



YOUNG FILMMAKER COMPETITION

Guide 1: Shot Size and Basic Framing



Basic Framing and Shot Size

In this guide, we will focus on five basic shots, these are: **EXTREME WIDE SHOT**, **WIDE SHOT**, **MID SHOT**, **CLOSE UP SHOT** and **EXTREME CLOSE UP SHOT**.

We will look at how you can practically achieve the shot and some of the reasons why you would use it in your film.

Extreme Wide Shot



- Generally, the shot that shows the most of a location or setting and covers a large area of a place.
- Often used to show a location.



Wide Shot

- Helps to establish a location (in school, at a wedding, in an office, at a birthday party).
- Can be used to isolate or distance the character from the other characters in the scene and from the audience.

Mid Shot



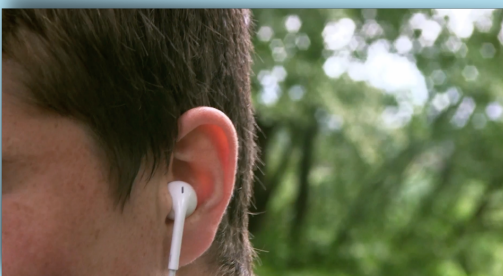
- When you see interviews on TV they are generally shot in a mid shot. So for scenes where characters are talking at a table, this is one of the shots you would use.
- Think of this as a good middle ground for filming a scene.
- If our character was wearing a badge, or holding something in their hand, this would be much clearer in these shots, than they would be in wide shots.
- Film actors from the waist up.

Close Up Shot



- Highlights emotions clearly to your audience.
- Important shot for reactions of characters.
- Should show the head and shoulders of the actor - or less, but nothing more.

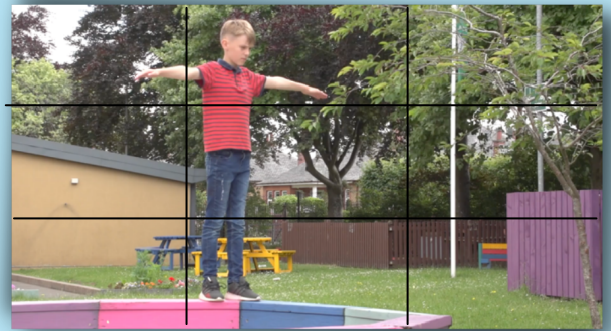
Extreme Close Up



- Provides audience with more information about the scene.
- Highlights things of significance for audience.
- Specifically focuses on one thing.

Framing

- Divide your image into 9 equal boxes.
- Don't worry about it being exact.
- Attempt to place objects on the lines and in the lines.
- For close up shots (see image A). Aim to place your actor's eyes on the top horizontal line. This may cut off some of their head but this is fine and preferable - composition wise - to their jaws dropping out of the frame.



Camera Height



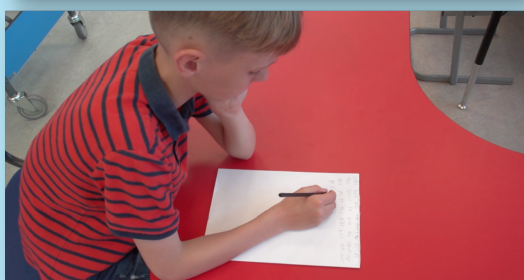
Eye Level

- Camera height should be at eye level, level with your actor, or object that you are filming.
- When the camera is beneath or above the actor, it can suggest a certain feeling that you may not want.



Low Angle

- Creates a feeling of power.
- Makes characters seem taller.



High Angle

- Creates a feeling of weakness.
- Makes characters seem smaller.