

# Camera techniques

Camera techniques are used to create particular styles of shot. Different shots create different types of impact for the viewer

Camera techniques are an example of set of **media codes**:

- camera shot type
- camera angles
- camera movement

# Camera shots – type of shot

Camera shots help tell a story. On a storyboard they are used to help directors and camera operators shoot the footage required or to help graphic artists or photographers produce the required images

Basic Camera Shots



Extreme Wide Shot



Wide Shot



Medium Shot



Medium Close up



Close up



Extreme Close up

Camera shots used include:

- **Close up** – a close up view, often of a face. Often used to show an expression and create an intimate scene with emotion
- **Long shot/wide shot** – a view from a long distance away. Shows the wider scene
- **Mid shot** – somewhere between the two – it might show a person from the waist up or inside a vehicle

**Long/wide shots** are often used to show where the action is taking place at the start of a scene. These give the audience an idea of the context of the scene and are called **Key shots** or **Establishing shots**

# Camera angles

Camera angles tell directors camera operators how to film a scene and graphic artists and photographers what type of image to create



An over the shoulder shot being filmed for a new interview

Image credit: Anass Sedrati from Wikimedia Commons

[https://commons.wikimedia.org/wiki/File:Interview\\_with\\_Fay.jpg](https://commons.wikimedia.org/wiki/File:Interview_with_Fay.jpg)

The camera angle used can affect how the audience feels about the action taking place

Camera angles used include:

- **Low angle** – a shot looking up at the action. Makes the focus seem powerful, large or important
- **Aerial shot/High angle** – a view from above, perhaps using a boom, drone or even a helicopter
- **Over the shoulder** – used in interviews or to show two people talking
- **Dutch angle** – the camera is at an angle. Used to make the viewer feel unsettled

# Camera movement

Moving the camera can help produce a dramatic effect during a film or simply produce a variety of shots



Track and dolly movement

Image credit: Sean Devine from Wikimedia Commons  
<https://commons.wikimedia.org/wiki/File:AlamoFilming.jpg>

Camera movement includes:

- **Panning shot** – the camera swivels to show the scene from one side to another
- **Track and dolly** – the camera moves on rails to keep it even and track a character through a scene
- **Zoom** – the camera moves in or away from the subject
- **Tilt** – movement up and down
- **Hand held** – hand held camera movement is shaky but can be used to show urgency or drama and has been used effectively in the horror genre

Camera movement often requires technical equipment

# Camera type and equipment

Different types of camera and other equipment can be used



A film shoot showing camera, sound recording and lighting equipment

Image credit: Peg Owens from Wikimedia Commons

[https://commons.wikimedia.org/wiki/File:Cottonwood\\_ID.jpg](https://commons.wikimedia.org/wiki/File:Cottonwood_ID.jpg)

Equipment includes:

- **Underwater camera**
- **Drone camera** – small and light
- **Track and dolly** – which is heavy and takes time to set up
- **Lighting equipment**
- **Sound recording equipment**
- **Virtual cameras**

**Virtual cameras** are used in animation or video games. There is no actual camera used, but different camera shots and angles can still be used.

The camera doesn't exist, but the software used to make the product includes the ability to copy the ways a real camera would work.