

Angles

Affect the Way the Viewer Perceives the Subject



Eye Level (EL)

The camera is at the same height as the object's eyes.

Often Used For: Neutral effect on the audience



Point-of-View Shot (POV)

Shot through the eyes of a character.

Often Used For: Gives the viewer the perspective of a character

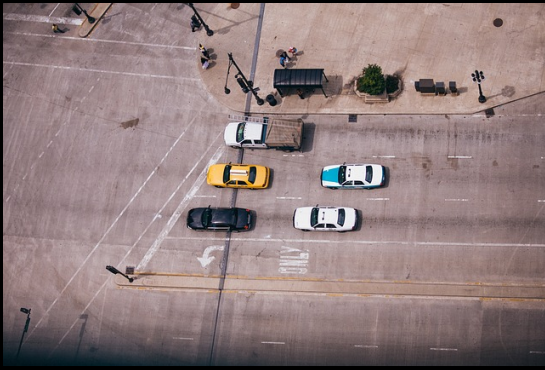


Over the Shoulder Shot (OS)

Shot looking over the character's shoulder. Includes part of the character's head and shoulder.

Often Used For: The connection between two characters. Showing reactions





Bird's Eye View (BEV)

Shot from directly overhead.

Often Used For: It can serve as a good establishing shot



High Angle Shot (HA)

Shot from above the character's eye level.

Often Used For: Makes character look small, weak, vulnerable, scared



Low Angle Shot (LA)

Shot from below the character's eye level.

Often Used For: Makes the character look taller, powerful



Dutch Angle Shot (DA)

Tilt the camera to one side.

Often Used For: The character is disoriented. (not frequently used)

