










# Character Interaction

## Assignment



**Instructions:** Recreate each of the following camera shots for the script provided. All shots must be included in your final edit of your character interaction. Export the finished version for marking purposes.

Camera Move	Description	Image
<b>Master/Cover shot</b>	Shot that covers the whole scene completely. Framed to include all speaking characters and action. Usually a long shot.	
<b>Two Shot</b>	Two people or characters in one shot. Typically showing both characters from a profile (side) view. Characters may be seated or standing.	
<b>OTS Medium</b>	<b>Over The Shoulder</b> shot with medium framing is looking over the shoulder of a character to view another character. Audience gets both the viewpoint of one character as well as orients them to character interaction.	
<b>OTS Medium - Closeup</b>	Same as above except that the framing of the characters is tighter.	
<b>OTS Closeup</b>	Same as above two shots but now even tighter on the individuals.	

<b>Eye-line Match Cut</b>	<p>This is actually two shots. The first has the character looking in a direction off screen, the second shot shows what the character was looking at in the direction of his/her eyes. Notice the orientation of the object in the second shot – it's where the character was viewing in the first.</p>	
<b>Cutaway</b>	<p>Shot inserted into a scene that interrupts the flow of action. May show action in another part of the location. Brief. Used to cover breaks or problems in the primary shot or introduce a new important detail.</p>	
<b>Close-up</b>	<p>A shot from the neck up of a person or character. Conveys emotion and feeling in a scene.</p>	
<b>Reaction Shot</b>	<p>Shot of characters reacting emotionally to something that just occurred. Typically without dialogue from the character reacting.</p>	
<b>Focus Blur</b>	<p>Focus can provide a means for filmmakers to orient the audience's attention to someone (or something) by using the focus setting. For this shot (may be combined with one of the above shots), have one of your character's in focus and the background or another character out of focus.</p>	