

AUDIOVIDEO

Exercise: Camera Moves

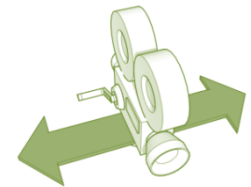
Outlined below are some of the standard types of camera movements in film and video. Many productions use combinations of these basic moves in compound shots.

1. Zoom In/Out

A zoom is technically not a camera move as it does not require the camera itself to move at all. Zooming means altering the focal length of the lens to give the illusion of moving closer to or further away from the action. The effect is not quite the same though. Zooming is effectively magnifying a part of the image, while moving the camera creates a difference in perspective — background objects appear to change in relation to foreground objects.

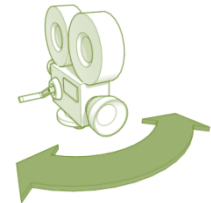
2. Truck Left/Right

Trucking is often defined as movement parallel to the action, or at least at a constant distance (e.g. the camera which travels alongside the race track in track & field events). Other terms for the trucking shot include tracking shot and crabbing shot.



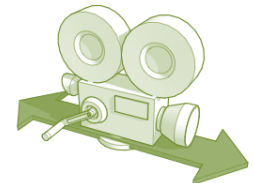
3. Pan Left/Right

A pan is a horizontal camera movement in which the camera moves left and right about a central axis. This is a swiveling movement, i.e. mounted in a fixed location on a tripod or shoulder, rather than a dolly-like movement in which the entire mounting system moves.



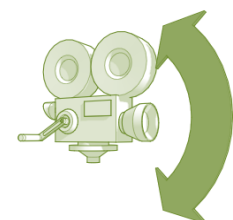
4. Dolly In/Out

A dolly is a cart which travels along tracks. The camera is mounted on the dolly and records the shot as it moves. Dolly shots are similar to trucking shots where dolly means in-and-out movement (i.e. closer/further away from the subject), while tracking means side-to-side movement.



5. Tilt Up/Down

A tilt is a vertical camera movement in which the camera points up or down from a stationary location. For example, if you mount a camera on your shoulder and nod it up and down, you are tilting the camera. Tilting is less common than panning because that's the way humans work — we look left and right more often than we look up and down.

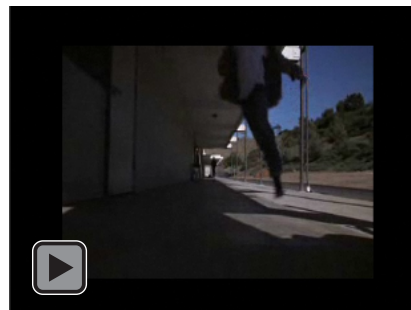
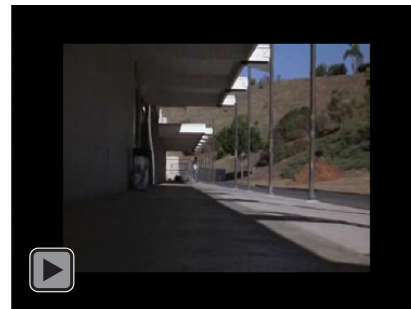
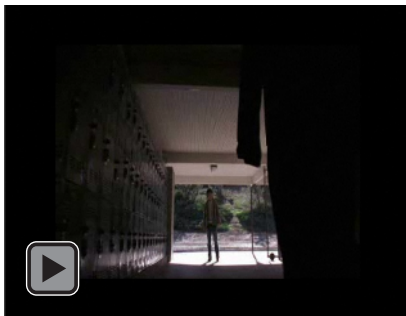


Exercise

Watch the scene from *Brick* (2005), where we see Brendan chased by a knife wielding assailant.



From this clip, identify the camera moves used in each of these shots



Mini-Project: The Chase



You may work in pairs or groups to record the footage, but each person must edit and produce their own final video.

In this mini-project, you will use camera moves to achieve a feeling of danger and pursuit. The subject of the scene must chase or be chased by another character.

With a partner or small group, shoot and edit a brief chase scene in which you use the following shots in order to convey feelings of movement and action. You may use each type of move more than once, and you may use other moves as well.

- Pan**
- Truck**
- Dolly**

Your scene must:

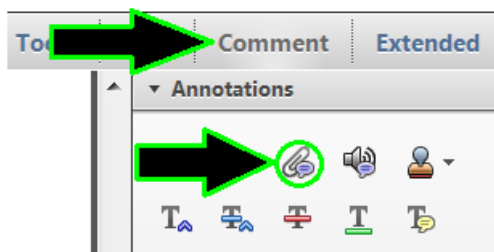
- be less than 30 seconds long
- contain no dialogue
- have a beginning, middle, and end
- evoke feelings of pursuit by careful selection of camera moves and application of appropriate editing techniques
- include an audio track and/or sound effect(s)

Group members

Submit your final movie file

Attach your final movie file by following the instructions below:

1. On the **Commenting** toolbar located in the top right hand side of this page, click the **Annotations** tab and then the **Attach a File as a Comment** tool.



2. With the **Attach a File as a Comment** tool selected, click in the box below. The **Add Attachment** dialog opens. Navigate your hard drive to locate the file.



3. Save the file.