

Framing Shot Tip Sheet

The camera is the most effective tool that directors have to create movies. The director chooses each and every shot, its size and its angle. Using different angles and tilts in each shot can change the mood and intensity of a scene.

Changing your Framing

Use a combination of shots and perspectives to add variety to your movie.

- When you want to see everything that's happening in a scene, you can place the camera farther away.
- When you want to concentrate on a character's reactions, put the camera right up close.
- You don't always have to show a whole scene happening.
- Sometimes it's very effective to show the point of view of one of the characters.

Different types of shots



The **wide shot** is used to establish each scene in a movie. For example, this wide shot tells us we are in a town square. The audience instantly knows where the movie is located from this shot.



The **mid shot** takes the audience closer. Move closer again, and pick out characters and objects using either the close-up or the big close-up. These are the shots used to show close-up action and conversation.



The **close-up** is a shot often taken at relatively close range. The benefit of the close up is that it gives us a detailed and intimate look we might normally miss. A close up can focus on a Minifigure's expression or dramatic movement.

Using Tracks

The camera does not have to remain still while shooting. It can move around. The most popular camera movement is "tracking". This is when the camera moves forwards, backwards or side to side. All you have to do is mount the camera on the track and push it slowly in any chosen direction as you take shots.

Continued next page...

Framing Shot Tip Sheet – Cont.

Using Tracks – Cont.



You can vary your tracking speed according to the mood of the scene. If you want your hero to enter the cave of a dangerous dragon you can try to build up the tension and mystery by tracking slowly into the cave.

Pans and Tilts

A pan is when the camera lens moves across from left to right or vice versa. For example, two minifigures face each other across a table and the camera pans between them as they speak. You can achieve pans by turning the mounted tablet or phone on its turntable.



A tilt moves the tablet or phone up or down. "Tilt" your camera by turning the wheel at the side of your camera stand, as shown in the photo.

Camera movements are used to build up the drama or the funny moments in a movie.

