

# Camera Technique and Shrek

Wollumbin High



A shot is taken from when the camera is turned on, to when it is turned off.

Shots can be defined by how the subject is filmed according to:

1. Distance.
2. Direction.
3. Level.

## Film Technique: Camera Distance

### Long Shot

Usually used in a scene's opening shot. A Long shot has lots of landscape and gives us important information about the setting, atmosphere or context in which the following events will take place.



# Long Shot



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## Film Technique: Camera Distance

## Full Shot

Has the whole height of any figure in the frame. Gives an overall view of characters.



## Film Technique: Camera Distance

## Medium Shot

Most commonly used for most interactions. The character is seen from waist up. Usually used for conversation between people.





## Film Technique: Camera Distance

### Close Up

Focus on whole subject or a characters head - no background information given. Gives details and draws attention on what is significant at that given moment. Can show emotion or reveal private information. This shot is also used to add tension and excitement.

**Close Up**





## Film Technique: Camera Distance

## Extreme Close Up

Is when we only see part of a person's face, or object. It is used to tell the audience that something is very important and to make us think more deeply about what is being shown.

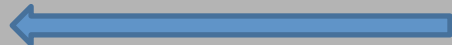




EXTREME CLOSE UP



CLOSE UP



MEDIUM SHOT



FULL SHOT



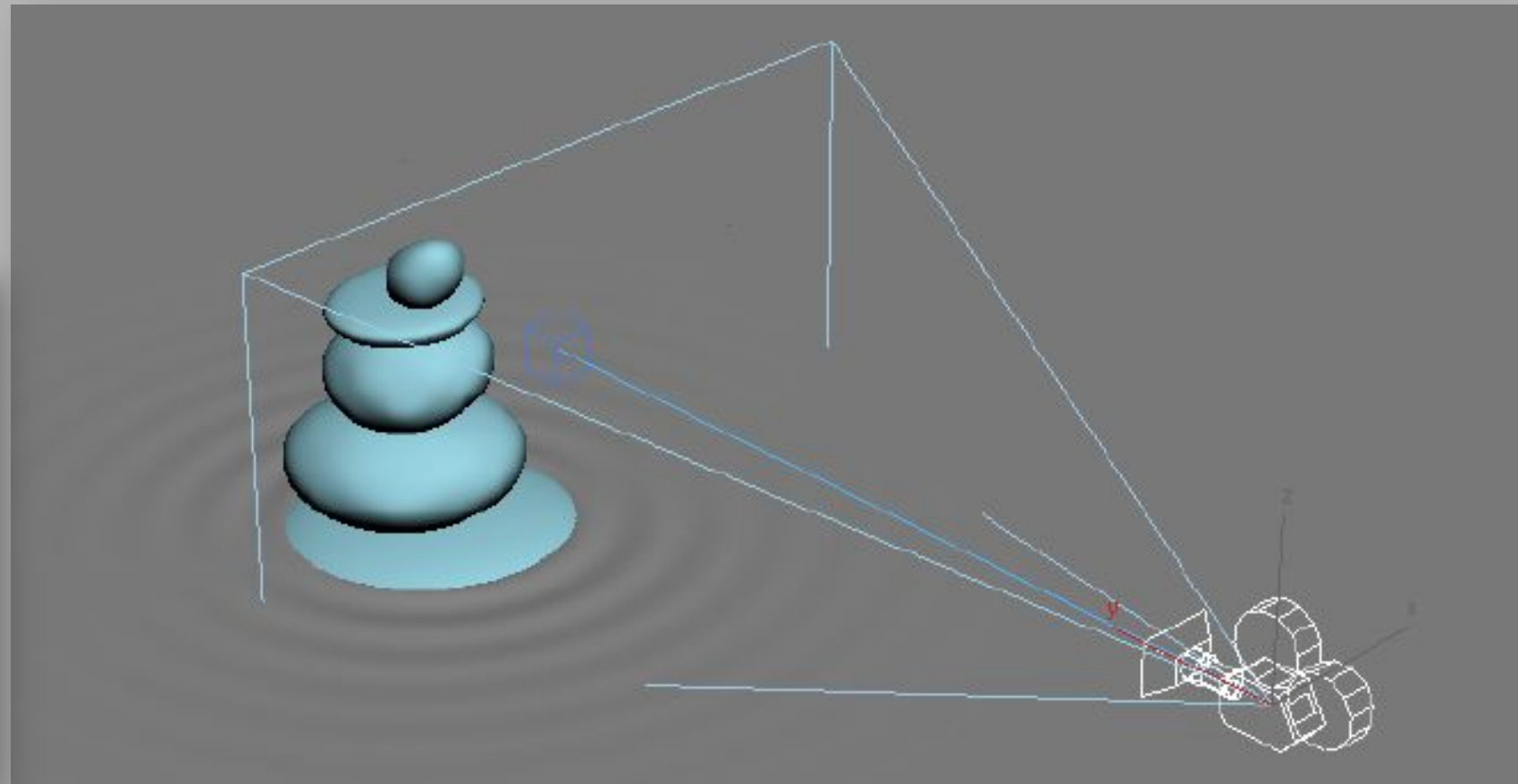
LONG SHOT



Shrek 1hr into film.

## Film Technique: Camera Angle

Refers to what direction the camera is pointed to. As well as providing an interesting way to view a scene, the angle of the camera is useful to show differences in height.





## Film Technique: Camera Angle

### Extreme Angle

By filming at an extreme angle a scene can be made more dramatic.



## Film Technique: Camera Angle

## High Angle

When we are made to look down the object or person we are looking at appears to be unimportant and weak.







## High Angle

Donkey is made to look exposed, unimportant, and small

## Film Technique: Camera Angle

## Low Angle

When the camera causes us to look upwards, the subject we are viewing is made to appear more important and dominates the scene.





## Low Angle

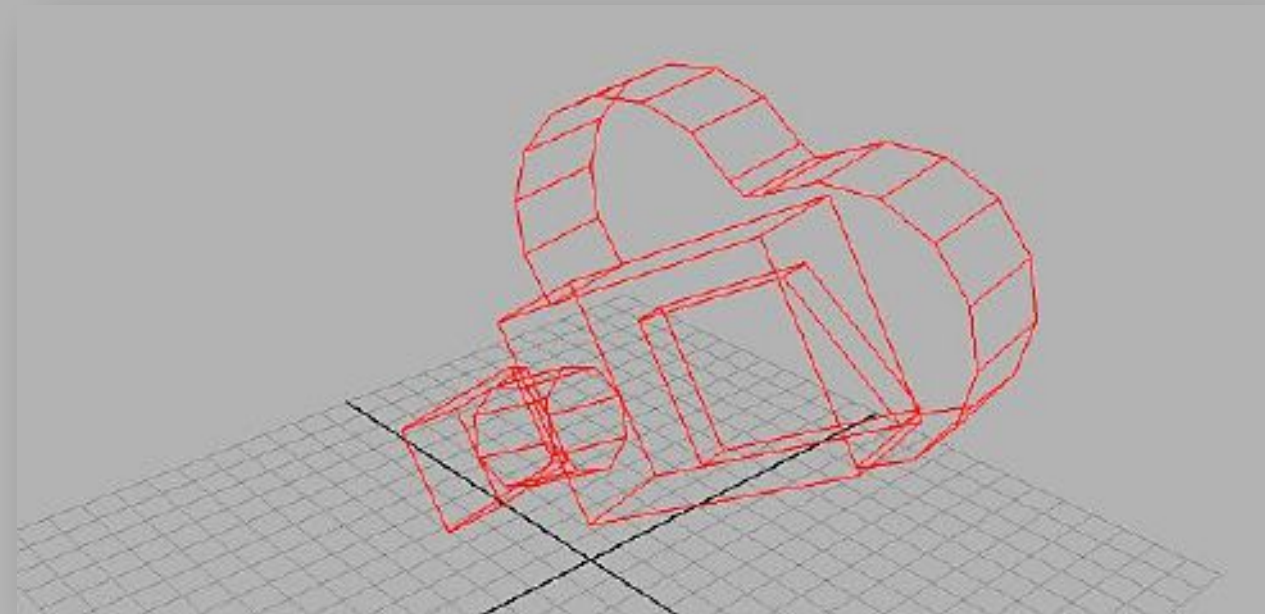
Fiona is made to look secure, important, and large.



## Film Technique

## Level of Framing

Level of framing is often used to have the viewer decide on which characters they should support or have sympathy for. The centre of the screen is where the viewer 'fits in' at that moment.



Here the viewer is meant to be sympathetic to the plight of both actors.



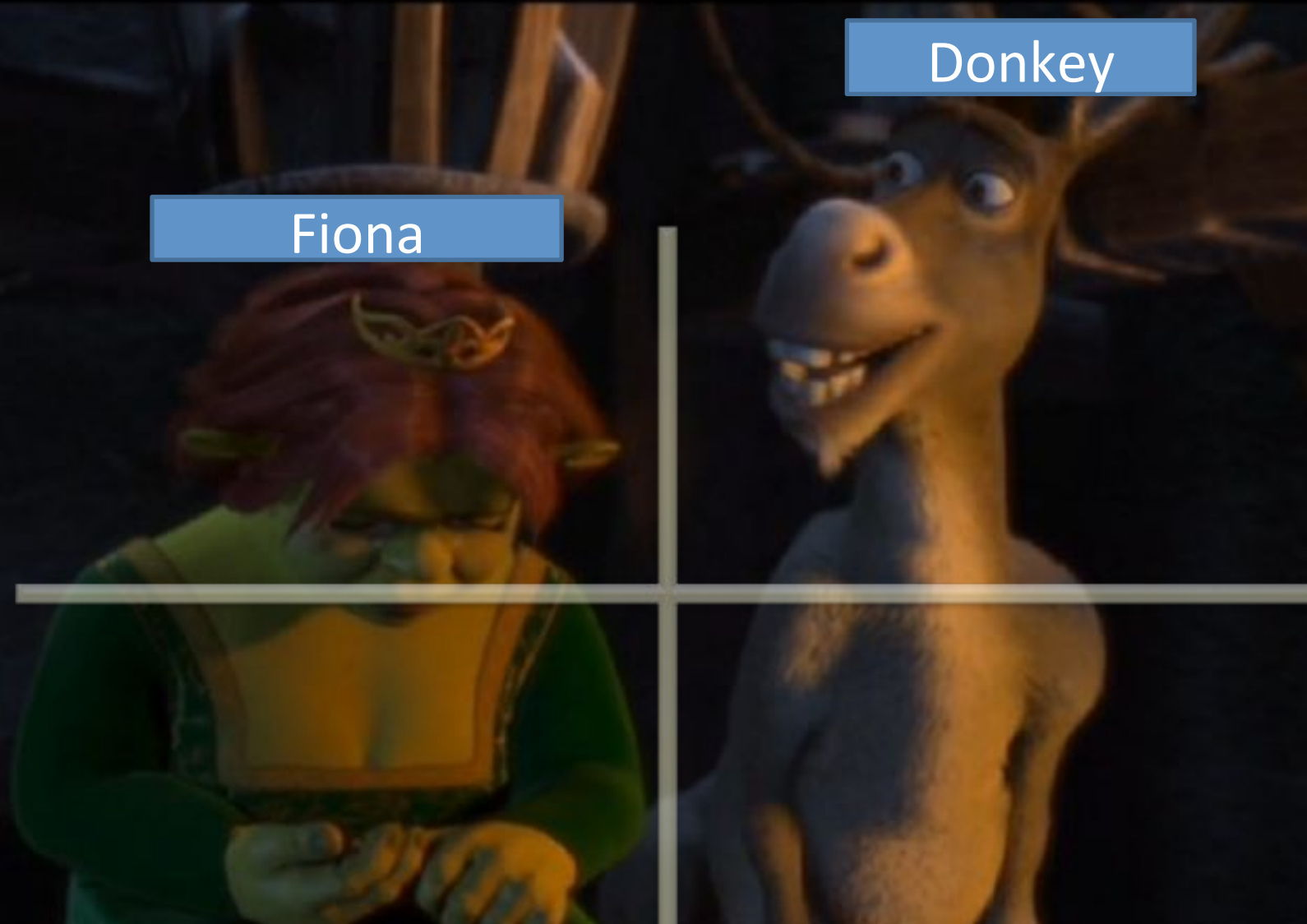
**LEVEL OF FRAMING**

The level of framing helps viewers decide which actors they should be concentrating on. In this frame we are compelled to care for both actors.





The position of actors within this cross indicates changing status.



The viewer is more ready to believe that the Donkey can advise Fiona, because of his increased height increases his status.

# Suggested Questions

1. What camera angle is first used in the Windmill Scene to show Donkey is afraid.
2. Describe how the makers of Shrek use camera angle to show Donkey's changing status.
3. If you were to film the Windmill Scene, how could you use camera angle, distance and level to suggest that Fiona is angry with Donkey?

**THE END**



- Camera shot sizes
- Camera angles
- Mis-en-scene
- Camera Movement
- Characterisation
- Setting
- Colour
- Dialogue
- Body language
- Costume
- Editing
- Music
- Sound

## Point of View (POV)

Is when a camera places you in the position of the person actually involved in the scene. The camera becomes the eye of one of the characters and sees things from his/her point of view. They are sometimes accompanied by voice over sound to create the illusion of involvement in the scene.