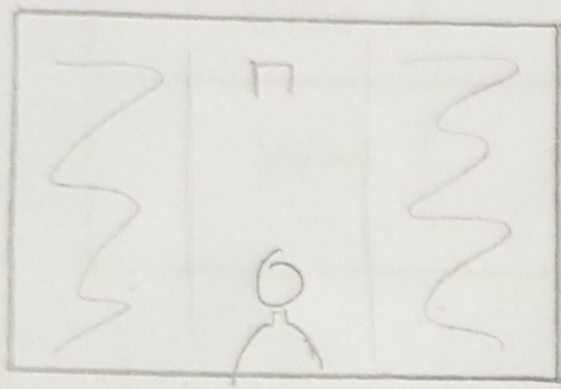
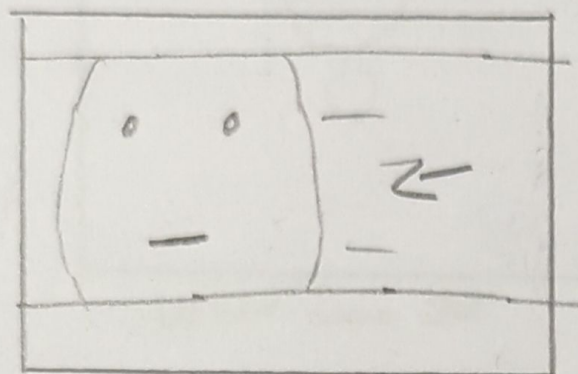


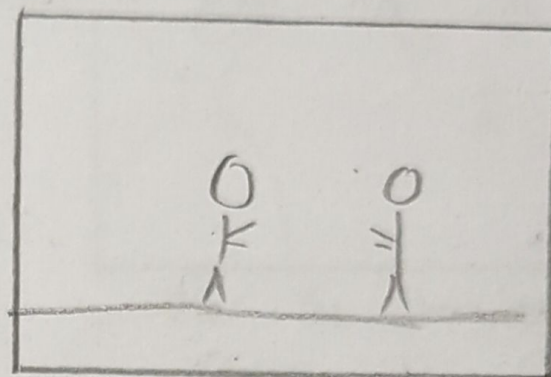
Camera angles - long shots? Aspect ratio? Speed ramps?



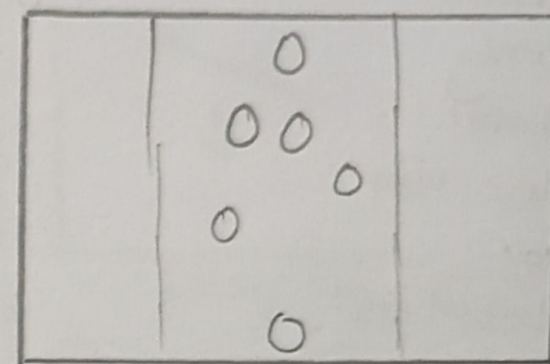
Overhead angle



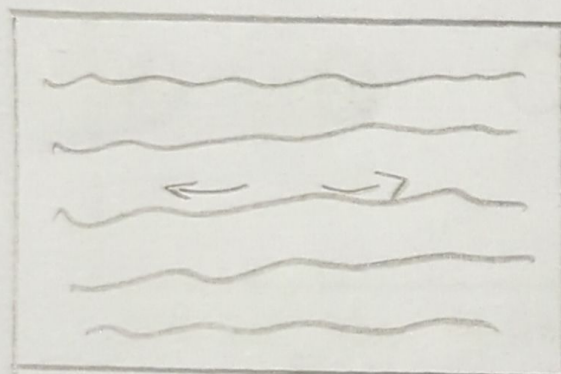
Snap to face



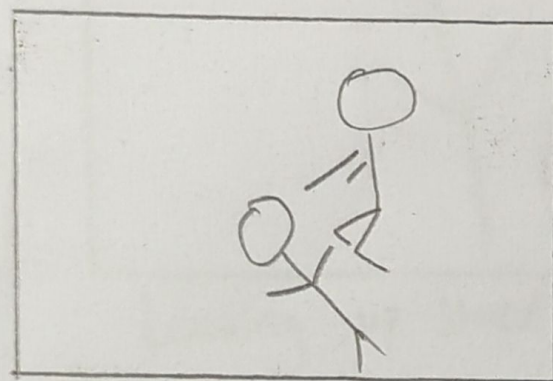
side angle



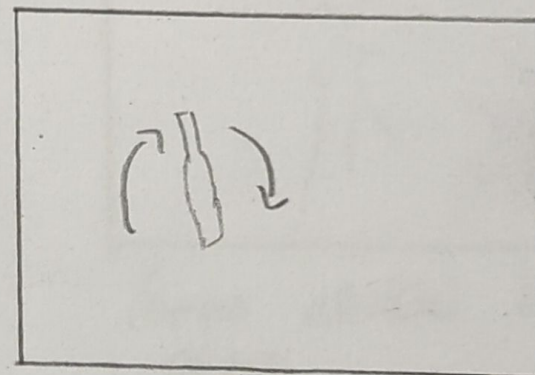
Birds-eye



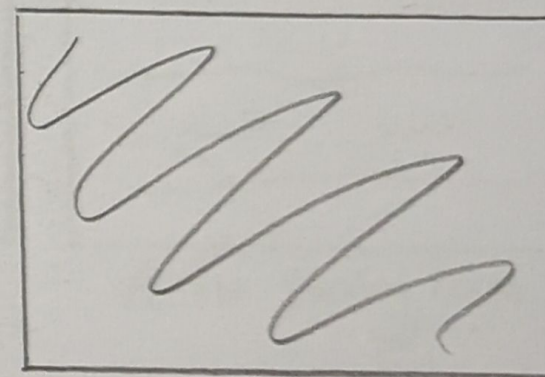
CCTV shot (change frame rate)



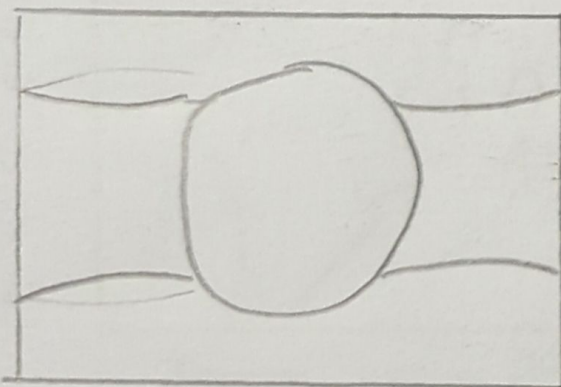
First-person punches to face



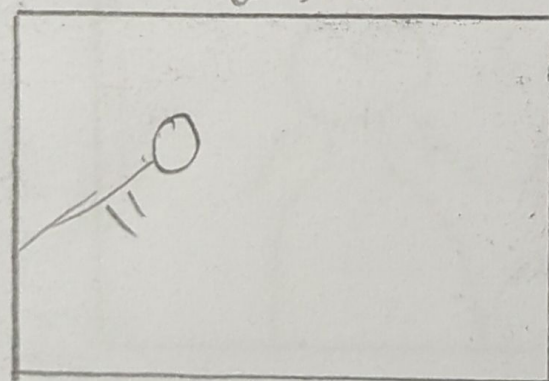
Tracking shot



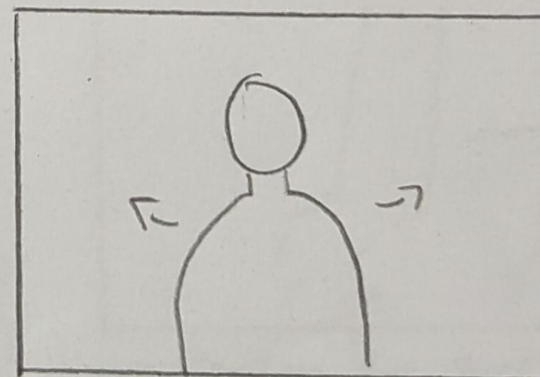
Character slams into camera



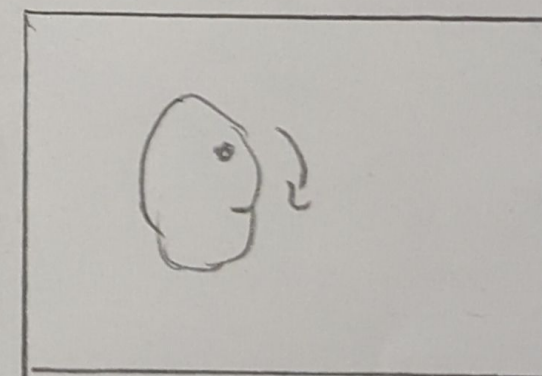
Distorted by



Floor shot



Shaky fixed/tracking cam



Fixed camera, punch towards