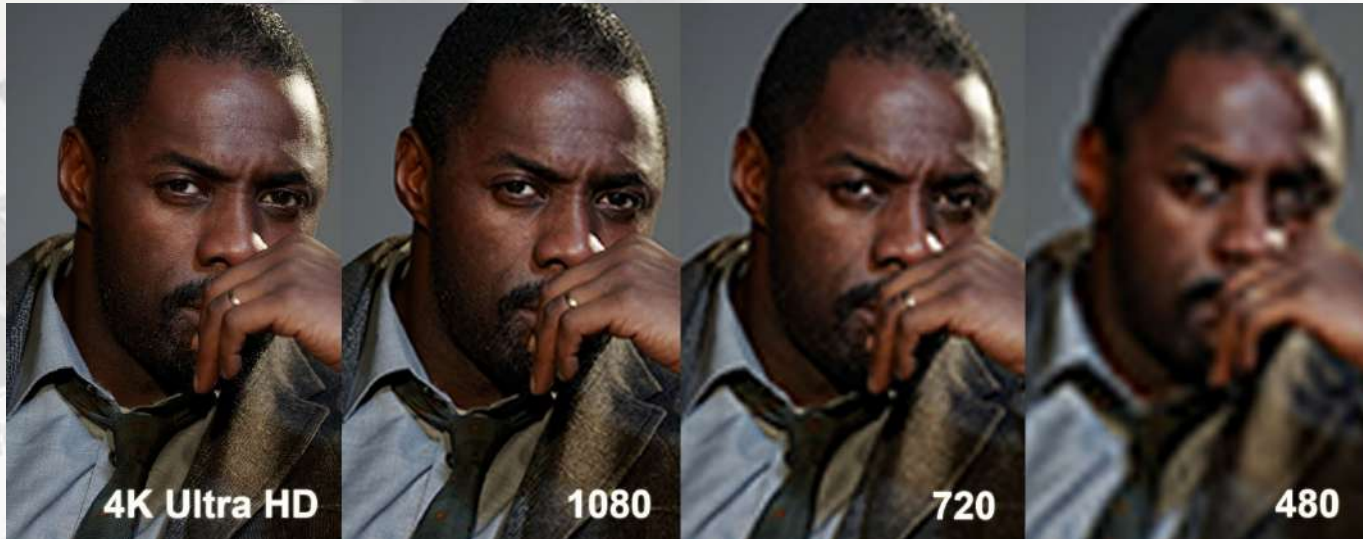


Camera Composition



Screen Resolution



NTSC Standard: 480i

HDTV Standard: 720p, 1080i, p

i: interlaced

p: progressive scan

Aspect Ratio

Television

NTSC Standard

HDTV Standard

4:3

16:9

Movies

2.35:1

1.85:1

Headroom

Space between the top of a person's head to the upper screen edge.



Noseroom

Space between the front of a person's face the edge of the screen.



Leadroom

Space in front of a moving object and the side of the screen.



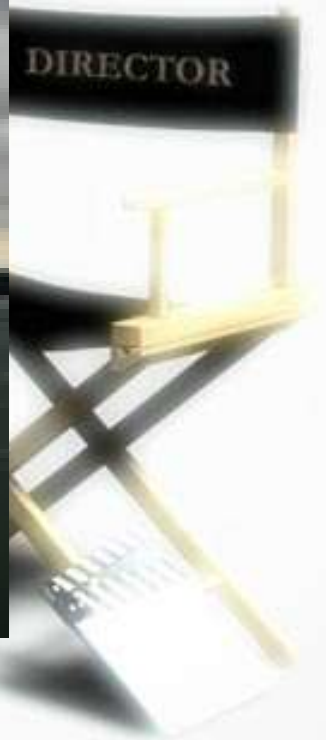
5 Basic Shots

1. Extreme Long Shot
2. Long Shot
3. Medium Shot
4. Close Up
5. Extreme Close Up



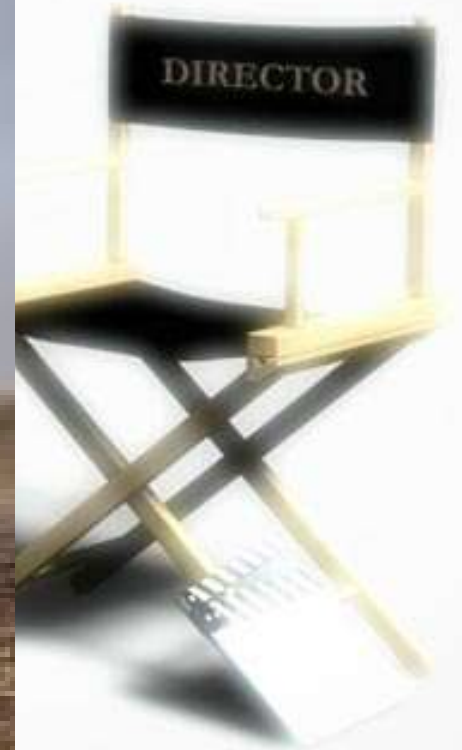
Extreme Long Shot (ELS)

Object seen from great distance.
Often used as an Establishing Shot



Long Shot (LS)

Subject framed from head to toe.



Medium Shot (MS)

Subject framed from just above or below the waist up.



Close Up (CU)

Object or any part of it seen at close range. Usually includes the head and shoulders.



Extreme Close Up (ECU)

Object framed very tightly. Often a portion of a face.



Medium Close-Up (MCU)

Framed from just below the chest up.



Over the Shoulder Shot (OTS)

Camera looks over the shoulder of one subject to see the other subject.



2-Shot

2 subjects in frame



3-Shot

3 subjects in frame



Identify the Following Shots











CAMERA

DATE



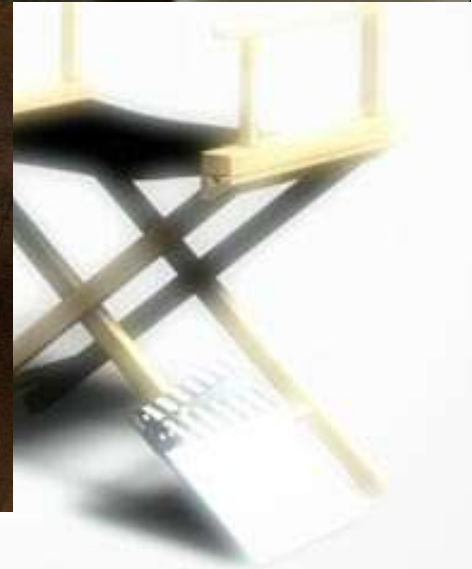








Camera Angles



Low Angle

Camera is below the subject.



- Power
- Strength



High Angle

Camera is above the subject.

- Weakness
- Submissiveness



Dutch (Canted) Angle

Camera is slanted.



- Unstructured
- Unnatural

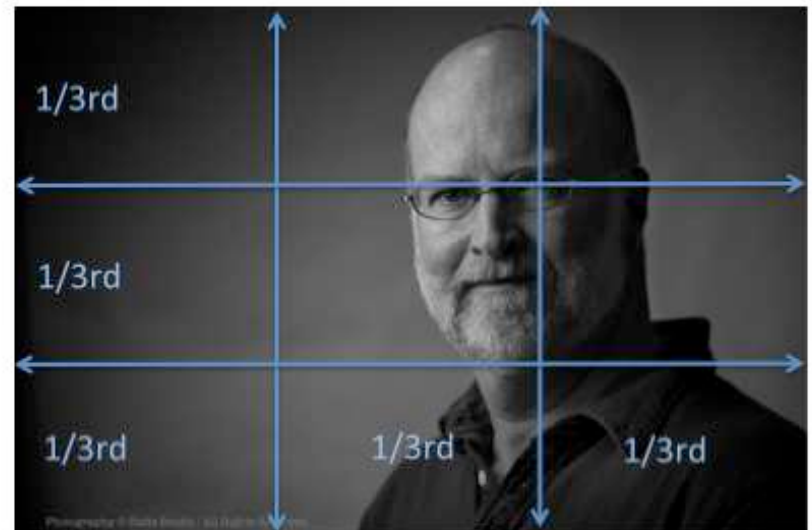


RULE OF THIRDS

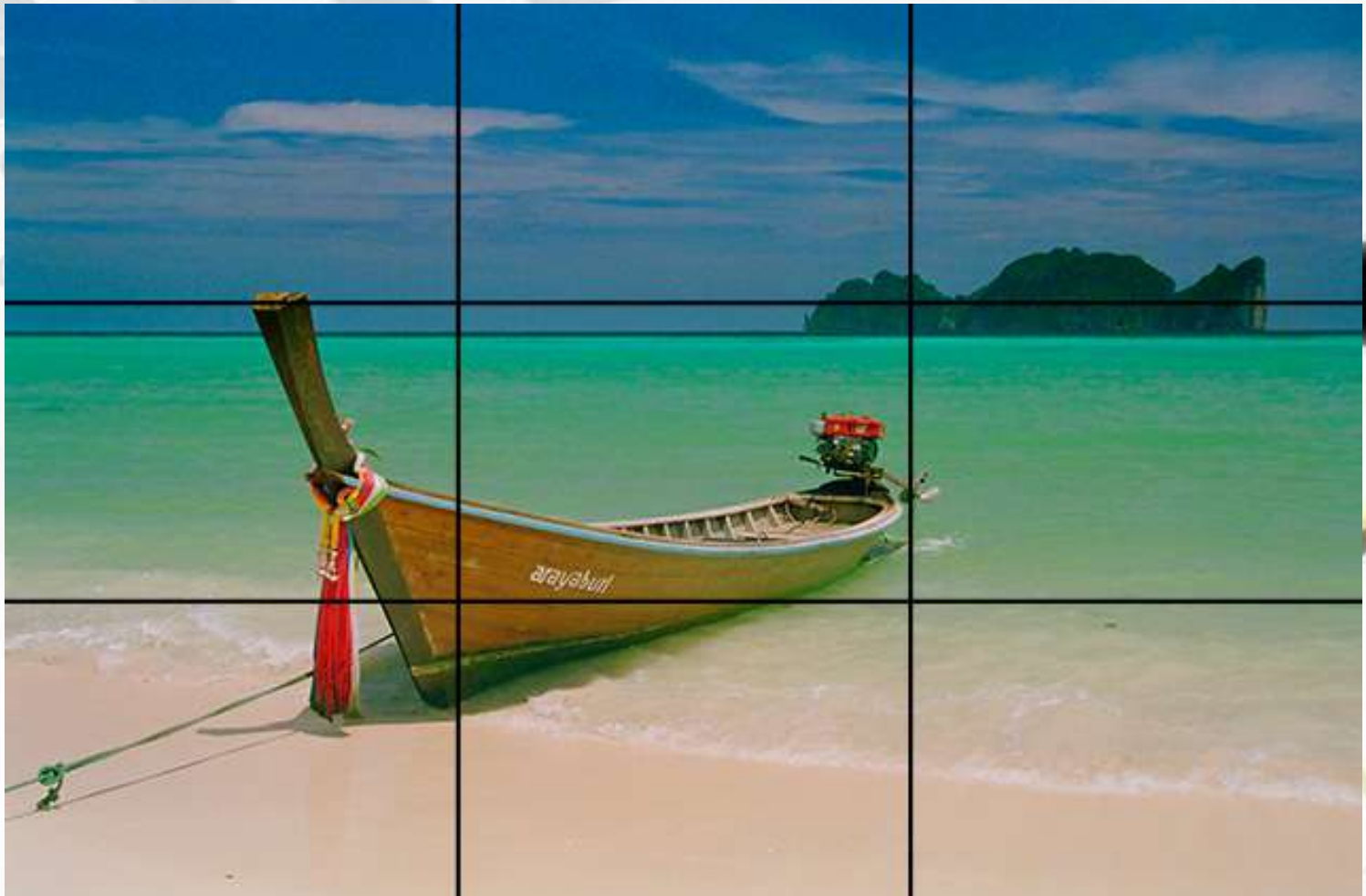
If the screen is divided into thirds horizontally and vertically, place the subject along the lines or where they intersect.



(c) Ferenc.biz



RULE OF THIRDS HORIZON LINES



DEPTH OF FIELD

Distance between the minimum object distance and the farthest point from the camera a subject can be positioned while remaining in focus.



Great Depth of Field



Shallow Depth of Field

SELECTIVE FOCUS



RACK FOCUS

Shifting focus from foreground to background or background to foreground in the same shot.



USE FOREGROND OBJECTS TO CREATE DEPTH

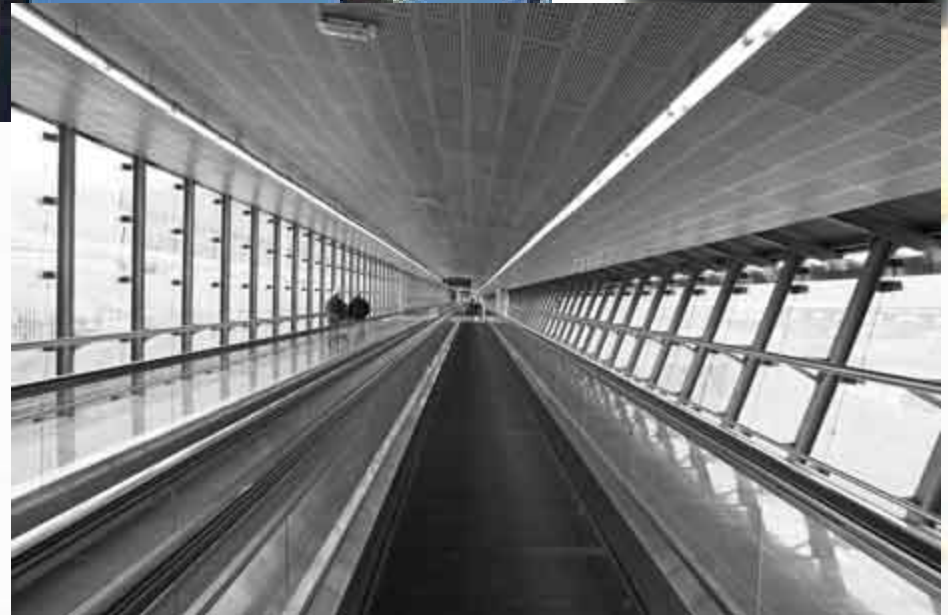


USING FRAMES WITHIN FRAMES



PERSPECTIVE

Can be used to create depth



DIRECTOR

CAMERA

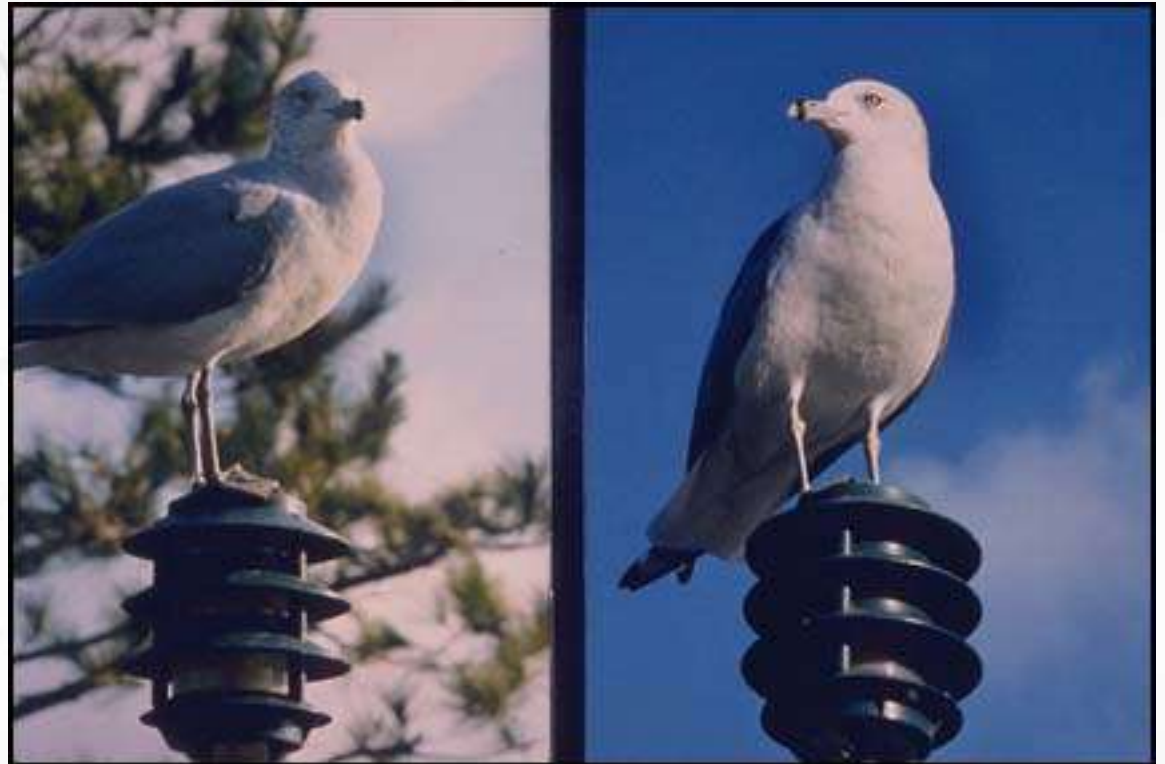
DATE

PERSPECTIVE

POINT OF VIEW (POV) The camera shows the view of the character.



PAY ATTENTION TO THE BACKGROUND
AND FORGROUND! KEEP IT **SIMPLE!**



Avoid Natural Breaks!

Don't cut people off at the:

- » Neck
- » Waist
- » Knees

