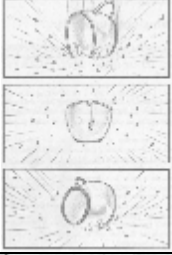

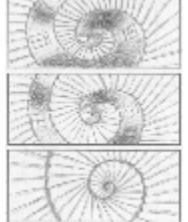





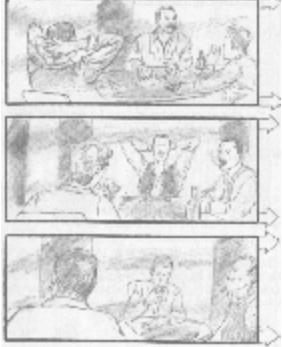

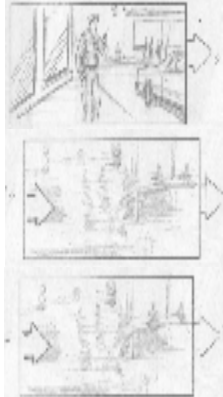
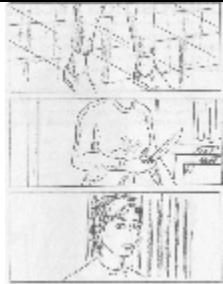
# Advanced Camera Moves

## Assignment



**Instructions:** Recreate each of the following camera moves. For each shot, include a subject for the shot (ie: place a character in the shot as the focal point). Once you've shot your footage, edit your shots in sequence and label each. Export the finished version for marking purposes.

Camera Move	Description	Image
<b>Multi-Take</b>	A Multi-take refers to a single action that is repeated several times, from different angles, and distances. The audience sees the same action occur, usually about two to three times.	
<b>Freeze Frame</b>	A freeze frame is a single frame of film played continuously to create the effect of a frozen image. The most frequent use of this technique is to end films on an enigmatic or emotional note.	
<b>Vertigo</b>	Also called Dolly Zoom, Vertigo exaggerates perspective, but keeps objects in the center of the frame at the same apparent size. This is achieved by moving the camera forward while zooming out at the same time, or by moving the camera back and zooming in. This technique is used to create the effects of dizziness, confusion, ecstasy, boredom, or surprise.	
<b>Discovery</b>	A discovery includes any shot that begins away from the action and then a camera movement that reveals a scene. A common discovery shot starts out looking at nothing in particular; then gradual movement reveals the action.	
<b>Slow Motion</b>	Changing the camera's filming speed can create surrealistic effects. Slow motion extends the length of shot, adding intensity to a scene.	
<b>Fast Motion</b>	The focal length of the camera lens is gradually changed. With a zoom, the frame may transition from a wide shot to a close-up without ever moving the camera.	

<b>POV</b>	POV stands for “point of view,” meaning that the audience sees exactly what a character in a film sees. POV can be used to increase the audience’s emotional attachment to the characters onscreen.	
<b>Spin Around</b>	Spin around involves circling the camera around the scene in progress, creating a dizzying kinetic effect. It adds positive motion and energy to a scene. The camera doesn’t have to move fast for this to work!	
<b>Whip Zoom Look</b>	Whip zoom look is created by zooming quickly toward an object. Because zooming is an unnatural technique, whip zooms force our attention to a specific object or character in a scene.	
<b>Whip Pan</b>	With a Whip Pan, the camera is moved quickly from one angle to another, causing the image to blur from the motion. If the camera zooms in, the effect of the whip pan will increase.	
<b>Camera Height</b>	The height of the camera has a considerable effect on the meaning of a shot. If you only show a person’s feet, there is a mystery – who are they?	
<b>Ceiling Twist</b>	The height of the camera has a considerable effect on the meaning of a shot. If you only show a person’s feet, there is a mystery – who are they?	