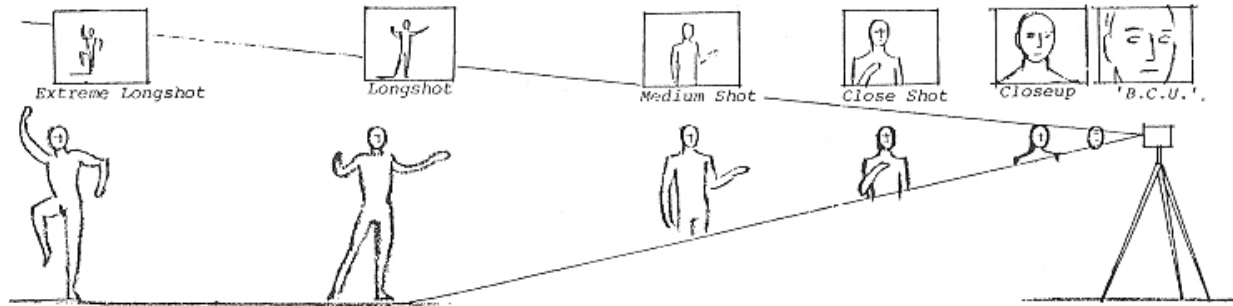


# Basic Film Composition

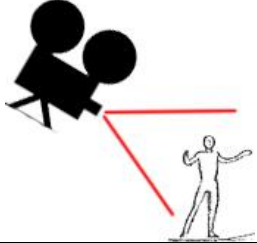


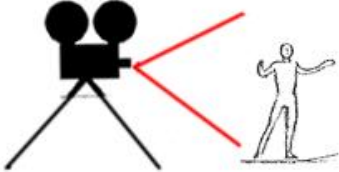



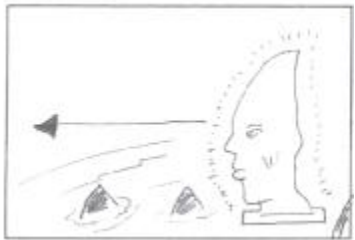
## Assignment

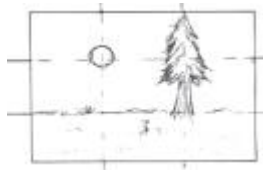



**Instructions:** Recreate each of the following camera shots. For each shot, include a subject for the shot (ie: place a character in the shot as the focal point). Once you've shot your footage, edit your shots in sequence and label each. Export the finished version for marking purposes.



Camera Shots		
<b>Establishing Shot (ELS)</b>	Shot taken from a great distance, almost always an exterior shot, shows much of locale. No character required for this shot.	See above diagram
<b>Long Shot (LS)</b>	Shot that includes the full character from head to toe.	See above diagram
<b>Medium Shot (MS)</b>	A great shot for interaction between characters. This shot is usually from just above the hips to the top of the head.	See above diagram
<b>Close-up (CU)</b>	A shot of a small object or face that fits the screen. This shot usually includes some of the shoulders to just above the head.	See above diagram
<b>Extreme Close-up (ECU)</b>	A shot of a small object or part of a face that fills the screen. Get in tight on the subject!	See above diagram
Camera Angles		
<b>Bird's Eye View</b>	Camera is placed right over head.	

<p><b>High Angle</b></p>	<p>Camera looks down on what is being shot. How much of the character shown in the frame can vary greatly.</p>	
<p><b>Low Angle</b></p>	<p>Camera is located below the actor and pointed up. Makes the actor look more powerful in the shot.</p>	
<p><b>Oblique Angle</b></p>	<p>Lateral tilt of the camera so that the figures appear to be falling out of the frame.</p>	
<p><b>Eye-Level</b></p>	<p>The most common angle in film. Do NOT just setup your tripod and not adjust it's level! Look at it's height and the height of your actors and adjust it so it's right at eye level with them.</p>	
<p><b>Shot Composition</b></p>		
<p><b>Planer Staging</b></p>	<p>In this shot, you shoot your characters and background straight on.</p>	
<p><b>Depth Staging</b></p>	<p>Create a sense of space in your shots by setting up your characters and background diagonally to the camera lens.</p>	
<p><b>Frame within a Frame</b></p>	<p>You're camera lens creates a natural frame to direct your audience's attention. You can also use the natural background to create another frame to further direct their eyes.</p>	
<p><b>Leading Look</b></p>	<p>Proper balance and composition allows for more room toward the direction a character is looking or moving. Set up your character so that he/she is looking off screen and then adjust your camera so that more frame is shown in the direction of the character's look.</p>	

<p><b>Rule of Thirds</b></p>	<p>The Rule of Thirds is a compositional technique filmmakers use to help frame shots. The Rule of Thirds can sometimes enable you to improve the composition of your shots dramatically. Setup one shot that demonstrates the Rule of Thirds.</p>	
<p><b>Rule of Lines</b></p>	<p>Designing shots with strong graphical lines will lead the viewer's eyes to specific areas of the frame. Setup a shot where your background/set have natural lines that lead our eyes to the main character.</p>	
<p><b>Depth of Field</b></p>	<p>You can setup your shots to direct your audience's attention to what is in focus. Create a shot where the background and/or foreground are out of focus and your character is in focus.</p>	