

# Camera Angles Handout

**\*\*\*Save this handout for reference when planning/shooting your videos\*\*\***

## Normal Angle

The normal angle positions the camera at approximately the subject's eye level, shooting the scene, as we would normally view the world. If the subject is seated, the camera must be pedestaled down to eye level. If the subject gets up, the camera should pedestal up to maintain a normal angle.



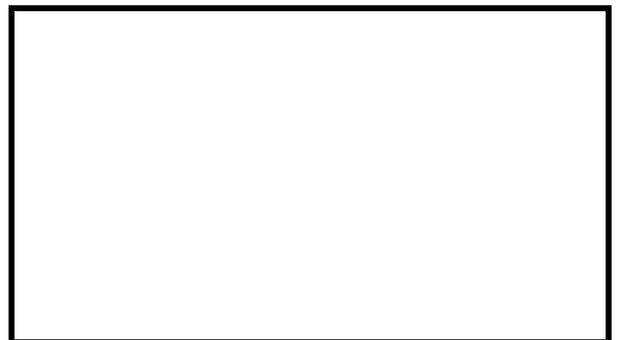
## High Angle



A high camera angle positions the camera above eye level, with the camera shooting down on the subject. A high camera angle is very useful when trying to show the audience an overview of the set or playing area. In addition, a high camera angle tends to make the subject appear to be smaller in size and stature. Looking down from a high camera angle invests the subject with a feeling of loneliness.

## Low Angle

A low angle positions the camera below eye level so that the camera shoots up toward the subject. Shooting up from a low angle tends to increase the audience's perception of the subject's size and suggests a feeling of power, dominance, and dynamism. Political candidates prefer to have their commercials shot from a slightly lower camera angle to give the audience the impression that they are physically taller and psychologically powerful and dominant.



### **Canted Angle**

Tilting the camera on its horizontal plane produces a canted angle. The picture that is produced is dynamic, exciting and unstable. This shot should be used sparingly.



### **Subjective Angle**

A subjective angle puts the camera in the place of a character's point of view. When used effectively in a dramatic production, the angle can have a great impact on the viewer. A camera inside the driver's cockpit, showing the audience what the driver actually sees as the car races around the track.

