

Lab 1: Cinematic Camera Challenge

Shot 1 :

Shot Type: Concealment / Tease (Close-Up, Low Angle) // **FOV** - 12.2



This shot is used as a concealment teaser rather than a full character reveal. The camera is framed low and close, parallel to the character's leg, which hides the character's identity and creates curiosity. By only showing a small detail of the character, the shot builds tension and sets the tone for the scene before revealing anything important.

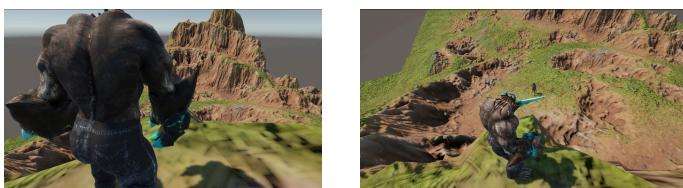
Shot 2 :



Shot Type: Action Geography / Wide Coverage / Status or Power / Dolly (Zoom Out) / **FOV** - 60

This shot follows the knight as he begins walking forward and then stops to look up. As he pauses, the camera transitions from a following shot into a lower-angle view. This camera shift prepares the audience for the monster's reveal and begins to establish the power difference between the knight and the monster while also clearly showing the environment and movement direction.

Shot 3:



Shot Type: Wide Coverage / Status or Power / Transition / Tilt / **FOV** - 60

This shot fully reveals the monster. The camera initially follows the monster as it walks and then shifts to a higher framing when it stops. This upper angle shows the monster's size and dominance. The framing directly matches with the earlier low-angle shots of the knight, helping reinforce the power imbalance and maintain visual continuity between shots.

Shot 4:



Shot Type: Close-Up / Reaction / **FOV** - 29.4

This close-up shows the monster's reaction after it notices the knight. The framing focuses on the monster as it prepares to jump, building tension before the action begins. A camera shake is



added to communicate aggression and unstable energy, while the close up view helps draw attention to the monster's movement and emotion.

Shot 5:

Shot Type: Low Frame / Tilt / **FOV** - 29.4

This shot captures the monster as it jumps upward. The low framing and tilted angle exaggerate the height and force of the jump. The shot transitions quickly from the previous reaction shot, helping the action feel fast and aggressive while clearly showing the monster leaving the ground.



Shot 6:

Shot Type: Dolly (Zoom Out) / Low Frame / **FOV** - 9.4 to 31.9

In this shot, the camera zooms out as the knight pulls out his sword, signaling that he is preparing to fight back. The low angle maintains the sense of power imbalance while also keeping the monster visible in the air. This shot visually connects both characters in the same moment and clearly sets up the confrontation.

Shot 7 :

Shot Type: Wide Coverage / Information / **FOV** - 60



This wide shot shows both characters within the environment, giving the viewer clear spatial information. It helps establish distance, positioning, and scale between the knight and the monster, making the action easier to read before the final attack.



Shot 8:

Shot Type: Information / Close-Up / **FOV** - 60

This final shot uses a dolly zoom to emphasize the climax of the sequence. The monster is positioned above the knight while the knight remains below, clearly reinforcing the power difference. The close framing increases intensity and visually communicates the setup for the monster's attack.

Asset's Taken From - <https://www.mixamo.com/#/?page=1&type=Character>

Character Name - Mutant & Paladin W/Prop J Nordstrom

<https://assetstore.unity.com/packages/3d/environments/landscapes/mountain-terrain-rocks-and-tree-97905>