

CINEMATOGRAPHY Year 9 Half Term 3

Cinematography comprises all technical aspects of creating an image on screen including lighting, framing, composition, camera movement, camera angles, film stock, lens choices, depth of field, zoom, focus, colour, exposure, and more.

In GCSE Film, we study 4 main areas: **shot size**, **camera angle**, **camera movement**, and **light & colour**.

Core aspects of cinematography

Shot size	This refers to how close, or far away, we're situated from what we're being asked to look at. The is important the proximity of the camera to subject is chosen in part because it can manipulate the audience into understanding or feeling something specific. From furthest away on the left, to the closest shot on the right, some key shot sizes based on distance include:							
	Extreme Long Shot XLS	Long Shot LS	Medium Long Shot MLS	Medium Shot MS	Medium Close Up MCU	Close Up CU	Big Close Up BCU	Extreme Close Up XCU
Camera angle	Much like distance, the angle on which we look at someone or something can have a dramatic effect on what we think and feel about a subject. This is in part because they will look different when seen from different perspectives and positions. This is also because we will be able to see different aspects a person or object from a different position.							
	Over the Shoulder OTS	Low Angle LA	High Angle HA	Canted CA	Bird's Eye BE	Worm's Eye WE	Eye Level EL	
Camera movement	Camera movement is concerned with the specific direction of travel of camera which is chosen for very specific reasons. The movements are just like shot sizes and camera angles in that they each represent or suggest ideas and feelings. Because of this, camera movement in film convey ideas and help to emphasise meaning and audience reaction beyond the narrative							
	Pan The camera horizontally swivels from a fixed position, from right to left, or left to right.	Tilt The camera vertically 'moves' from a fixed position, up to down, down to up.	Ped Short for 'pedestal', the camera physically moves up or down whilst looking forward.	Dolly The camera smoothly moves forwards or backwards.	Track The camera smoothly moves side to side whilst looking forward. Like a crab.	Zoom The camera stays still: the camera lens moves forward to, or backwards, from a subject.	Crane The camera moves in a variety of directions, but always smooth and stable	POV The movement replicates the feeling of being in the position of a character.
Light & colour	Lighting helps to create the mood and atmosphere of a scene for both those in the film and the audience as well as manipulating how a scene feels. A core tenet for lighting to consider is how basic pathetic fallacy works: bright is happy, dark is sad.							
	High Key is, generally, light that is bright and creates an evenly lit scene or shot.	Low Key features areas of the shot which are darker, have more prominent shadows or is generally greyer and darker.		Ambient is light that is already present in a scene, before any additional lighting is added. It usually refers to natural light, either outdoors or coming through windows etc. It can also mean artificial lights such as normal room lights.		Hard light Involves creating harsh shadows that draw attention to a specific actor or part of a scene.	Soft light little to no harsh shadows and therefore should appear to be bright and balanced.	