



Camera Angles and Movement

Angles:

There are three types of angles used when shooting video: High, Normal and Low. There is no such thing as a “wrong” angle. If the shot works, and shows what you wanted it to show, then it was the right thing to do.

High Angle – this is a shot with the camera looking down on the subject. People and objects appear small and weak.



Normal Angle – the camera is held at eye-level and shoots exactly what a person would see. Most television sitcoms are shot using this angle.



Low Angle – shot with the camera looking up on the subject. People and objects look larger than life and very powerful.



Movement

In addition to different angles, the camera can move in different ways to create an effect:

Static Shot – in a static shot, the camera does not move. This is the most common type of shot.

Pan Shot – in this type of shot, the camera moves from left to right, or vice versa. The camera can be hand-held or on a tripod. The pan should be slow as otherwise the picture can blur and the audience becomes disoriented. Start a pan shot with a static shot and then move slowly. Don't use pan shots without good reason (eg. to show someone arriving or leaving).

Tilt Shot – the camera pivots up or down in a tilt shot. Again, don't use this type of shot without purpose (eg. to show what someone sees when they look up).

Zoom – the camera can zoom in and zoom out. Zoom in to focus on something; zoom out to change from focusing on an object or individual to embrace the larger scene. Avoid overuse of the zoom.