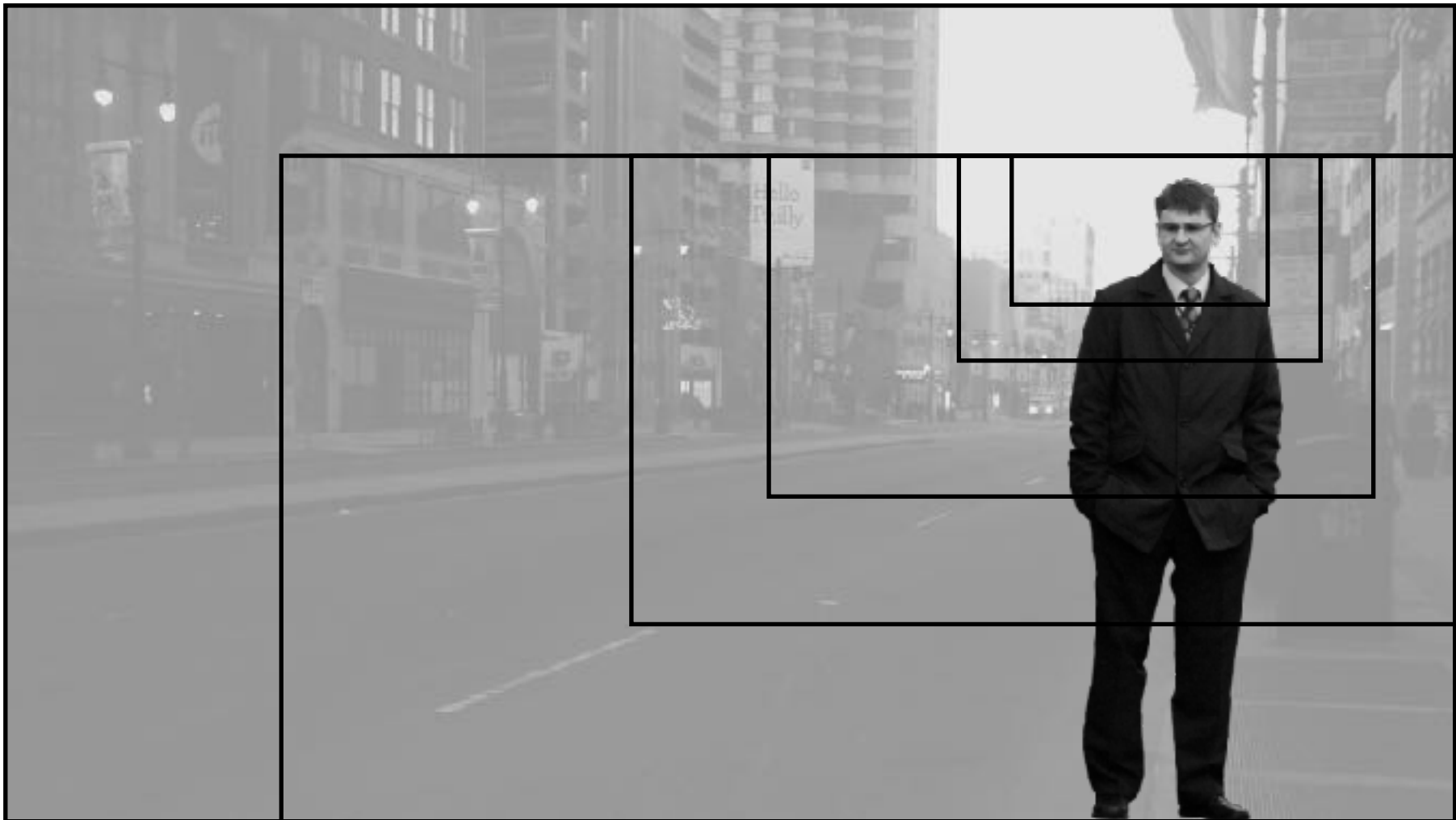


FRAMING THE SHOT

Label each framing with its abbreviation & Consider when you might use each framing:

- Midshot/Medium Shot (MS)
- Close Up (CU)
- Establishing Shot (ES)
- Medium Wide Shot (MWS)
- Wide/Full/Long Shot (WS/FS/LS)
- Medium Close Up (MCU)
- Now...add and label an Extreme Close Up (ECU)



SHOT ANGLES

WHY and WHEN might you use each of these shots?



OVER THE SHOULDER SHOT (OSS)

- Effect:



POV of...

- Effect:



DUTCH ANGLE

- Effect:



INSERT

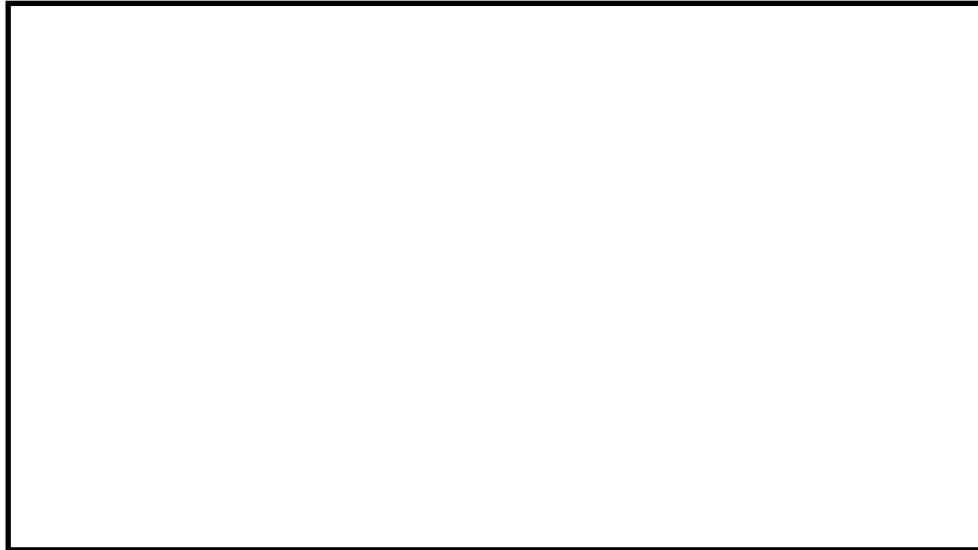
- Effect:



What is the effect of using low, eye-level, and high angles?

- Low Angle:
- Eye-Level:
- High Angle:

RULE OF 3RDS & 180-DEGREE RULE



Instructions:

On the frame to the left (1) draw the Rule of 3rds grid lines, and then (2) indicate where our points of focus should fall.

(3) Draw a face keeping the Rule of 3rds in mind.

(4) Why not put the subject smack-dab in the middle? And what's so special about these 4 vertices?

(5) If the face falls on the left-hand side of the frame, it's on the *hero side*. Why might we call it that?

(6) What if we put the person on the right-hand side? What might the effect be then?

Instructions: On your photo shoot you will be using 2 cameras to film two actors. You're careful to follow the 180-Degree Rule when positioning the cameras and actors. Below show one set-up that would follow this rule:

