

Camera angles assignment:

For this assignment, you will be handing in storyboard and a short film that gives examples of the following camera 6 angles:

Eye level shot: Just as it sounds, this is a very comfortable viewing angle. It is so comfortable, you will probably not notice it, and instead focus on the content being shot.

High-level shot: This shot is from above, where the camera is angled down. It can represent two things; either an omnipotent viewpoint, used as an establishing shot, or, closer up, to diminish a character, making them seem weak or susceptible.

Low-level shot: This shot is most often used to create a sense of power, and is most often of a person. It can be used creatively to show a scene from an unusual perspective.

Worms-eye view: This is used to exaggerate perspective. It can be used as an establishing shot, usually in conjunction with an extreme, or very wide shot, but also to show an exaggerated sense of power and dominance.

Birds-eye view: This shot is used to show a scene, and to give the viewer an idea of where the action is taking place. It is usually from directly above, or an angle between 45 and 90 degrees from the horizon.

Point of View (P.O.V.): This shot is where the camera is attached to a person or object, therefore showing the viewer what the character or object is seeing. This can be used in conjunction with any of the above angles

I am not looking for a long take of each angle, just long enough to describe it. Be creative in your subject choice, and consider lighting.

You should have titles introducing each angle, and *may* wish to narrate the shots as to what each does. If you do not choose to narrate, you should use subtitles or make it clear what angle is being used.

Background music should be considered to avoid white noise.

This will be handed into the correct teacher dropbox as a .mov file. This .mov file will be named "MyNameCameraAngle.mov"

Overall, this will be a 30-120 second short.

I would highly recommend using a tripod for this project.

	1	2	3	4
Storyboard (complete and scanned properly) Weight: 1.0	Does not meet expectations	Approaching expectations	Meeting expectations	Exceeds expectations
Angles (shows understanding of concept) Weight: 2.0	Does not meet expectations	Approaching expectations	Meeting expectations	Exceeds expectations
Creativity Weight: 1.0	Does not meet expectations	Approaching expectations	Meeting expectations	Exceeds expectations
Submitted correctly (correct format and location) Weight: 1.0	Does not meet expectations	Approaching expectations	Meeting expectations	Exceeds expectations