

Game Camera Techniques Cards

Usage Guidelines

These camera techniques are specifically designed for interactive cinematic games. Each technique should:

- ★ Support narrative progression
- ★ Create tension and emotional investment
- ★ Be responsive to player input
- ★ Have clear technical implementation
- ★ Support narrative state tracking
- ★ Include debug/testing tools

Technical Implementation Notes

For all camera techniques:

- ❖ Build modular input systems
- ❖ Include difficulty scaling
- ❖ Plan for accessibility options
- ❖ Design clear feedback systems
- ❖ Support narrative state tracking
- ❖ Include debug/testing tools

Implementation Considerations

Quality Assurance

- Test for motion sickness

- Validate collision handling
- Ensure smooth transitions
- Check accessibility options
- Test narrative branches

Technical Setup

- Build reusable frameworks
 - Plan for content updates
 - Include debug tools
 - Document systems
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1. Dramatic Reveal Pan

How it Works:

- Camera starts offset from point of interest
- Smooth horizontal movement reveals target
- Player can control speed with input
- Optional depth of field focus pull

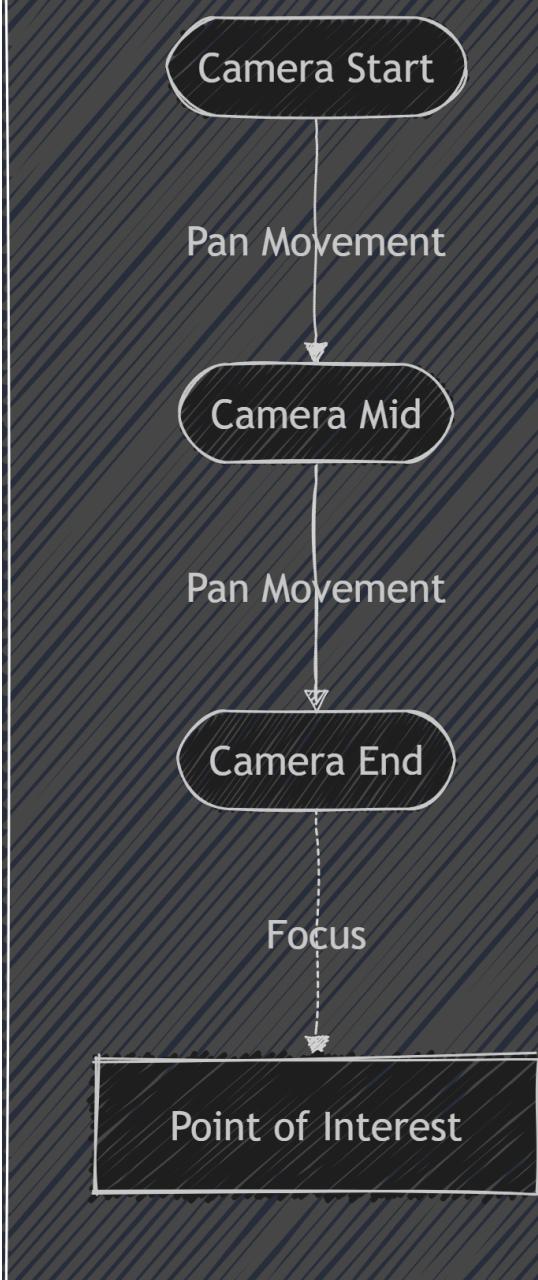
Emotions Evoked:

- Anticipation
- Discovery
- Awe

Technical Needs:

- Spline movement system
- Focus system
- Time dilation control
- Environment collision check

Dramatic Reveal Pan



2. Intimate Over-Shoulder

How it Works:

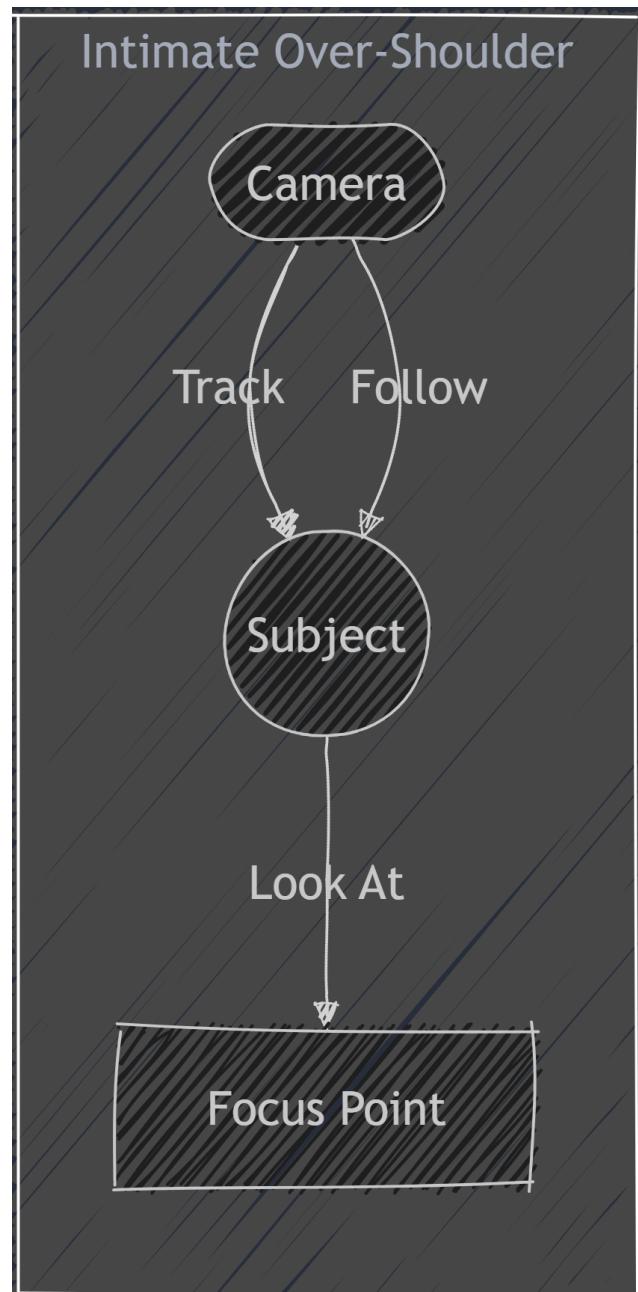
- Camera positions behind player's shoulder
- Maintains fixed offset from player
- Adjusts height based on context
- Handles environmental collision

Emotions Evoked:

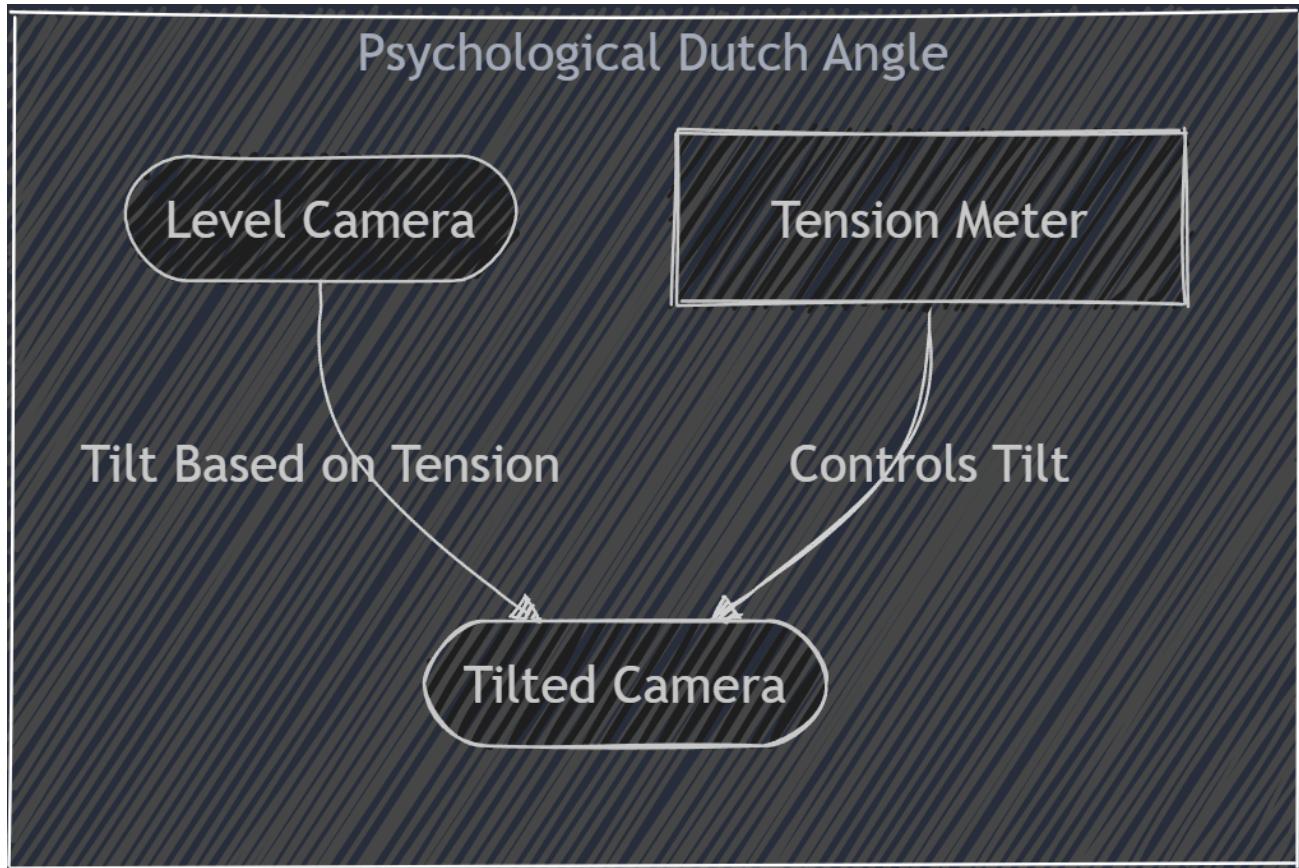
- Connection
- Immersion
- Intimacy

Technical Needs:

- Spring arm system
- Collision detection
- Target focus system
- Smooth transition handling



3. Psychological Dutch Angle



How it Works:

- Camera roll increases with tension
- Subtle motion adds unease
- Depth of field shifts focus
- Color grading enhances mood

Emotions Evoked:

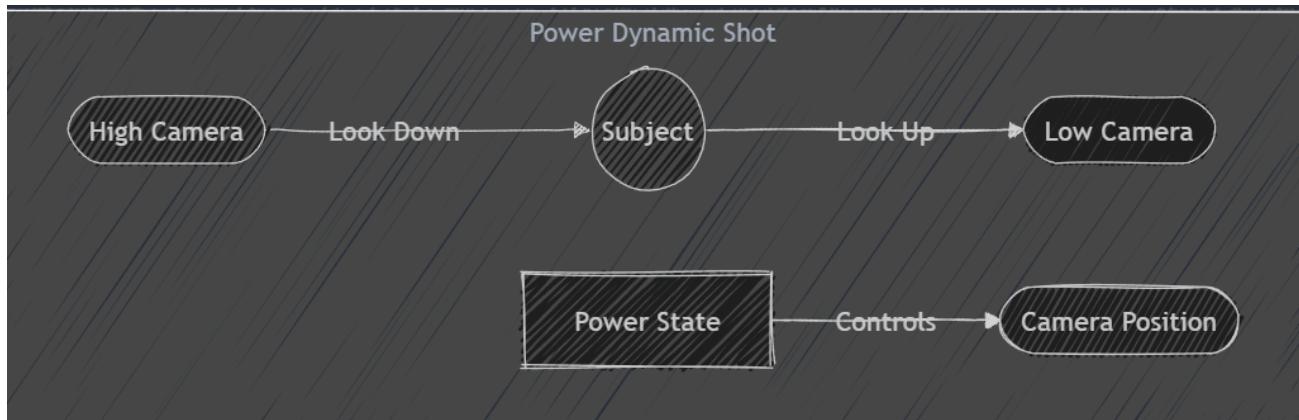
- Discomfort
- Tension

- Instability

Technical Needs:

- Dynamic roll system
- Post-processing manager
- Tension state tracker
- Smooth transition system

4. Power Dynamic Shot



How it Works:

- Camera height changes based on power dynamics
- Smooth transitions between positions
- Maintains subject framing

- Adjusts field of view for impact

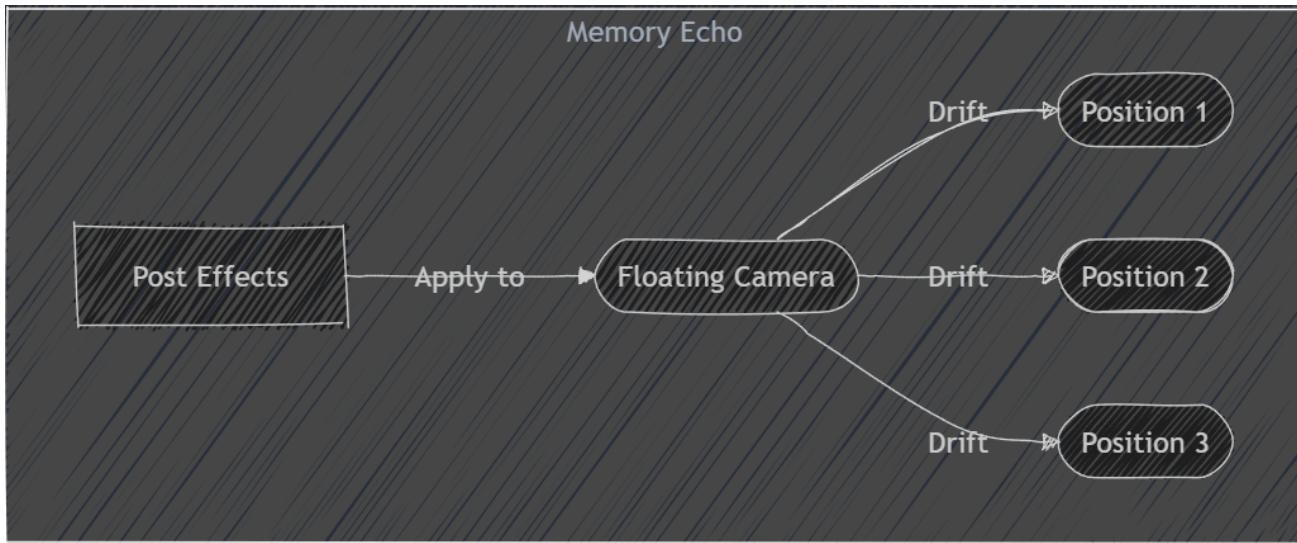
Emotions Evoked:

- Dominance
- Submission
- Status change

Technical Needs:

- Character state system
- Height interpolation
- FOV manager
- Position blending

5. Memory Echo



How it Works:

- Free-floating camera movement
- Post-processing effects layer
- Depth of field manipulation
- Color grading shifts

Emotions Evoked:

- Nostalgia
- Reflection
- Dreamlike state

Technical Needs:

- Post-process volume
- Camera motion system
- Effect manager
- State transition handler

6. Tension Track

How it Works:

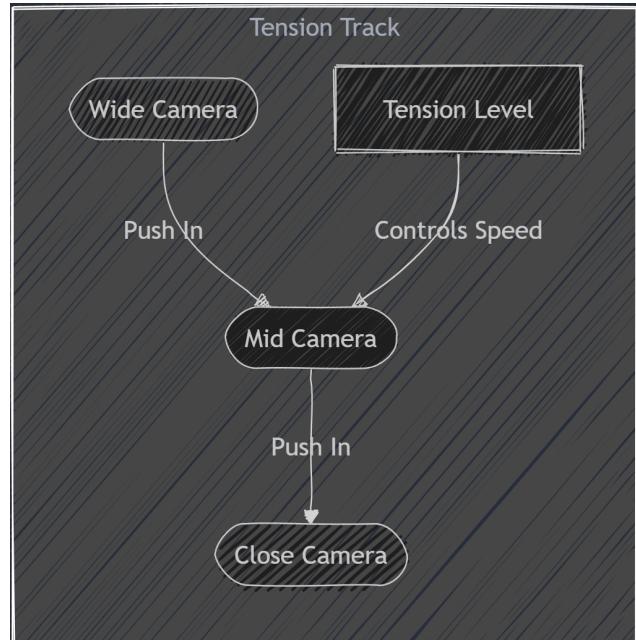
- Slow push in towards subject
- Focus narrows gradually
- Subtle shake increases
- Field of view compresses

Emotions Evoked:

- Suspense
- Pressure
- Focus

Technical Needs:

- Movement interpolation
- FOV manager
- Shake system
- Focus puller



7. Emotional Distance

How it Works:

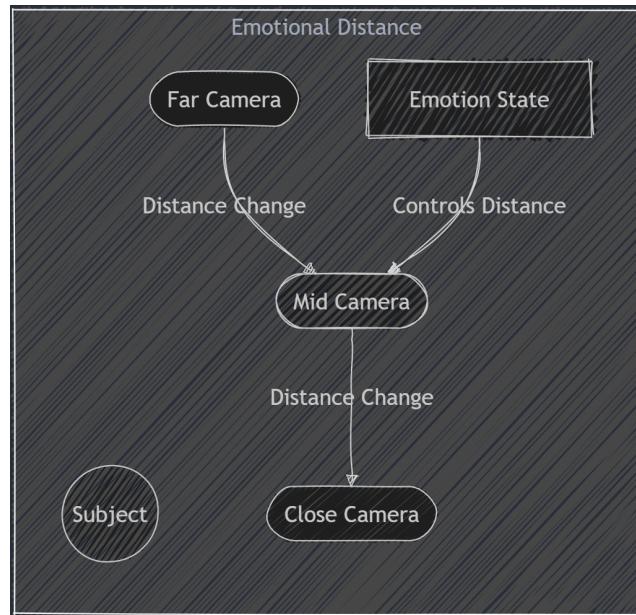
- Camera distance varies with emotional state
- Smooth distance interpolation
- Maintains subject framing
- Adjusts field of view to compensate

Emotions Evoked:

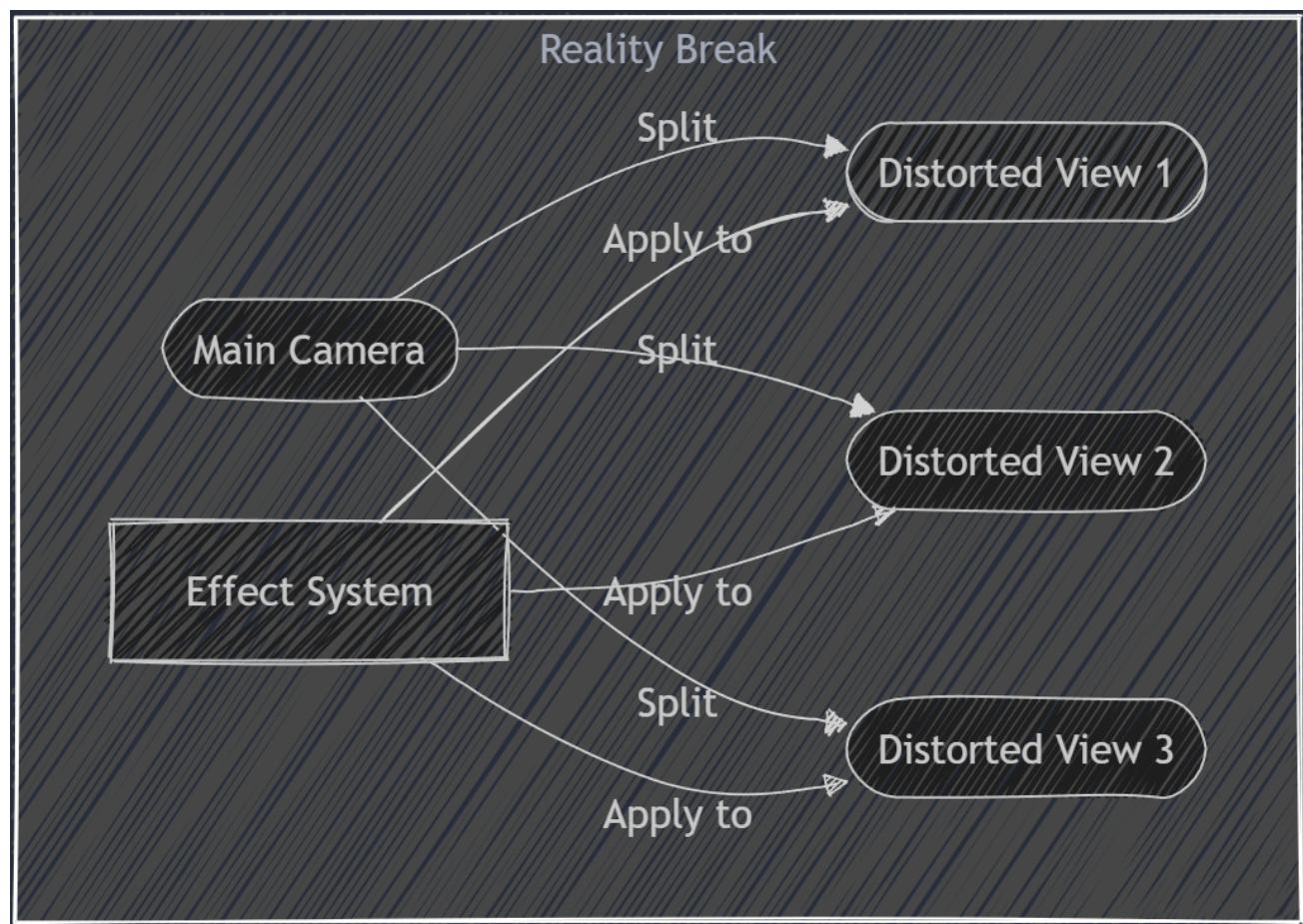
- Connection
- Isolation
- Emotional dynamics

Technical Needs:

- Emotion state system
- Distance controller
- Frame composition
- Transition manager



8. Reality Break



How it Works:

- Sudden perspective changes
- Visual distortion effects
- Time manipulation
- Quick transitions

Emotions Evoked:

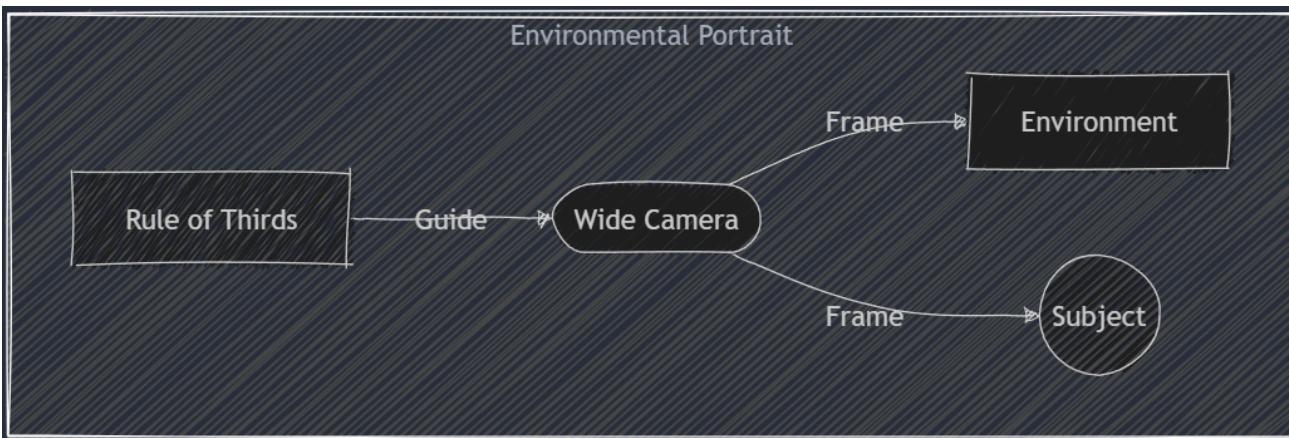
- Disorientation
- Surprise
- Reality questioning

Technical Needs:

- Effect system
- Time dilation

- Transition manager
- State controller

9. Environmental Portrait



How it Works:

- Wide angle static shot
- Rule of thirds composition
- Depth layering
- Environmental framing

Emotions Evoked:

- Context
- Scale
- Atmosphere

Technical Needs:

- Composition system
 - Framing manager
 - Environment checker
 - Focus system
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10. Subjective Experience

How it Works:

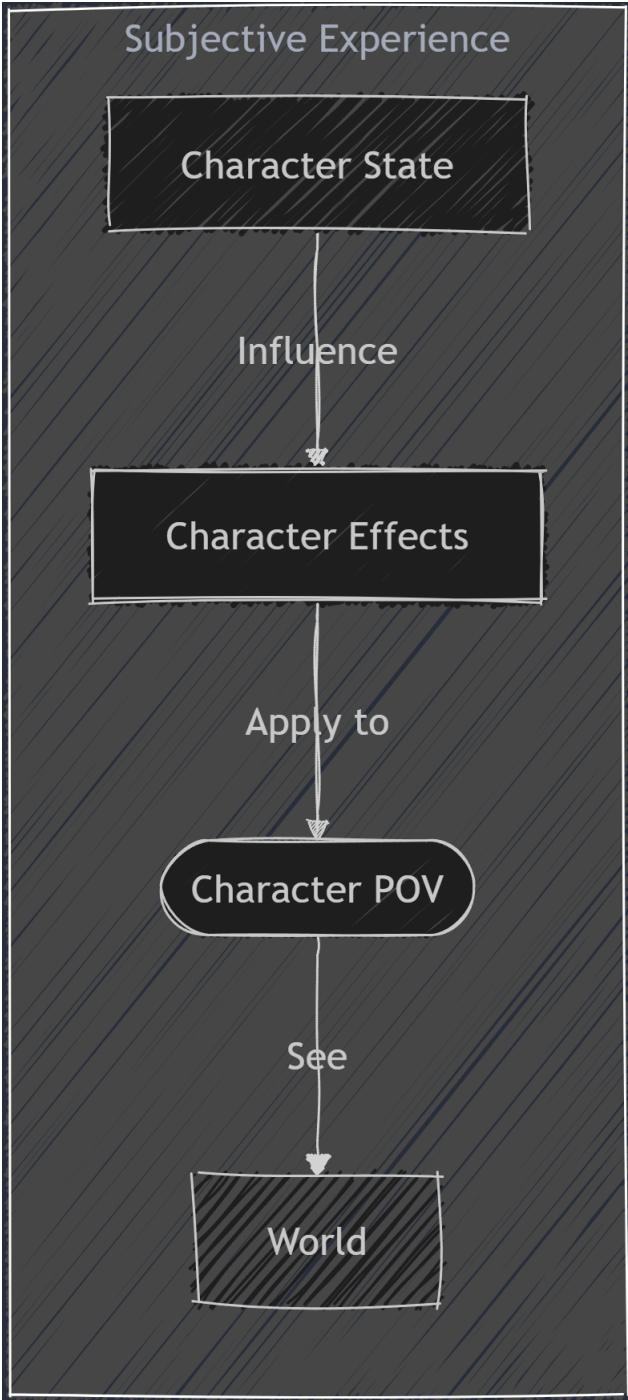
- First-person perspective
- Character-specific effects
- Motion effects
- State-based changes

Emotions Evoked:

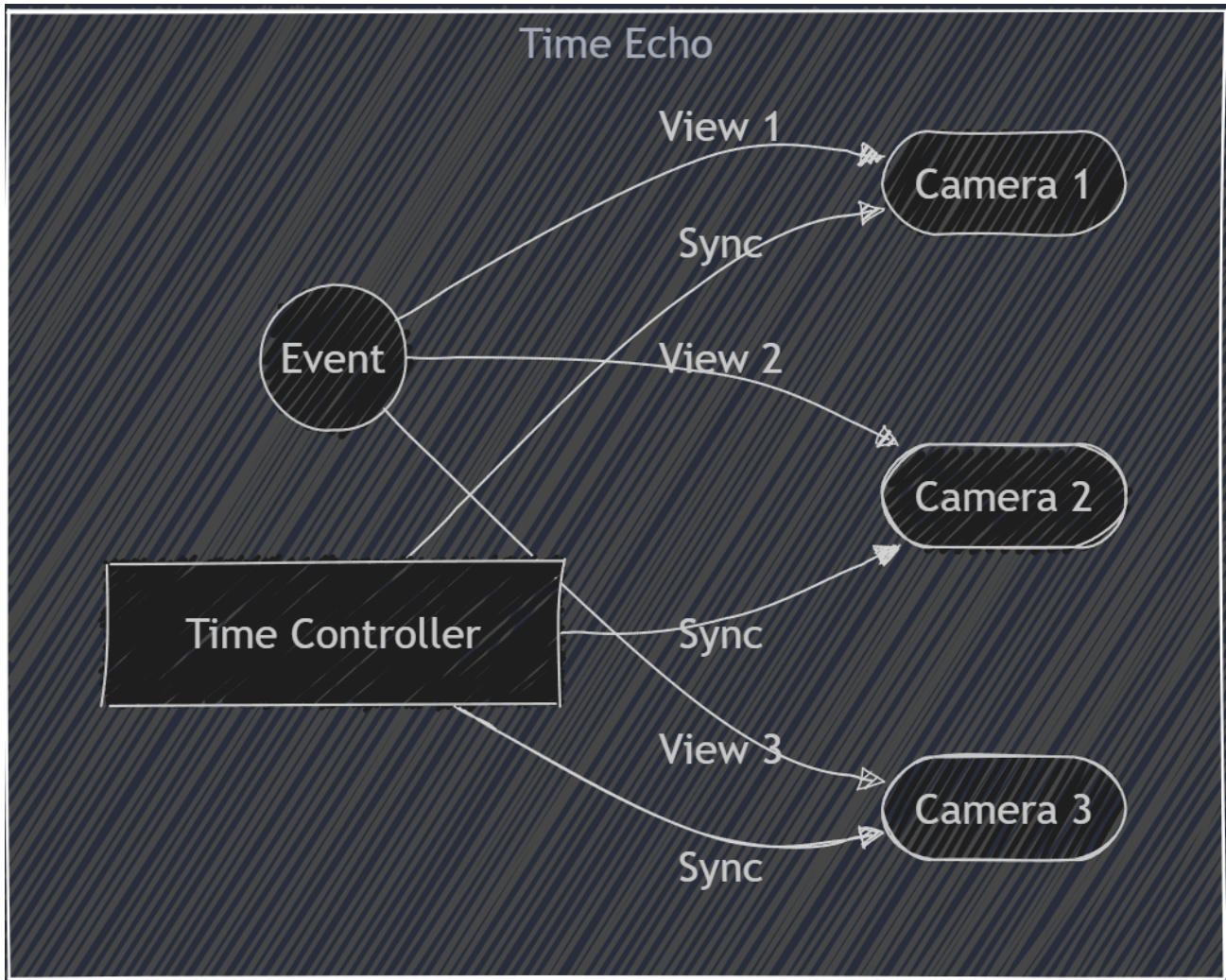
- Empathy
- Understanding
- Immersion

Technical Needs:

- First person controller
- Effect manager
- State system
- Motion handler



11. Time Echo



How it Works:

- Multiple cameras show same moment
- Time manipulation controls
- Smooth transitions between views
- Synchronized playback

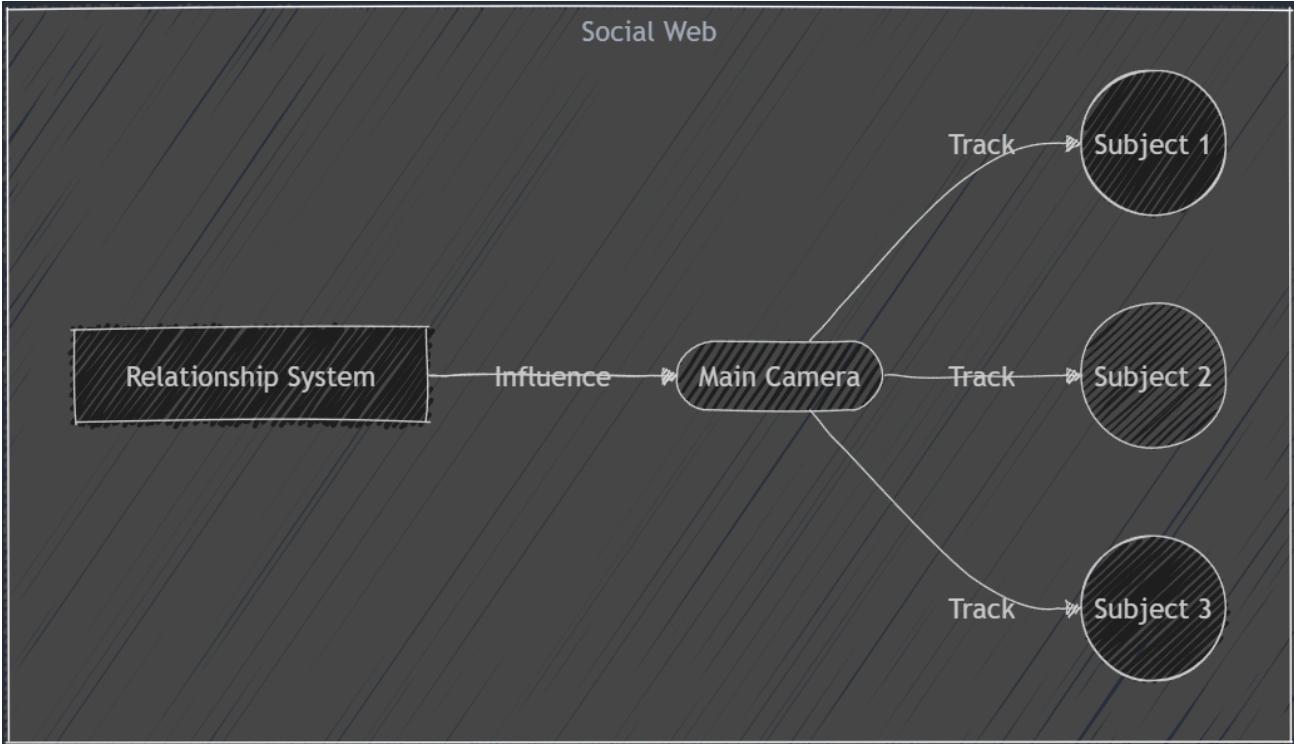
Emotions Evoked:

- Understanding
- Revelation
- Perspective

Technical Needs:

- Multi-camera system
- Time controller
- Sync manager
- Transition handler

12. Social Web



How it Works:

- Dynamic framing of multiple characters
- Relationship-based composition
- Group focus management
- Smooth reframing

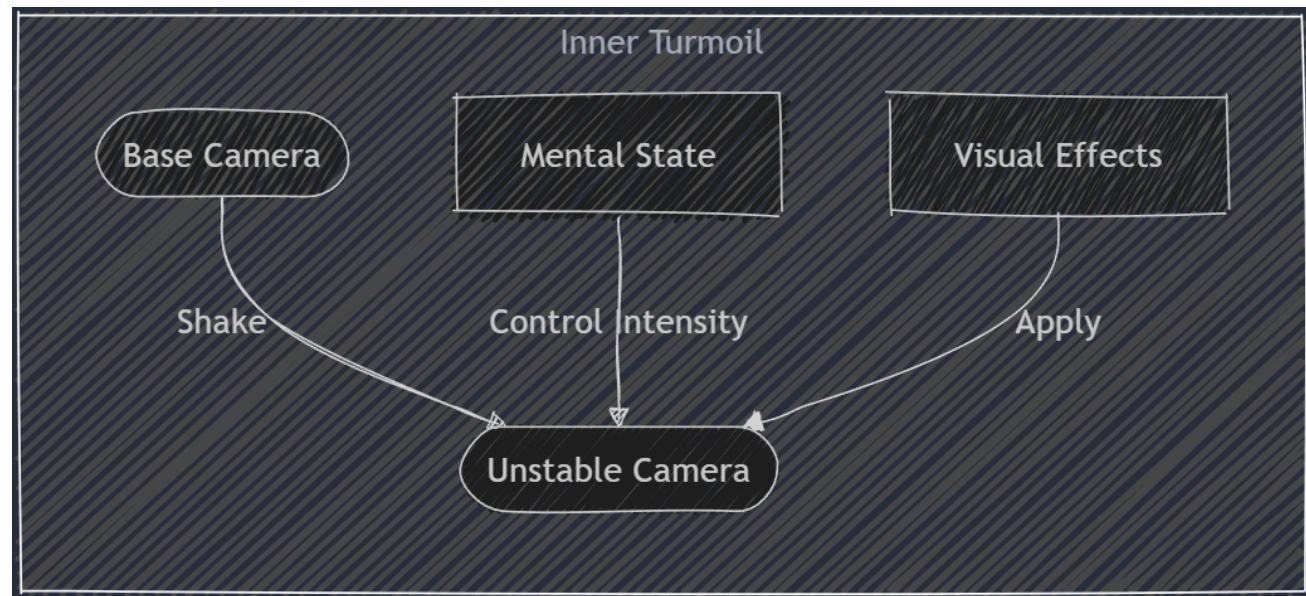
Emotions Evoked:

- Social dynamics
- Relationships
- Tension

Technical Needs:

- Group framing system
- Relationship tracker
- Composition manager
- Focus controller

13. Inner Turmoil



How it Works:

- Procedural camera shake
- Intensity based on mental state
- Visual distortion effects
- Dynamic movement

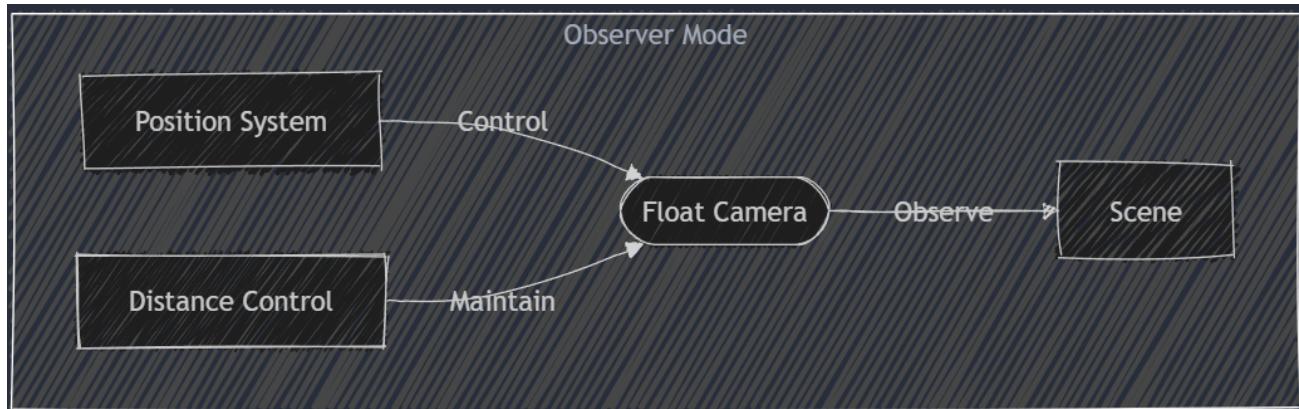
Emotions Evoked:

- Anxiety
- Instability
- Stress

Technical Needs:

- Shake generator
- State tracker
- Effect system
- Movement controller

14. Observer Mode



How it Works:

- Smooth floating movement
- Maintains distance
- Subtle position adjustments
- Clinical framing

Emotions Evoked:

- Objectivity
- Analysis
- Distance

Technical Needs:

- Float controller
- Distance manager
- Position adjuster
- Frame composer

15. Intimate Detail

How it Works:

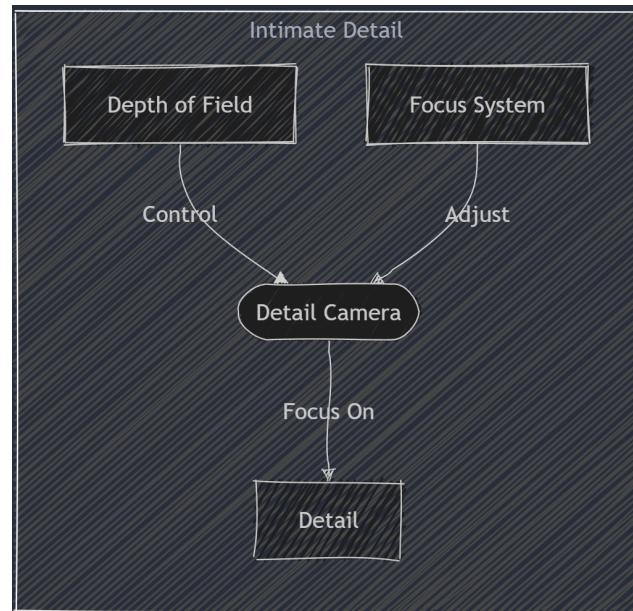
- Extreme close-up shots
- Automatic focus pulling
- Depth of field control
- Detail highlighting

Emotions Evoked:

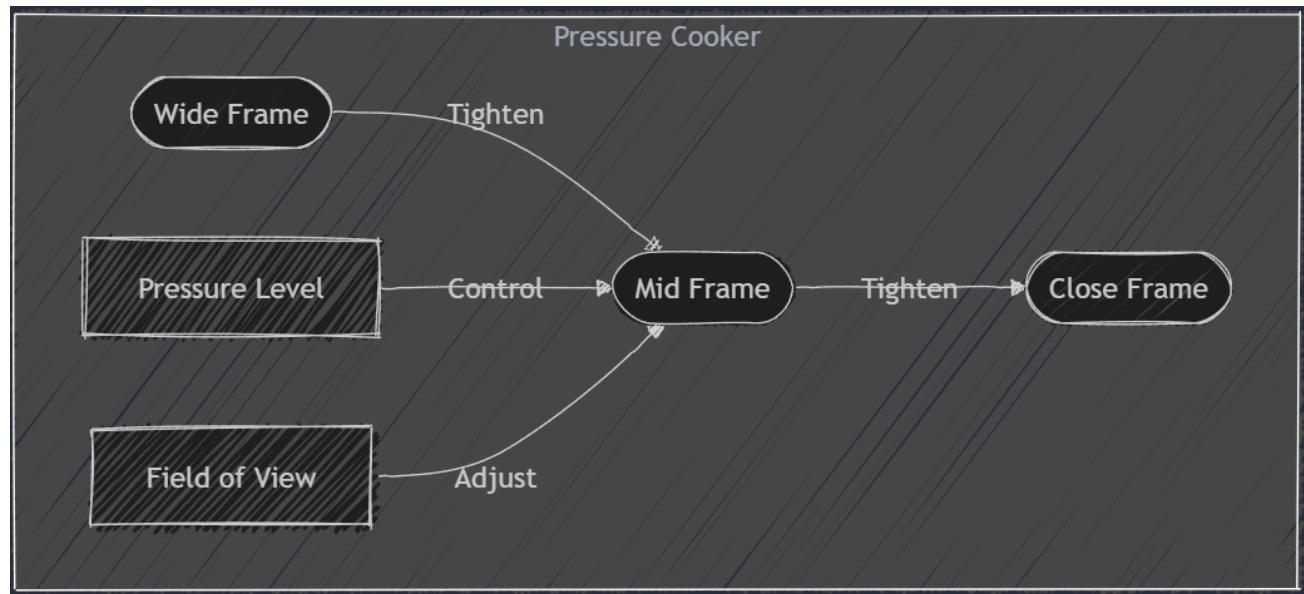
- Focus
- Significance
- Intimacy

Technical Needs:

- Focus system
- DOF controller
- Highlight manager
- Frame composer



16. Pressure Cooker



How it Works:

- Gradually tightening frame
- FOV compression
- Subtle push-in
- Frame constraint

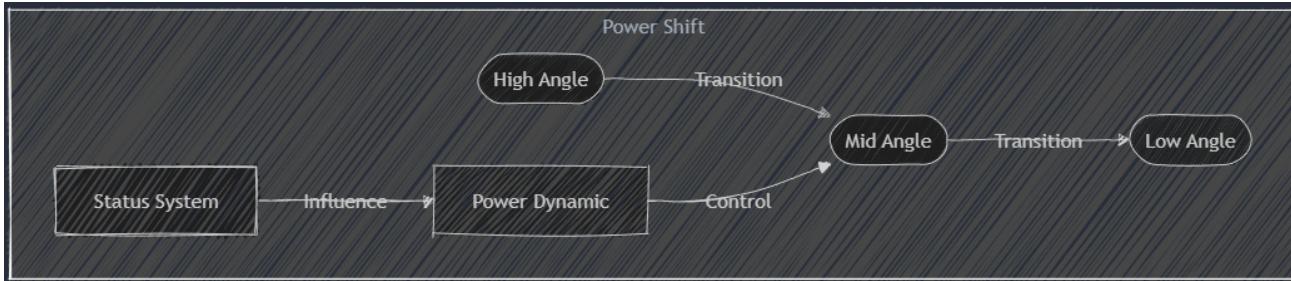
Emotions Evoked:

- Pressure
- Claustrophobia
- Tension

Technical Needs:

- FOV controller
- Movement system
- Frame manager
- Transition handler

17. Power Shift



How it Works:

- Dynamic angle changes
- Status-based positioning
- Smooth transitions
- Position adjustments

Emotions Evoked:

- Power dynamics
- Status change
- Reversal

Technical Needs:

- Status tracker
- Position controller
- Transition manager
- Angle adjuster

18. Trust Frame

How it Works:

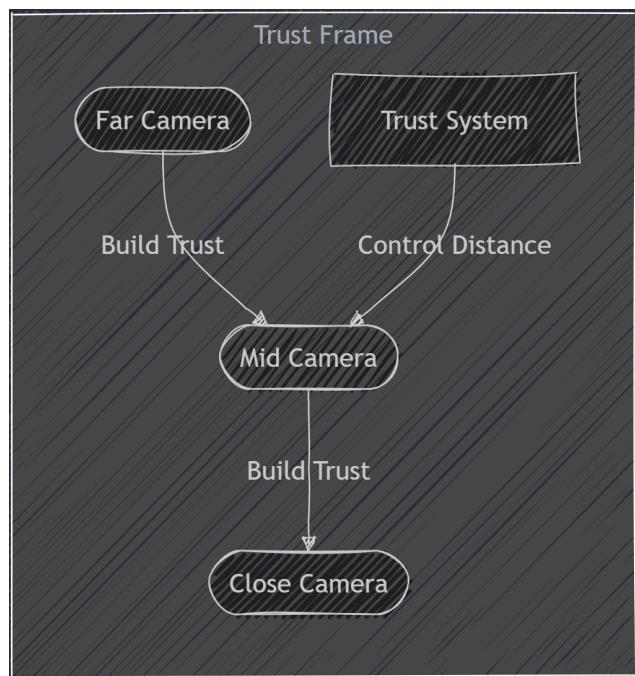
- Distance based on trust level
- Intimacy adjustments
- Framing rules
- Smooth transitions

Emotions Evoked:

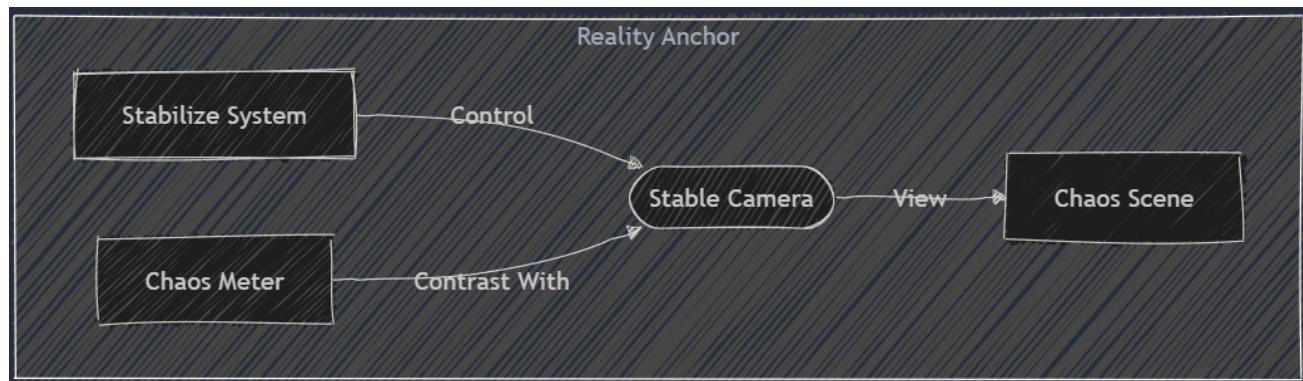
- Trust
- Intimacy
- Relationship

Technical Needs:

- Trust tracker
- Distance controller
- Frame manager
- Transition system



19. Reality Anchor



How it Works:

- Fixed position holding
- Subtle stabilization
- Chaos visualization
- Contrast creation

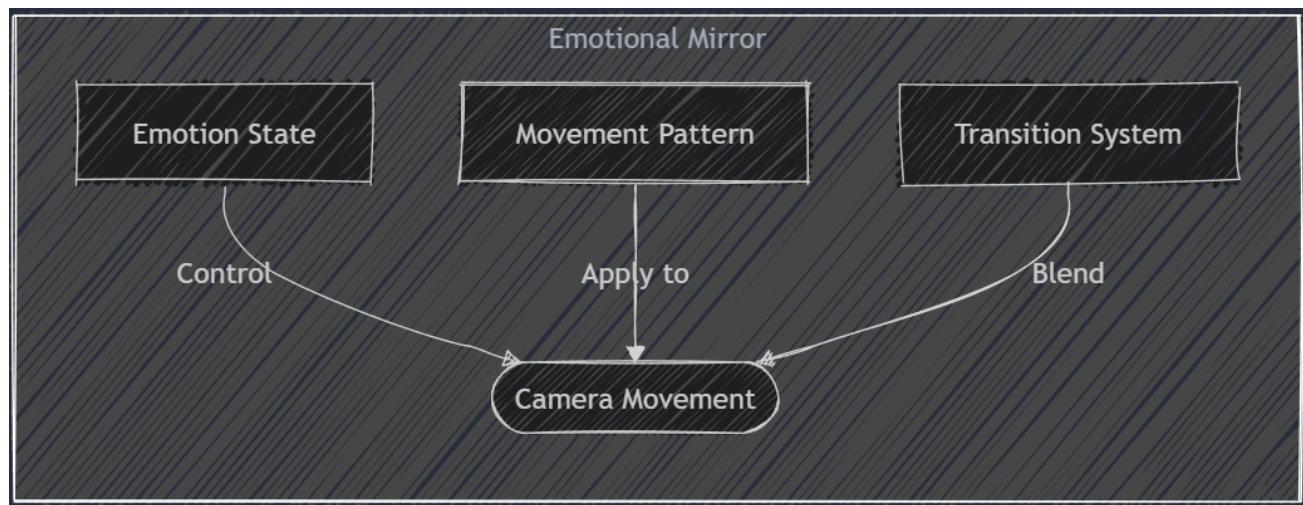
Emotions Evoked:

- Stability
- Contrast
- Grounding

Technical Needs:

- Stabilization system
- Chaos tracker
- Position holder
- Effect manager

20. Emotional Mirror



How it Works:

- Movement reflects emotion
- Pattern-based behavior
- Smooth transitions
- State-based changes

Emotions Evoked:

- Empathy
- Emotional alignment
- Understanding

Technical Needs:

- Emotion tracker
- Pattern system
- Movement controller
- Transition manager

