



### Scene Analysis

*When shooting a scene, director and camera operator decide who or what will be seen in the shot. They choose field size and camera angle accordingly to guide the viewer's attention to certain things on screen: a particular look on someone's face, a gesture or an important prop.*

*Have a close look at the stills. Identify their field sizes. Describe their effect. Check the glossary for more information.*




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- **Field sizes:** the size in which objects or characters are shown; this depends on how far the camera is away from the object. Field sizes range from extreme long shot to extreme close-up.

#### **extreme long shot**

shows a landscape or city from very far away, with the characters not or barely to be seen



#### **long shot**

shows a character and a great part of the scenery to establish the character in its surroundings



#### **medium long shot**

shows a full view of a character and its immediate surroundings



**All long shots** are used to give viewer an overview over the setting of the scene. They are often used as establishing shots at the beginning of a scene.

#### **American shot**

shows a character from underneath the waist up to the head. This shot is called American because it was often used in Western movies as it shows the facial expression as well as the handgun holster on a character's hip or any gestures the character might use. The scenery can also be seen. It is often used when two people are talking to each other.



#### **medium shot**

shows the character from the breast upwards, displaying facial expression and gestures closely. There's very little of the surroundings to be seen. Great for scenes where the viewer should concentrate on how the character looks or what he says.



#### **close-up**

shows a close view of the object, typically, a head from the neck upwards. It is used to draw attention to the face and the character's thoughts, reactions and emotions.



#### **extreme close-up**

field size presenting details of an object or a face very closely. The viewer automatically pays a lot of attention to them and assumes that they are very important for the plot.



**Camera Angles:** perspective of the camera, depending on where it is positioned in relation to the object

**low-angle:** shows objects and people from below. People, buildings or objects look huge or even threatening from this angle.



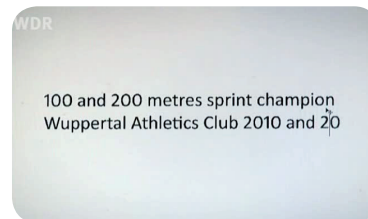
**eye-level:** frequent camera angle with the camera being positioned at about the same height as the object. This angle is the most neutral one. People or objects look natural doing what they do.



**high-angle:** shows objects and people from above. It is great to show what people are doing. People and objects look smaller or even helpless from this angle.

**bird's eye view:** extreme high angle with the camera being positioned right above the object on a crane or in a helicopter

**point of view shot (POV):** shows the scene from the perspective of a character. When Holly and Hannes look at the screen in one shot, the next POV shot might show what's on the screen, like this:



**over-the-shoulder shot:** the camera gets close to, but does not quite take up the point of view of a character, often used when two persons talk to each other

**reaction shot:** a shot showing a character's reaction to what she or he has just seen, often used when two persons talk to each other



**Units of film:**

**frame:** a single film image; a shot consists of several frames

**still:** single image taken from a motion picture as a photograph, also: screen shot

**shot:** the basic unit of a film; an uninterrupted sequence of action recorded and shown continuously

**scene:** a unit of film composed of a number of shots which belong together in terms of time, actors involved, setting, etc.

**sequence:** a series of scenes which belong together in the development of the plot