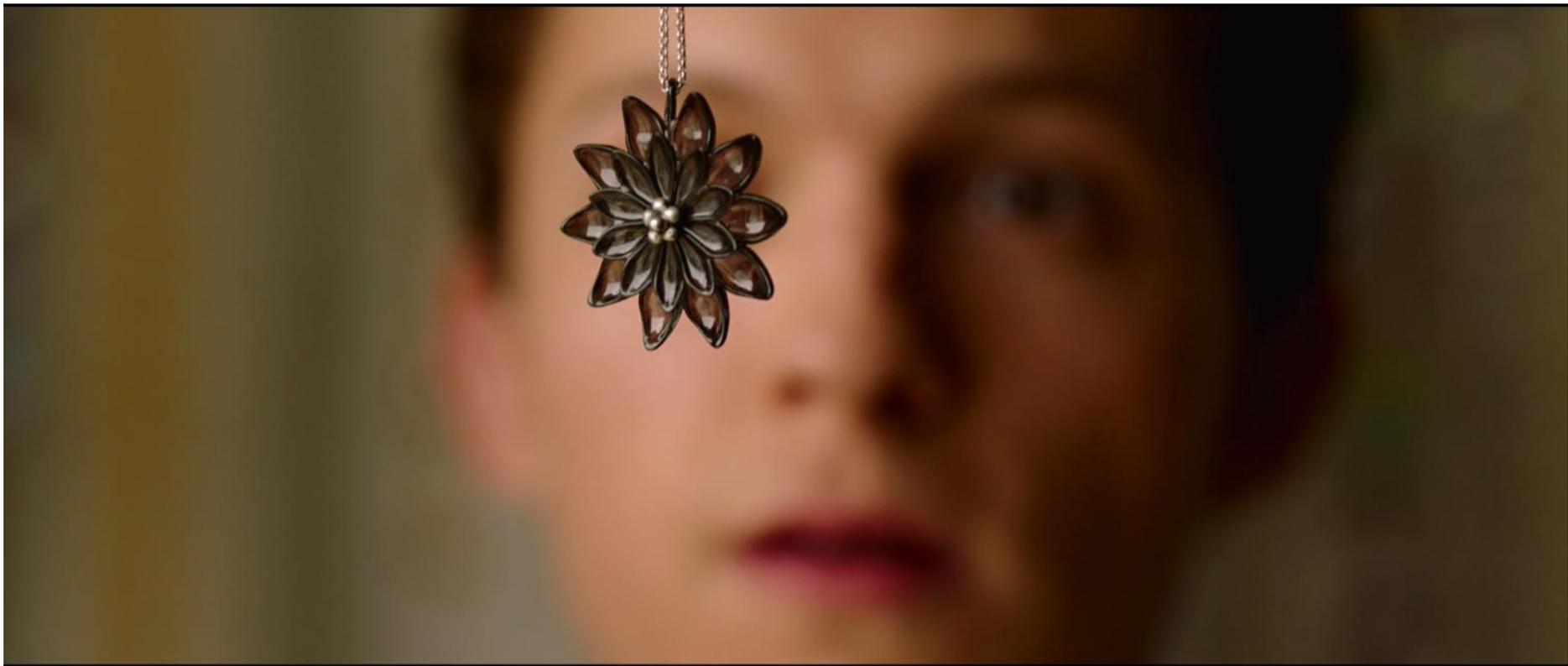


LARGE DEPTH OF FIELD :  
LESS (OR NO) BACKGROUND BLUR





**Large Depth of Field**



# Shallow Depth of Field

The audience is able to focus on an important person or object but still see some of the background and context.



Test Yourself.  
Play in  
presentation  
mode.

# TASK

Create a presentation:

Find examples of each camera shot, distance and composition and label it with a description of the effect it creates.