Camera Shots and Angles

Extreme Long Shot (ELS)
**Effect:** This is used to set a scene or establish a setting. It is good for framing and to show large groups of characters in a situation.

Long Shot (LS)
**Effect:** The audience can see the whole body of the person as well as some surroundings. This is used to give room for characters to move. It can also show the isolation of a character.

Medium Shot (MS)
**Effect:** Characters are seen from the waist up. This is good for showing people interacting and conversing. The audience is more emotionally involved.

Close Up Shot (CU)
**Effect:** Only a small part of a character can be seen, such as their head or hands. This engages the audience emotionally and is used to give emphasis to the character, not the background.
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Extreme Close Up Shot (ECU)
**Effect:** A very small part of a person is focused on, such as an eye. This is good for showing emotion or the importance of something.

Bird’s Eye Angle
**Effect:** It is often used as an establishing shot, combined with an extreme long shot to set the scene.

High Angle
**Effect:** The audience looks down on a person to make the character appear small or vulnerable.
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Neutral Angle
Effect: This is the most commonly used angle. It allows the audience to feel comfortable with the characters.

Low Angle
Effect: The audience looks up at a character. This is used to make a character look powerful and to make an audience feel small and vulnerable.