

Field of View

What About Size?

The apparent size of one object in relation to its surroundings, and to the screen itself, can affect viewer attention and emotions. For this reason, camera shots are also named according to the **field of view** or how much the camera sees of the subject(s).

The common shots are as follows:

— **extreme close-up (ECU or XCU):** in this shot the subject's face fills the screen. Such shots tend to make the viewer feel uncomfortable because they are not used to seeing people this close. This shot tends to make the subject appear dominant or even aggressive, but can be romantic if there is a soft light.



— **close-up (CU):** this is a slightly wider shot in which the head and the top of the shoulders are visible. This shot clearly shows the eyes and the facial expression of the subject. It is often used for a reaction shot, one which shows how a person is feeling about something that just happened.



— **medium close-up (MCU):** a MCU takes in the subject from the middle of the chest up. This is a good shot to use when you want viewers to think the speaker is talking directly to them.



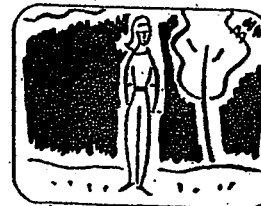
— **medium shot (MS):** this shot includes the subject's body from approximately the waist up. Because this is similar to our field of view when we talk to someone during a normal conversation, this is the most comfortable shot for the viewer. That's why news reporters are often shot using an MS.



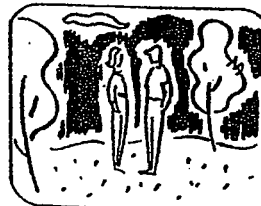
— **medium long shot (MLS) or medium wide shot (MWS):** this shot shows the performer from approximately the knees up. This is useful for showing an actor's larger gestures and movements, and for group shots.



— **long shot (LS) or wide shot (WS):** a long shot takes in the performer's whole body, from head to toe. It is most useful for action scenes and group shots.



— **extreme long shot (ELS or XLS):** this shot is used to show a whole crowd of people or an overall view of the setting. Because it can take in such a large area, its main use is as an establishing shot, a shot which gives the audience a view of the entire setting. Establishing shots are useful because they show the viewer time and place, whether it is night or day, winter or summer.



Camera Angles

Camera angle affects both what the audience sees and how they react to it. Together with the field of view, it is very important in setting the mood in a shot.

A **low camera angle** is created by placing the camera below normal eye level. Because the camera is looking up at the subject, a low camera angle gives the viewer a feeling of inferiority or even fear.

For a **high camera angle**, the camera is placed well above normal eye level. Viewers feel as if they are looking down on the subject, and are in control.

Framing Heights

