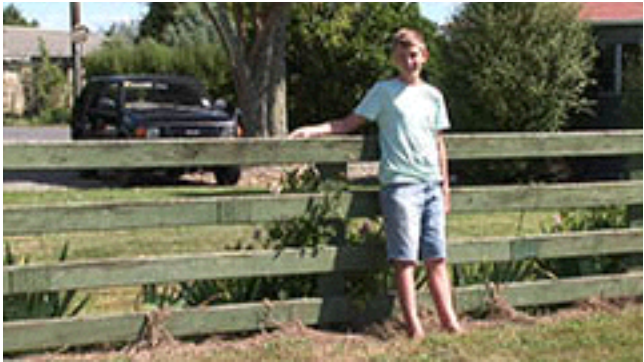


Camera Shots & Angles



EWS (Extreme Wide Shot)

The view is so far from the subject that he isn't even visible. Often used as an establishing shot



WS (Wide Shot)

The subject takes up the full frame, or at least as much as comfortably possible.
AKA: long shot, full shot.

We see the full body shot of the subject from head to toe



MS (Mid Shot)

Shows some part of the subject in more detail while still giving an impression of the whole subject

We see the subject from the waist up



MCU (Medium Close Up)

We see the subject from the chest up



CU (Close Up)

A certain feature or part of the subject takes up the whole frame

We see the subject's head in the full frame with some headroom



EXTREME CLOSE UP

The ECU gets right in and shows extreme detail.

You would normally need a specific reason to get this close. It is too close to show general reactions or emotion except in very dramatic scenes.



(OSS) Over-the-Shoulder Shot

Looking from behind a person at the subject.

We see the subject from OVER THE SHOULDER



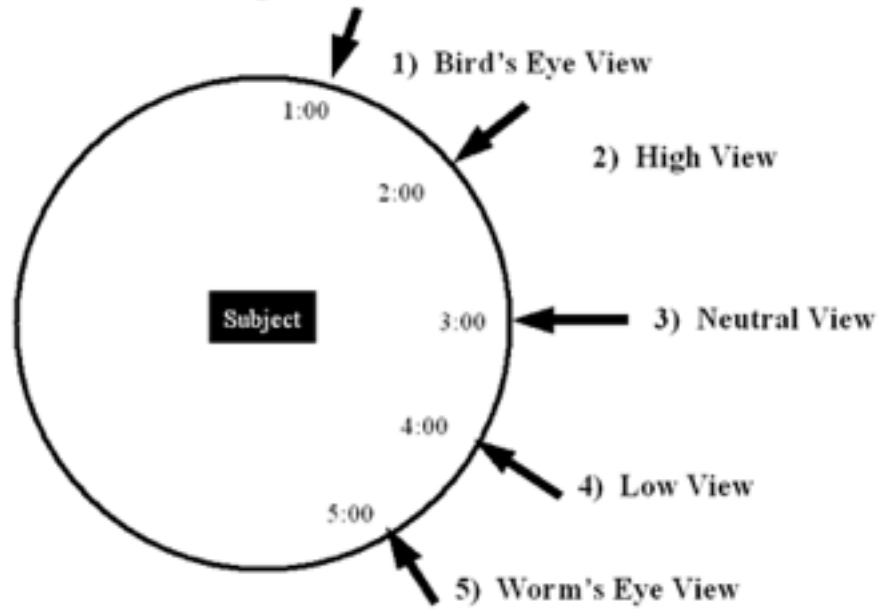
Cut-In

Shows some (other) part of the subject in detail

Camera Angles

Camera Angles

The term *camera angle* refers to **the way a shot is composed**. Some people use it to include all **camera shot types**, others use it to specifically mean the angle between the camera and the subject.



Eye-Level

This is the most common view, being the real-world angle that we are all used to. It shows subjects as we would expect to see them in real life. It is a fairly neutral shot.



High Angle

A high angle shows the subject from above, i.e. the camera is angled down towards the subject. This has the effect of diminishing the subject, making them appear less powerful, less significant or even submissive.



Low Angle

This shows the subject from below, giving them the impression of being more powerful or dominant.



Bird's Eye-Aerial- Drone Shot-new

The scene is shown from directly above. This is a completely different and somewhat unnatural point of view which can be used for dramatic effect or for showing a different spatial perspective.

In drama it can be used to show the positions and motions of different characters and objects, enabling the viewer to see things the characters can't.

The bird's-eye view is also very useful in sports, documentaries, etc.



Slanted

Also known as a [dutch tilt](#), this is where the camera is purposely tilted to one side so the horizon is on an angle. This creates an interesting and dramatic effect. Famous examples include Carol Reed's *The Third Man*, Orson Welles' *Citizen Kane* and the *Batman* series.



