

# Sense of Place

## 50 shots!

**Footage in camera due at beginning of next class:**

**Building a sense of place video project:** the focus of this project is to:

1. Create a sense of place through a series of shots
2. Use symbolic shots, camera angles, and 'moments' to convey a specific mood & attitude

There's always something to do around Marymount. For this assignment, you will be highlighting a Marymount activity, event, or place to hang out. On campus is great, but anywhere in walking distance is good. It needs to be something enjoyable a Marymount student can do.

1. As a team, decide on the topic of your shoot and write out:
  - a. The "Place"
  - b. The mood you are conveying (happy, fun, enjoyable, rewarding, relaxing, meaningful)
  - c. The underlying theme
  - d. A list of your 50 shots
2. Using the video camera and tripod take at least 50 shots demonstrating you understand how to use a variety of camera angles to convey a sense of place.
  - *Each shot should be composed using the rule of thirds or should fill the screen*
  - Each SHOT should be 5-10 seconds long, or longer if needed to capture a "moment"
  - At least half the shots should be close up (CU) details; hands, faces, feet, objects

### **Shots need to include:**

#### **5 shot +1 several times:**

1. A close-up (CU) on the hands of a subject – showing WHAT is happening
2. A close-up (CU) on the face – WHO is doing it
3. A medium shot showing the hands and face together
4. An over-the-shoulder shot (OTS) – linking together the previous three concepts and shows the viewer what the subject is seeing
5. A creative shot to help tell the story, something unusual that provides story specific context (very low or very high angle, reflection, framing, etc)
- +1. An extreme wide shot – WHERE is everything happening? **This shot is wide enough to show the location of Action 1 & 2 and helps tie them together.**

#### **5 basic camera angles several times:**

1. Normal Angle (Eye Level) - the camera is positioned at approximately the subject's eye level
  2. High angle - camera is positioned above eye level, with the camera shooting down on the subject – often taken from a structure above the scene/action
  3. Low Angle - camera is positioned below eye level, with the camera shooting up at the subject.
  4. Canted angle - camera is tilted on its horizontal plane to produce a slightly unstable picture
  5. Subjective angle - camera is put in place of a character and shows us the scene from the character's point of view.
3. Bring the video camera to the next class with the 50 shots