1. Framing Techniques

Below is a directory of the different types of framing techniques you may want to use in your film to do things like establishing character and setting, or expressing emotion, for example.

EXTREME LONG SHOT (ELS): emphasises location or isolation; can be used as an ESTABLISHING SHOT at head of scene to establish location
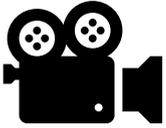
LONG SHOT (LS): highlights background or onlookers while keeping subject in plain sight

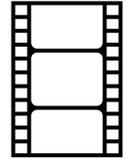**FULL SHOT (FS):** highlights costume or shows multiple characters at once

MEDIUM SHOT (MS): good for dialogue scenes

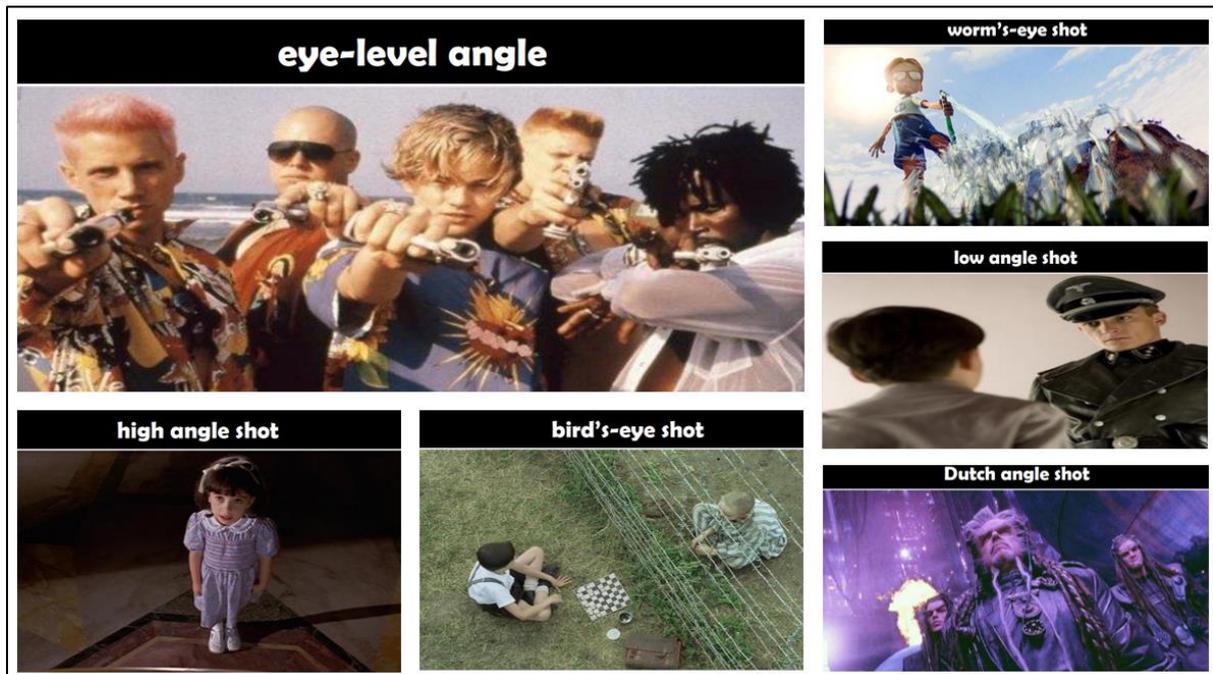**CLOSE-UP (CU):** reveals emotions and reactions; intensity

EXTREME CLOSE-UP (ECU): emphasis on smaller details; pulls attention to importance; intensity

2. **Camera Angles**

Below is a directory of the different types of camera angles you may want to use in your film to make your character seem more intimidating or powerful, for example.

EYE LEVEL ANGLE: mimics how we see people in real life

LOW ANGLE SHOT: makes subject appear larger and more dominant

HIGH ANGLE SHOT: makes subject appear smaller and weaker

WORM'S-EYE SHOT: highlights what is happening on the ground

BIRD'S-EYE SHOT: creates a sense of scale and movement, or acts as God's eye looking down from Heaven

DUTCH ANGLE SHOT: creates disorientation (like someone's ill – or drunk!)