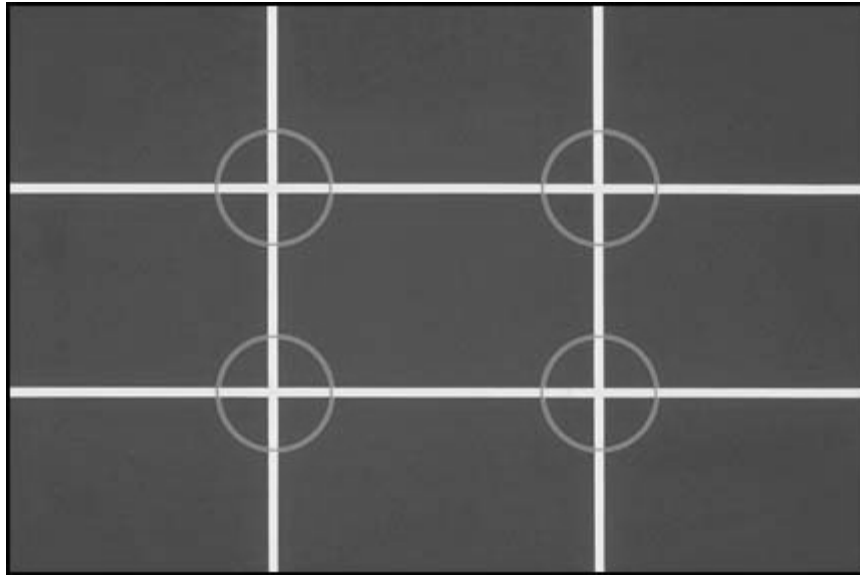


USING THE CAMCORDER

RULE OF THIRDS

The best picture composition follows the “Rule of Thirds”: important elements--heads of people, main objects, or the horizons of landscapes--look best when 1/3 of the way in from the top or bottom or sides.

Imagine the camera lens is divided into 9 equal squares--like a “Tic-Tac-Toe” game grid. Arrange the most important elements of the picture **on the intersections** of the grid lines, NOT directly in the center. Placing the subjects this way is more dynamic than centering them between lines.



In the case of people, eyes are the most important feature, so they should be a third of the way down from the top of the screen, and a third of the way in from the sides; this usually places the mouth at the center of the frame. In addition, for most shots of people, provide *Head Room*, so their head doesn't touch the top of the frame.

CAMERA SHOTS

- **LS Long shot** – shows the big picture from side to side and front to back--the location, the characters, and the relationship between characters and location; a person's entire body will nearly fill the screen
- **ELS Extreme long shot** – very distant view of subjects, relative to other shots
- **ES Establishing shot** is first minute of video, shows setting and sets mood
- **MS Medium shot** – closer to scene; advances action and information to understand why of location and action; shows a person from the waist up (notice on the handout that a medium shot of two people shows more body than a single person, due to the "aspect ratio" of the camera (see above))
- **MCU Medium close-up** – shows a person from the chest up
- **CU Close-up** – on a single object; person's head and down to just below shoulder; reveals details of emotion and personality, tension and excitement on person's face
- **ECU Extreme close-up** – relative to other shots, as small part of person's body; it is OK to cut off the top of a person's head, but never cut off their chin--remember the rule of thirds about a person's eyes!

CAMERA ANGLES

- **Eye-level shot** – shows the subject as equal, normal; this is the usual--and best--camera angle, unless you are creating a certain mood with other angles
- **Subjective angle** – person on camera looks directly at the camera; the viewer is included as part of the action
- **Objective angle** – person looks at other persons or objects in the shot; the viewer is not involved in the action, but an onlooker to the action
- **High-angle shot** – shooting the subject from above normal eye-level makes the subject look small, weak, afraid, or dependent; also used to give a "bird's-eye-view" of a street scene, above a crowd, then sweeps down to eye level.
- **Low-angle shot** – shooting the subject from below normal eye-level makes the subject appear tall, powerful, commanding, strong, or scary

CAMERA MOVEMENTS

- **Pan** - horizontal movement of the camera side-to-side, like shaking your head No; can be used to follow someone walking or for panorama shots; script ques are "pan left" or "pan right"
- **Tilt** - vertical movement of the camera up and down, like nodding your head Yes; can follow someone standing up from a seated position or to show how tall/high something is; script ques are "tilt up" or "tilt down"; tilt up causes objects to look larger & thicker, tilt down causes objects to look smaller & thinner.

NOTES