













**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 – i.e. your – 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 and at the table below. Did you notice that the definitions and effects got messed up? Use the empty gap to put them in the correct order.

Screen shot with a certain field size and camera angle	Definition and effect	Correction
	<p><b>Long shot</b> shows a character and a great part of the scenery to establish the character in its surroundings</p>	
	<p><b>American shot</b> shows a character from underneath the waist up to the head. Part of the scenery can also be seen. It is often used when two people are talking to each other.</p>	
	<p><b>Medium shot</b> shows the character from the breast upwards, displaying facial expression and gestures closely. There's very little of the surroundings to be seen.</p>	
	<p><b>Close-up</b> 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.</p>	
	<p><b>Over-the-shoulder shot</b> 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.</p>	



*solution*

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