

CAMERA ANGLE (A)



Low Angle (LOW)



High Angle (HIGH)



Shoulder Level (EYE)



Overhead Shot (BIRD)



Dutch Angle (DUTCH)



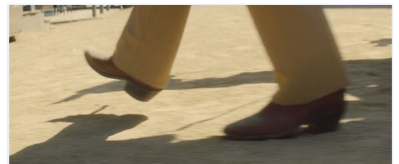
Sky Level (SKY)



Hip Level (HIP)



Knee Level (KNEE)



Ground Level (GRD)