

Camera Shot and Composition Exercise

Based on the camera shots and composition lecture create a theatrical scene using characters and multiple props provided to you. You can duplicate the props and/or characters in the scene for more interesting or different compositions.

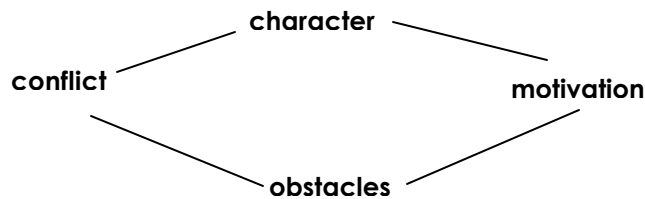
You should show me the following in class for credit:

1. One sentence on paper describing the simple 'story' behind your choice of shots.
2. 5 different camera shots with completely different compositions.
3. Label each camera using the type of shot to describe it (ex. wide, 2 shot, long)
4. You will be asked to lead me through each shot retelling your story.

1. Create a Story (sentence on paper)

Start by exploring and repositioning the figures and props in the scene. Quickly map out a story for the characters and write it down in one sentence. Use this one-line story to guide your shots and set up your cameras in the scene.

Story Structure: If it helps use the following structure for your story design (all stories are made up of the following cycle of events – characters are driven by motivations, blocking the way are obstacles, which cause conflict, which further defines the character)...



Example stories (story through action)...

Bob doesn't want to go outside today
Jean is unsure how the hat got onto the chair.
Jojo really needs to turn on the lamp but can't find it.
Somebody is at the door; who might it be?

2. Create 5 different cameras and 5 different compositions based on the camera setup. Position the objects into the scene considering the following compositional issues

Framing	Perspective
Power lines (rule of thirds)	Camera Angle
Line of action	Camera Height
Z-pattern	Camera position
Composition	Camera focal length
Positive and negative space	
Line	

3. Label each camera as follows (*this is sort of flexible*):

Shot Size:

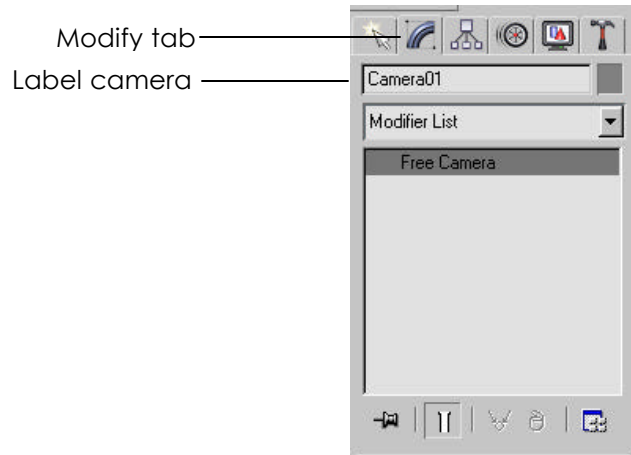
Long shot

Medium shot 1

2 shot

Cu shot 1

Over the shoulder shot



HINTS

Tap the C key on the keyboard to get an instant list of **named** camera views

Shift-c: hide cameras

Ctrl-c: match camera to view (select camera, select view such as perspective or front)

Types of Cameras

Free Camera: camera and target locked

Use on path (when creating motion on a path animation)

Add to FRONT or SIDE view (generally)

Click to add (it will automatically point away from you toward scene)

Target Camera: independent target from camera

Use when you want to aim the target at an object

Add in TOP view

Click in TOP view and drag toward scene

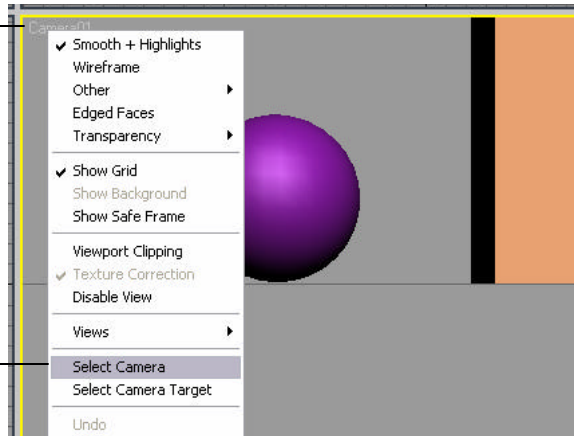
If Target Camera is selected and you want to select Target

Right-click on Camera; Select Target option appears in menu

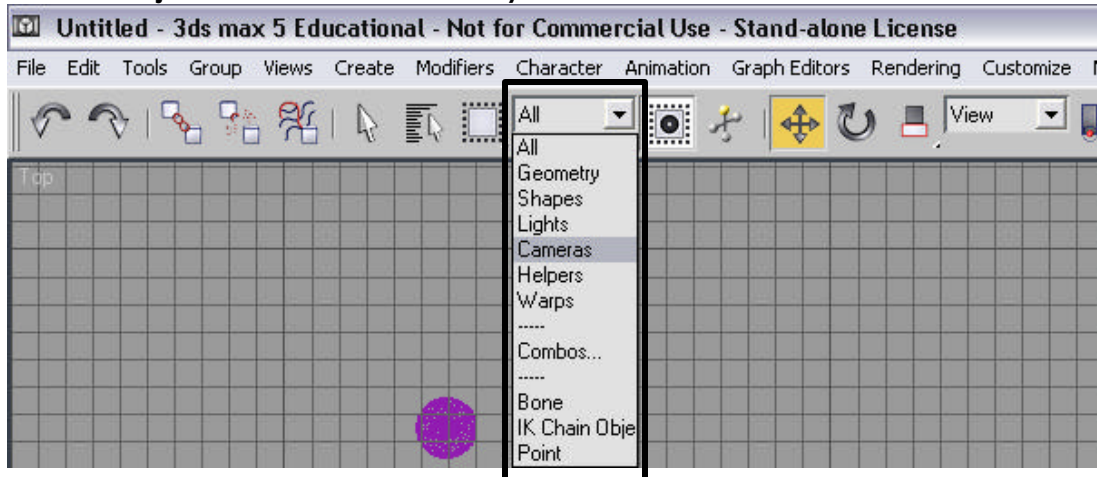
Find your Camera (or Camera Target if Target Camera) Object in scene when Camera View is selected

Right-click on view name (camera view) and select from menu 'select camera'

Right-click on view



Filter out objects so Cameras ONLY may be selected



Special Camera Views

When Camera view is selected your view choices (bottom right-hand corner) change...

