

## Film Techniques Definitions

**Bird's-Eye Angle** — Taken from above, like looking out of a tall building or airplane; most used to establish the setting

**Close-Up** — Taken at close range and may be one side of a character's face or the main part of some object

**Dutch Angle** — The camera is tilted to make the audience feel uneasy or confused

**Evangelion Shot** — Begins at an extreme close-up and zooms out rapidly, creating a blurring effect to emphasize an object's speed and/or size

**Extreme Close-Up** — Taken at extremely close range and may include only a part of a character's face, like an ear and part of an eye, or a very small detail of an object

**Extreme Wide Shot/Extreme Long Shot** — Contains a large amount of landscape; often used at the beginning of a scene or a film to establish the general location or setting

**Eye-Level Angle** — Taken at about head height of the subject; used for telling a story from one person's perspective and for making the audience feel equal to the character

**High Angle** — Taken from higher than the subject but not as high as a bird's-eye angle; used to demonstrate perspective or point of view of the person; often for someone who is injured

**Low Angle** — The camera is looking up at the subject, making the person appear powerful

**Medium/Full Shot** — Contains the full body of a character with some background/setting

**Mid-Shot** — Contains only the upper half of a character

**Panning** — The camera moves smoothly from one side of the location to the other to show the panorama or full setting

**Point-of-View Shot** — Shows what a character is looking at

**Rule of Thirds** — The key elements are arranged not directly in the center of the image, but a little to one side or the other and/or slightly higher or lower than the middle (along the lines of an imaginary 3 x 3 grid). This creates an image that is more pleasing to the eye of the viewer and can be applied to most shots.

**Tracking or Dolly Shot** — The camera is mounted to something that moves to follow the motion of a character or other moving subject (boat, car, etc.)

**Tilting** — The camera stays in one position but tilts up or down to create low and high angle shots

**Walking Shot** — The person with the camera is walking or running, making the video appear bumpy; can make the audience feel motion sick. Not used often, but can help tell a story from a character's perspective (especially a scary story)

**Wide Shot/Long Shot** — Contains landscape but gives the viewer a more specific idea of setting, like the buildings where the actions take place

**Zooming in or out** — The cameraperson adjusts the focal length of the camera lens to get closer or farther away from a subject; can make the shot blurry