

## 1.6 A Story in Five Shots

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**Our goal is to understand how the camera helps media creators tell stories. You will do this by telling stories through a series of pictures you will take with a group. Remember that today's work applies to film, television, and video games.**

### The Basics

- Today, you will create a very short scene from a particular genre (horror, action, thriller, romantic comedy, or fantasy).
- You will create the scene by taking five pictures that communicate the basics of the scene. **Each shot must correspond to a specific camera angle we are learning today.**
- You will share all of your work in the Collaborative space. Each group will have their own page that they will write together .
- Remember that not every shot is suited to every genre. Once you have chosen your genre, you need to choose shots that are consistent with it.
- If you need props, I have a few weapons. It is best not to ask why.

### The Ground Rules

- Because I am sending you out of the classroom, I need to know that you will be on your best behaviour.
- I also need you to be very efficient with your time. Thus, I won't let your group out of class until you can tell me what your five shots will be.
- Whoever takes the pictures should email the pictures to their school email and add them to their collaborative space.
- Do not upload any pictures you take for today's task to a social media site, or share them outside of this class

### Camera Angles

**Wide/establishing shot:** the camera is far away from the scene, giving the audience an understanding of the setting (often seen in the first shot of a film; how many films open with a shot of the "big city"?)

**Low angle shot:** the camera is low, and is pointing up at the subject

**High angle shot:** the camera is high, and is pointing down at the subject

**Close-up:** the camera frames the subject's face

**Extreme close-up:** the camera focuses on one part of the face, usually the eyes

**Two shot:** the camera focuses on two people standing/sitting close together. The shot usually frames the mid-section to the face

**Mid shot:** like the two shot, but only one person is in the shot

**Over the Shoulder:** the camera seems to "sit" on the shoulder of one character as it points to another character. This shot is often used in conversation.

**POV:** Point of View shots are used to show things from the character's perspective. For example, if a character is holding an object, the camera might show the object as if the camera is actually the character's eyes.