

# Camera Maps

*Simplified*

# Camera Maps

??



# Camera Maps

AKA:

- ◆ Camera floor plan
- ◆ Schematic
- ◆ Bird's eye view
- ◆ Overhead camera plan
- ◆ Etc...

# Drawing a Camera Map

of an *existing* scene

- \* Count the shots in the scene
- \* Ask yourself: What is the camera doing in each shot?
- \* Ask yourself: What are the actors doing in each shot?
- \* Observe camera positions, movement, angles, tracking, panning, etc.
- \* Then draw a “camera map” of the assigned scene that appears in the film.

# Drawing a Camera Map

of an *existing* scene

**NOTE:**

## 1. Scale

Buildings, Furniture, Props, Vehicles, etc.

# Drawing a Camera Map

of an *existing* scene

**NOTE:**

## 1. Scale

Buildings, Furniture, Props, Vehicles, etc.

## 2. Positions

Buildings, Furniture, Props, Vehicles, etc.

Characters – by name

Camera

# Drawing a Camera Map

of an *existing* scene

**NOTE:**

## 1. Scale

Buildings, Furniture, Props, Vehicles, etc.

## 2. Positions

Buildings, Furniture, Props, Vehicles, etc.

Characters – by name

Camera

## 3. Movement

Characters

Camera

# *The Cabinet of Dr. Caligari*

*(Das Cabinet des Dr. Caligari)*

Germany, 1920

Robert Wiene - Director











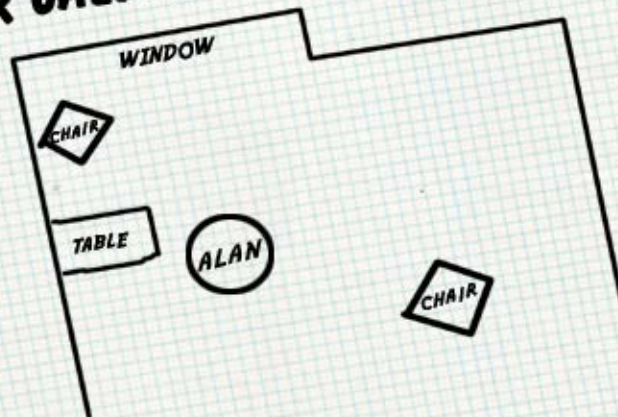


# DR CALIGARI CAMERA MAP

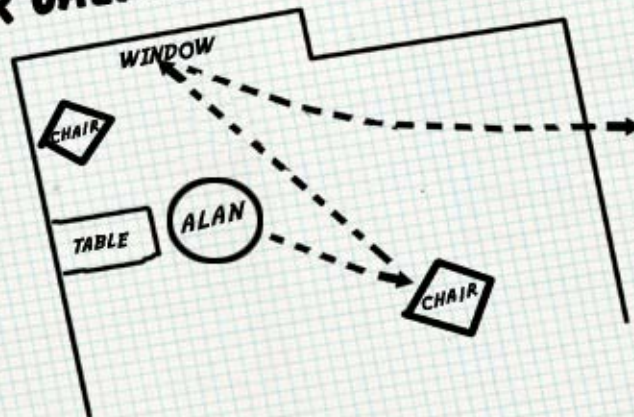




# DR CALIGARI CAMERA MAP



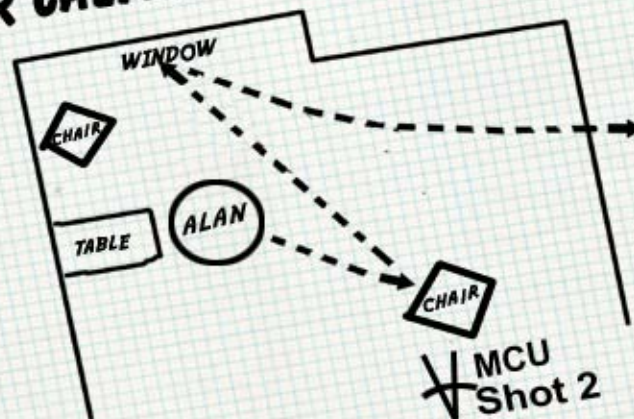
# DR CALIGARI CAMERA MAP



MLS  
Shots 1,3,5



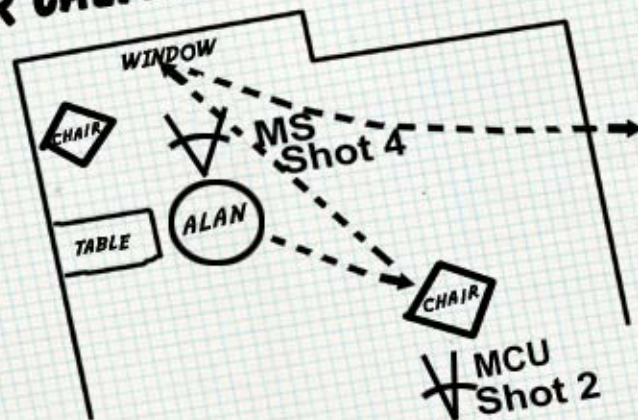
# DR CALIGARI CAMERA MAP



MCU  
Shot 2

MLS  
Shots 1,3,5

## DR CALIGARI CAMERA MAP



Let's try another...



















# *Camera Map*

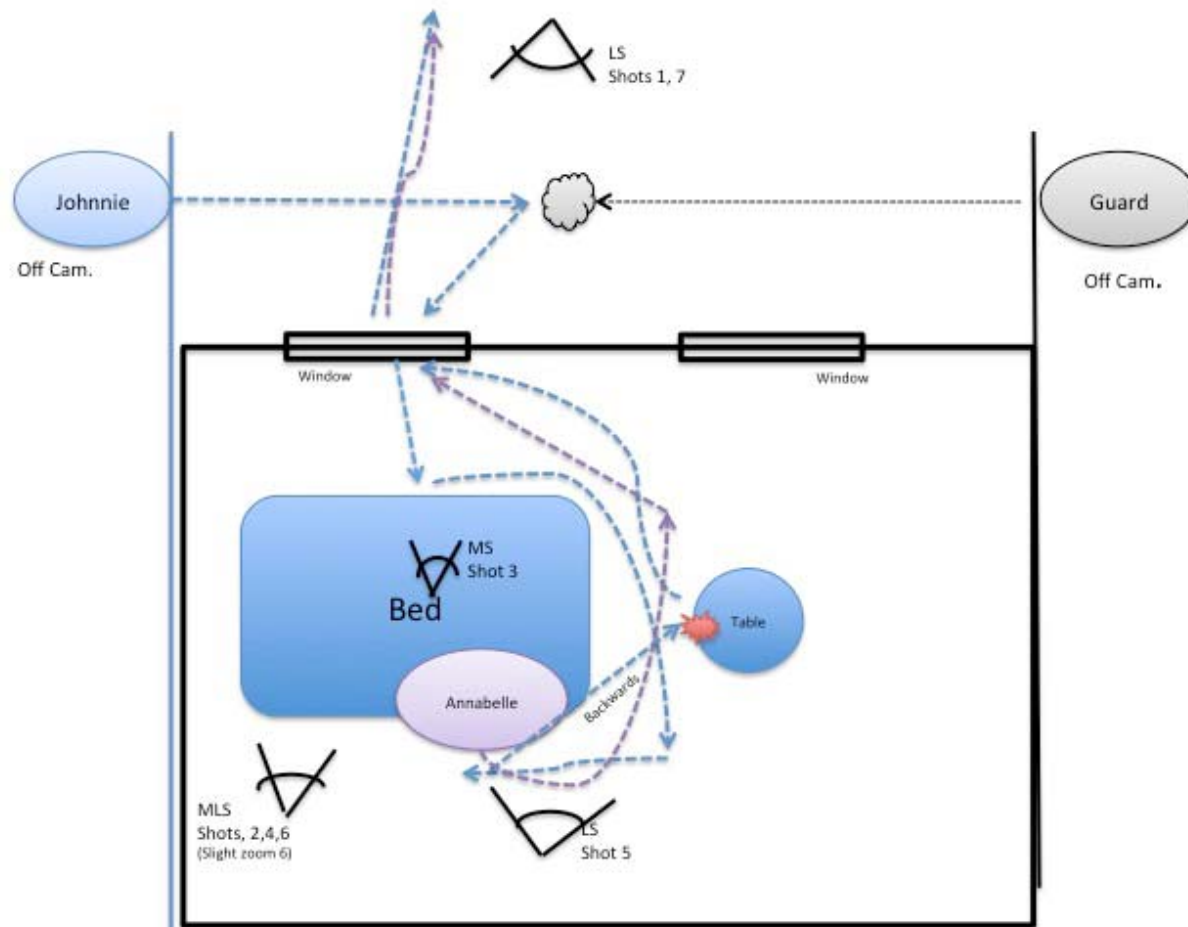
## *1. Count the shots*

*Every time camera changes*

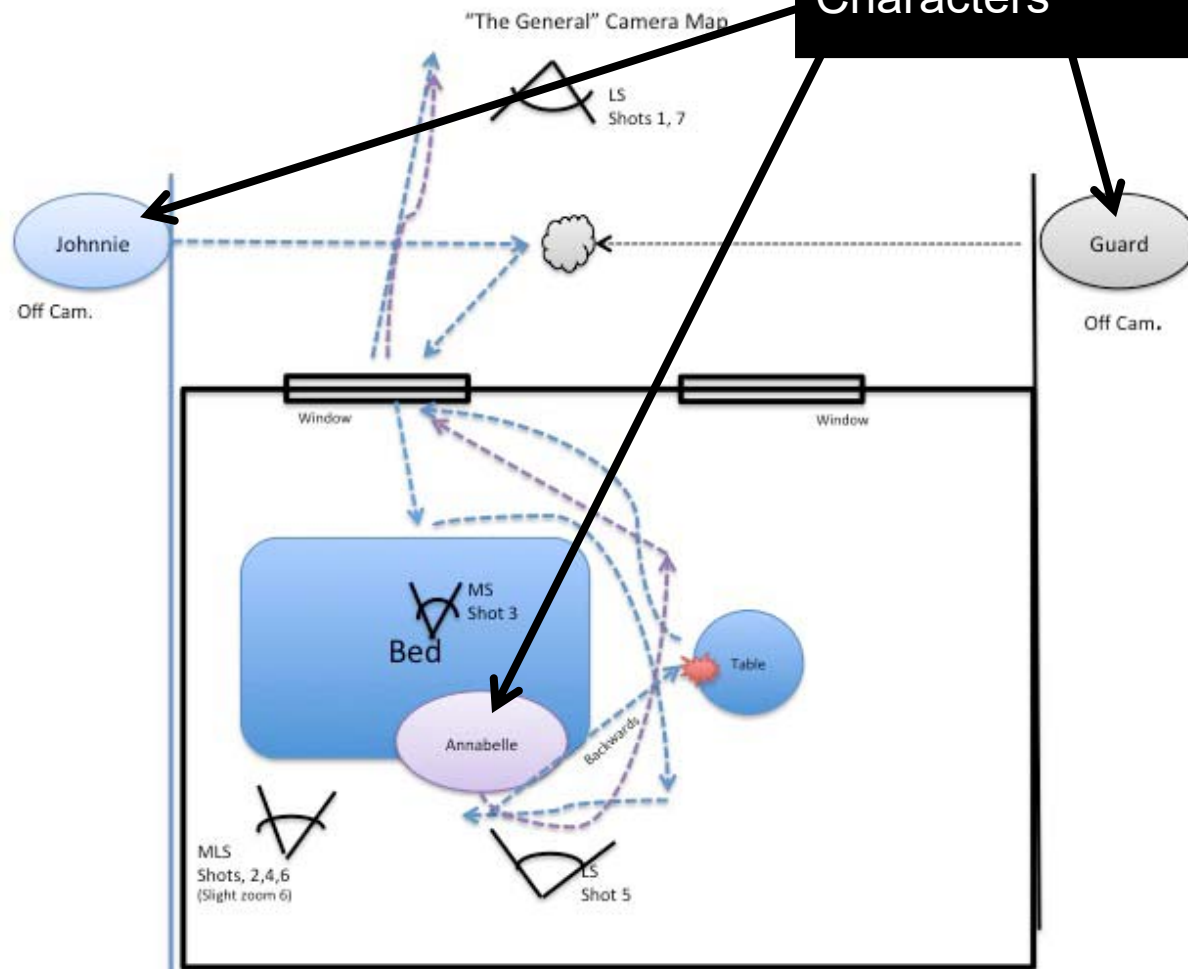
## *2. Draw the Map*

*Scale is important*

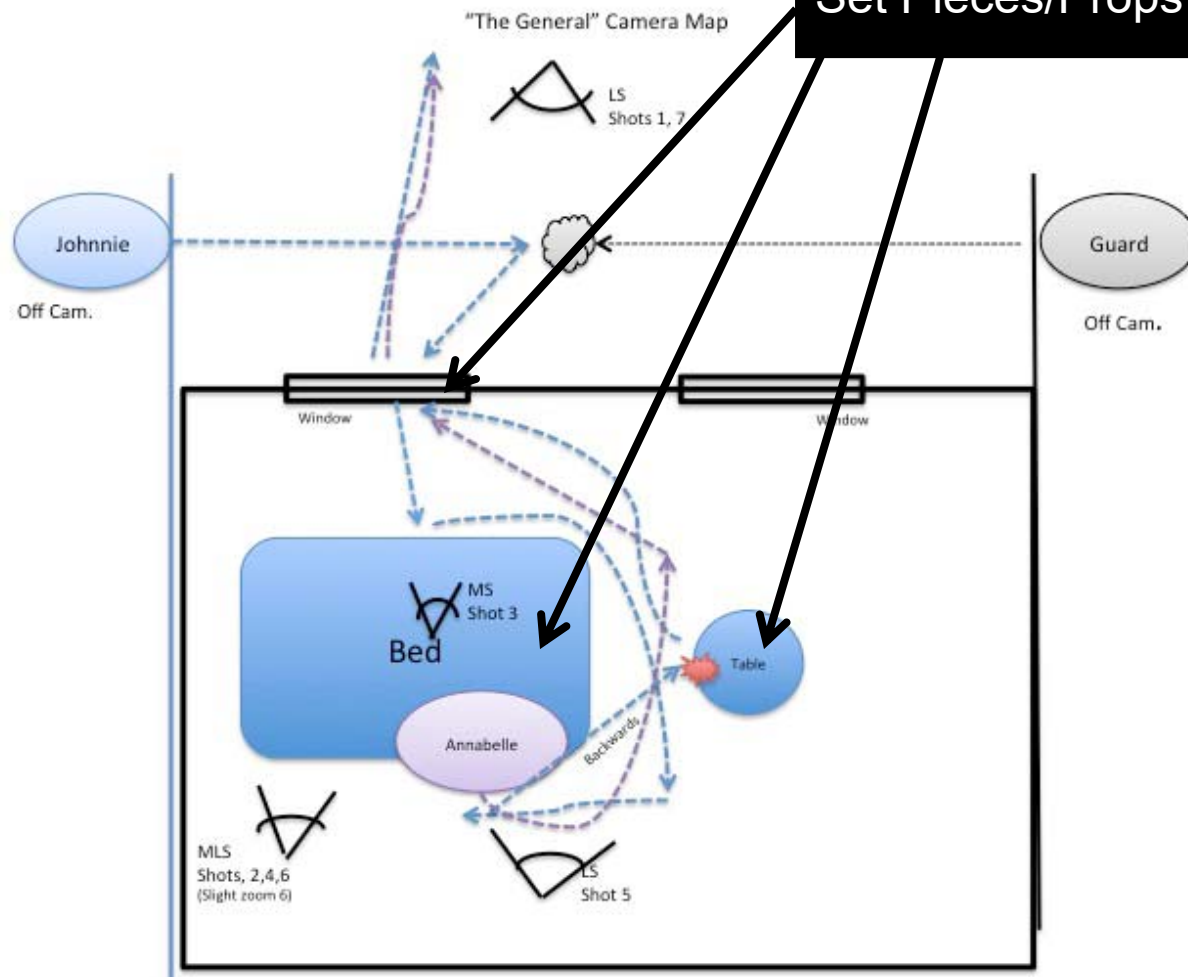
"The General" Camera Map



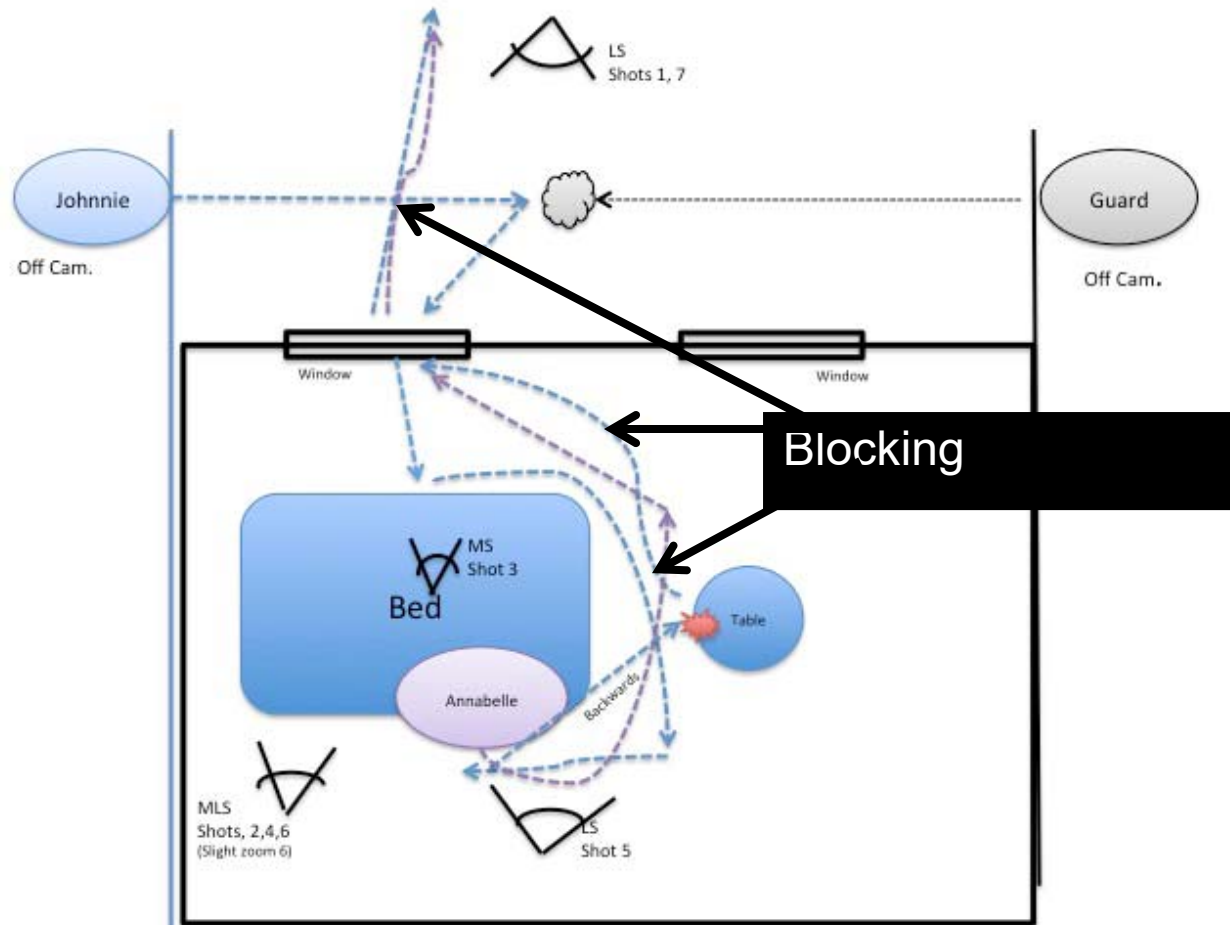
## Characters



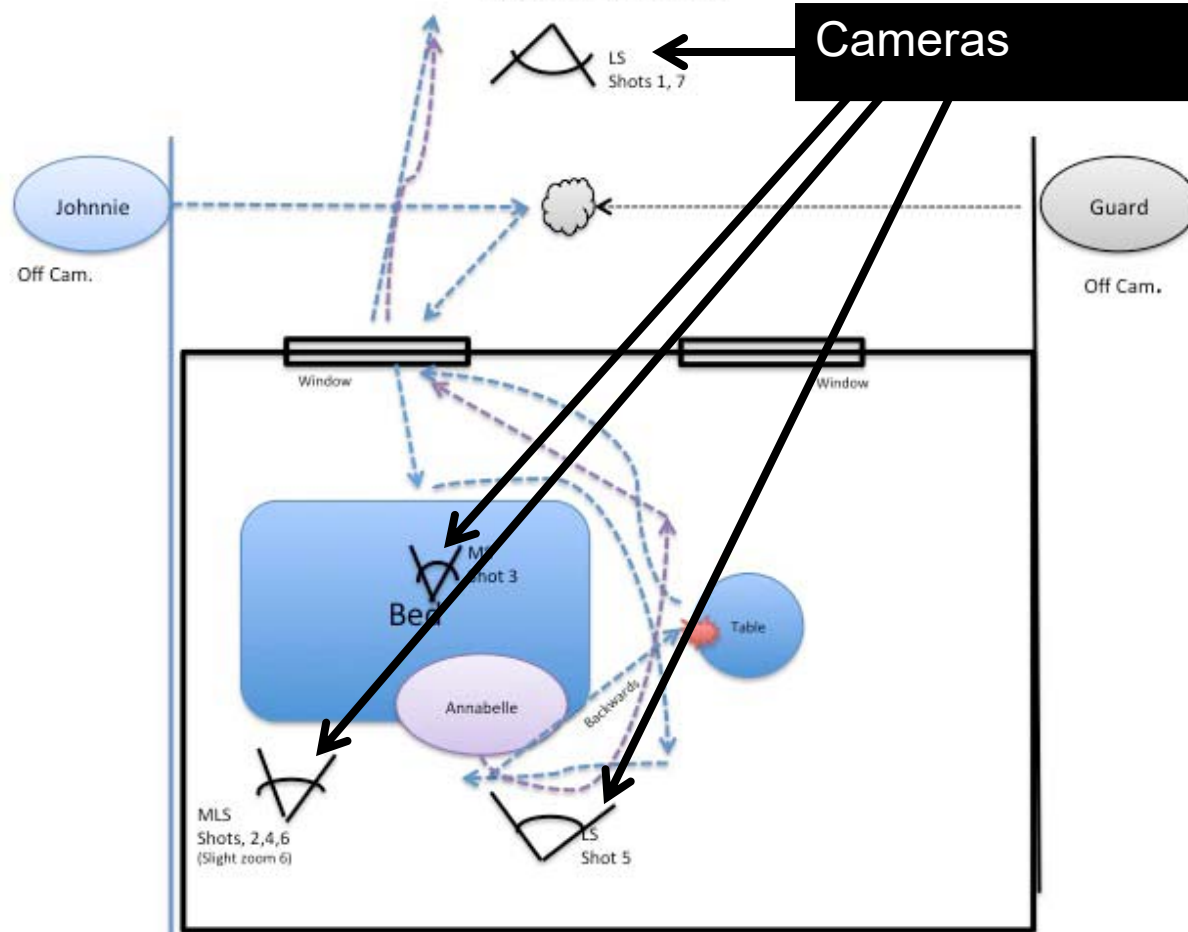
## Set Pieces/Props



"The General" Camera Map



"The General" Camera Map



FIN