



CAMERA TECHNIQUES

Digital Media I



FRAMING

1) Wide (Long)

5) High Angle

2) Medium

6) Low Angle

3) Close-Up

7) Rule of Thirds

4) Canted

MOVEMENTS



8) Zoom

10) Tilt

12) Truck

9) Pan

11) Crane

13) Dolly

WIDE (LONG) SHOT



Shows subject and its environment in their entirety

MEDIUM SHOT



Subject in more detail while still giving an impression of the surroundings

CLOSE-UP SHOT



Singles out the more important part of a subject

CANTED SHOT



Camera is tilted in relation to the orientation of the subject

+ +

HIGH ANGLE SHOT



Camera is angled downward from a higher position than the subject

LOW ANGLE SHOT

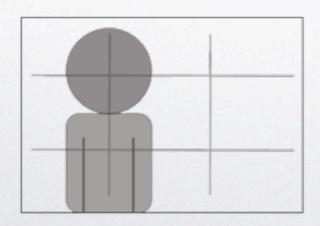


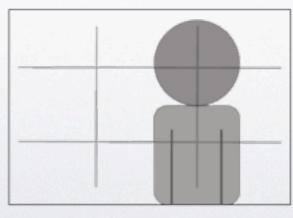
Camera is angled upward from a lower position than the subject

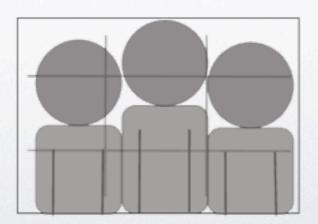


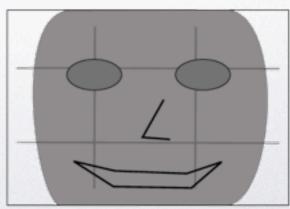
RULE OF THIRDS

Frame is divided into nine equal parts.
Important compositional elements of the shot should appear on one of the lines or at the intersections.





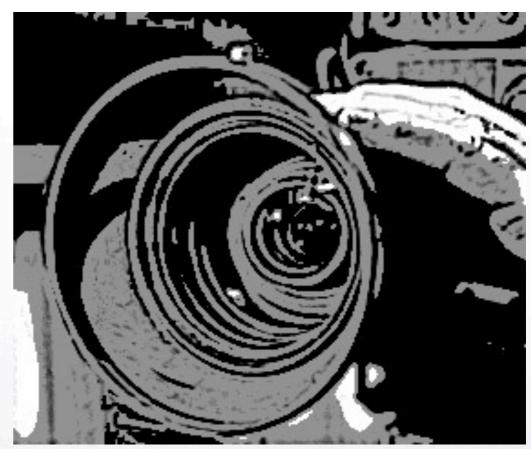






ZOOM

Using the mechanics of the camera lens to make the subject appear closer



Referred to as "Zoom In" or "Zoom Out"

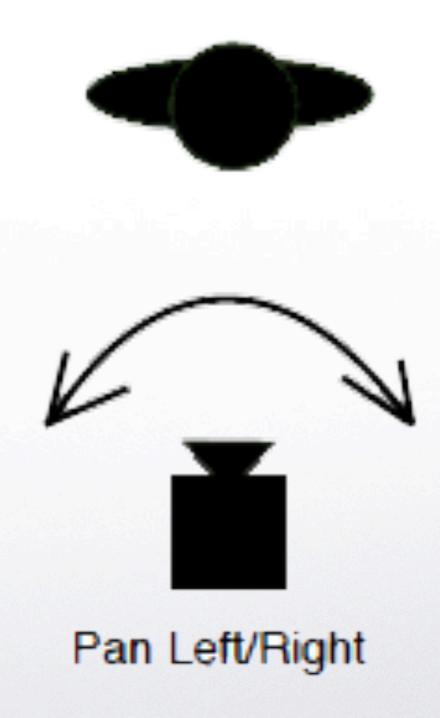




PAN

Camera remains stationary and swivels from side to side

Referred to as "Pan Left" or "Pan Right"

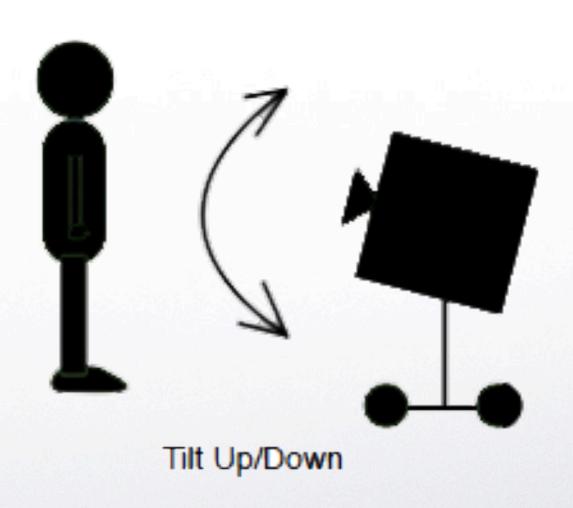




TILT

Camera remains stationary and swivels up and down

Referred to as "Tilt Up" or "Tilt Down"



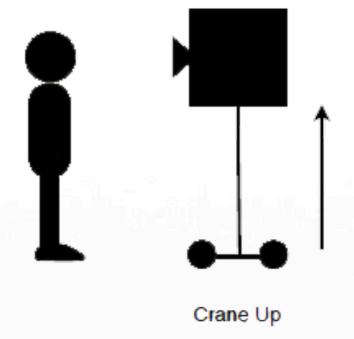


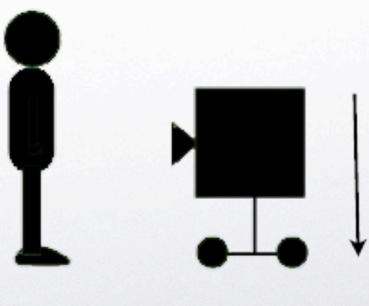


CRANE

Camera physically moves up and down

Referred to as "Crane Up" or "Crane Down"





Crane Down

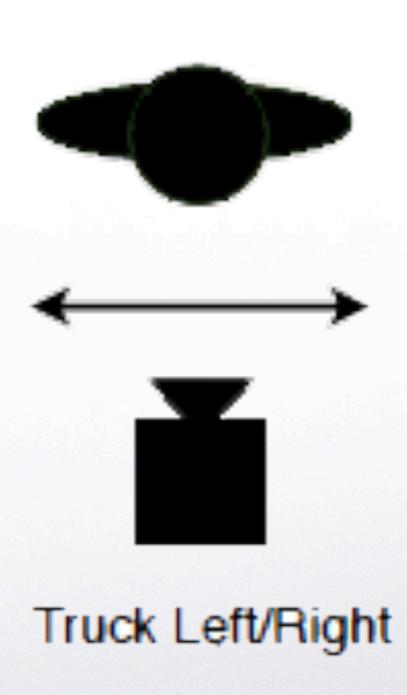




TRUCK

Camera physically moves from side to side

Referred to as "Truck Left" or "Truck Right"



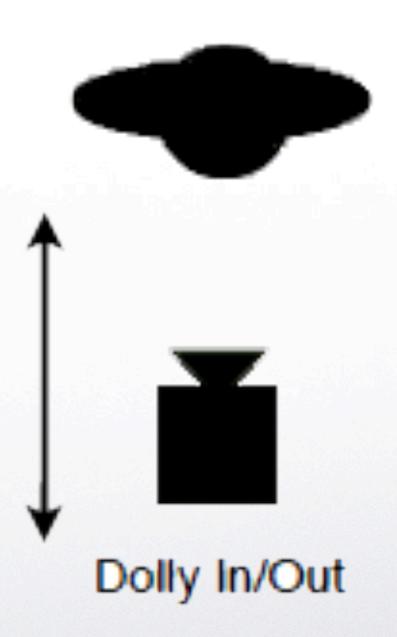




DOLLY

Camera physically moves towards or away from the subject

Referred to as "Dolly In" or "Dolly Out"





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