



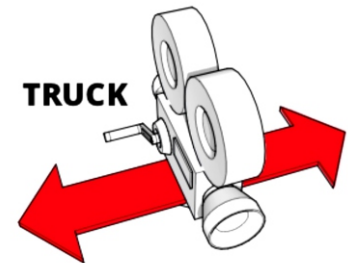
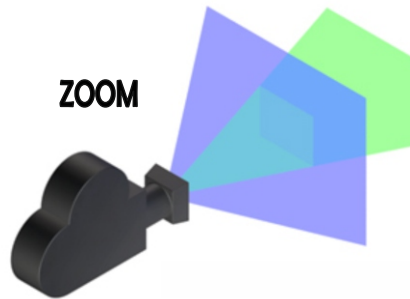
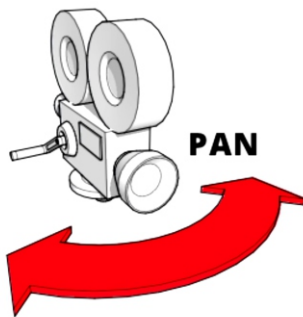
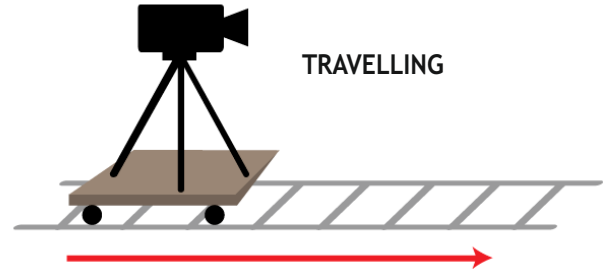
# CAMERA MOVEMENTS

**TRAVELLING:** moving the camera to create a first person perspective.

**PANNING:** moving the camera **lens** from left to right (or vice versa) to follow the action.

**TRUCK/TRACKING:** moving the camera physically from left to right (or vice versa) to move the spectator at the next scene.

**ZOOM:** is a change in the lens focal length.



## CAMERA ANGLES (cinema, comic, photo)

One powerful way to communicate the director's vision is through camera angles. The most common are:

**HIGH ANGLE** ("picado"): the camera looks down on the subject from a high angle to make the subject vulnerable.

**LOW ANGLE** ("contrapicado"): the camera is positioned low to show the subject strong and powerful.





# CAMERA SHOTS

In a film, a shot is a series of frames that runs for an uninterrupted period of time. These are the most important:

**ESTABLISHING SHOT:** a “bird’s eye view”, a shot taken from a great distance.

**LONG SHOT:** a shot that shows a scene from a distance, it is used to stress the environment or setting of a scene.

**MEDIUM SHOT :** a shot that frames actors (normally from the waist up) to focus attention on them.

**AMERICAN SHOT:** a variation of the medium shot that covers 3/4 of an actor. It is called “American” because it was frequently used in westerns.

**OVER-THE-SHOULDER SHOT:** a shot that it’s taken from over the shoulder of an actor to view the world as if we were standing with him. It is used when two characters are interacting face-to-face.

**CLOSE-UP:** a shot taken at close range, sometimes only inches away from an actor’s face, to focus attention on his expression.

