

Camera Angles

Refers to the horizontal or vertical means by which the camera approaches or reveals the subject.

Some of the variations are;

Horizontal

- Frontal – camera directly in front of subject
- $\frac{3}{4}$ angle – camera 45 degrees right or left of frontal
- Profile – camera 90 degrees from frontal
- Reverse – opposite to angle in previous shot

Vertical

- Aerial – taken from an aircraft
- Overhead – taken from directly above
- Normal – camera is on the same level as the subject and looking straight at it.
- H/A – high angle (at least 30 degrees above normal)
- L/A – low angle (at least 15 degrees below normal)

Camera placement or angle determines how the viewer perceives the subject and has a great impact upon the mood of a shot.

Camera angles also have the effect of adding a third dimension to a two-dimensional medium.

Point of View

Effects the degree of involvement between the viewer and the subject within the shot.

Over-the-Shoulder – The camera is situated behind a person, viewing the scene or subject from over the shoulder. Draws the viewer into the shot and gives the impression of being with the subject.

Subjective – the camera assumes the eyes of the subject. The resultant camera actions provide cues to the viewer as to the physical or psychological state of the subject.

A point of view is not a camera angle but is dependent upon the camera angle.