

# Filming at Home

Cheat sheets and tips to remember



# ACTING TIPS

- Memorize your lines!
- Don't look into the camera (takes audience out of the story!)
- Stay in character until the camera stops rolling
- Speak clearly. *We will not be using a zoom (records sound), so your camera or phone sound will have to do. We need to hear you!*
- Act through the whole scene for each shot. (The editor can come back to a shot multiple times if needed)
- Wait a few seconds after “action” to start the scene and continue a few seconds after blocking is finished. For example, if running, run longer than is necessary in case editor needs to use a shot longer than anticipated

# ACTING TIPS

- Don't overact! In film the camera is closer to you than if you were in a play, so less need for exaggerated movements and expressions
- Make sure you know the whole script and what is going on in a scene. You can film out of sequence! Most films are often not shot in order.
- Figure out your character's INTERNAL and EXTERNAL goals for each scene. Will be easier to portray your character.
- HAVE FUN 😊

A green speech bubble graphic with a pointed bottom, containing the text 'FRAMING Cheat Sheet'. The bubble is centered on a background of light gray concentric circles and dashed lines.

# FRAMING

Cheat Sheet

## Tips!

- **FILM YOUR SHOTS HORIZONTALLY**
- Avoid clutter. Anything not necessary in the shot should go!
- Don't cut a subject off anywhere it bends (Neck, Wrists, Elbows, Waist, Knees, Ankles)
- Make sure your scene is well lit! If needed, experiment with adding a lamp or a flashlight off screen, directed at the subject or behind them for depth in the shot.

# Rule of Thirds

- Invisible grid that help with placement. Try lining up subjects at one of the intersections. Everything doesn't have to line up perfectly, but it's a good starting point



- Give enough room on top of subject's head for them to move around, but not too much!

## Head Room



← Good



← BAD

- Leave more space in front of subject than behind. Gives subject moving room, and is more realistic in conversation. Eliminate unnecessary dead space.

## Lead/Looking Room



← Good



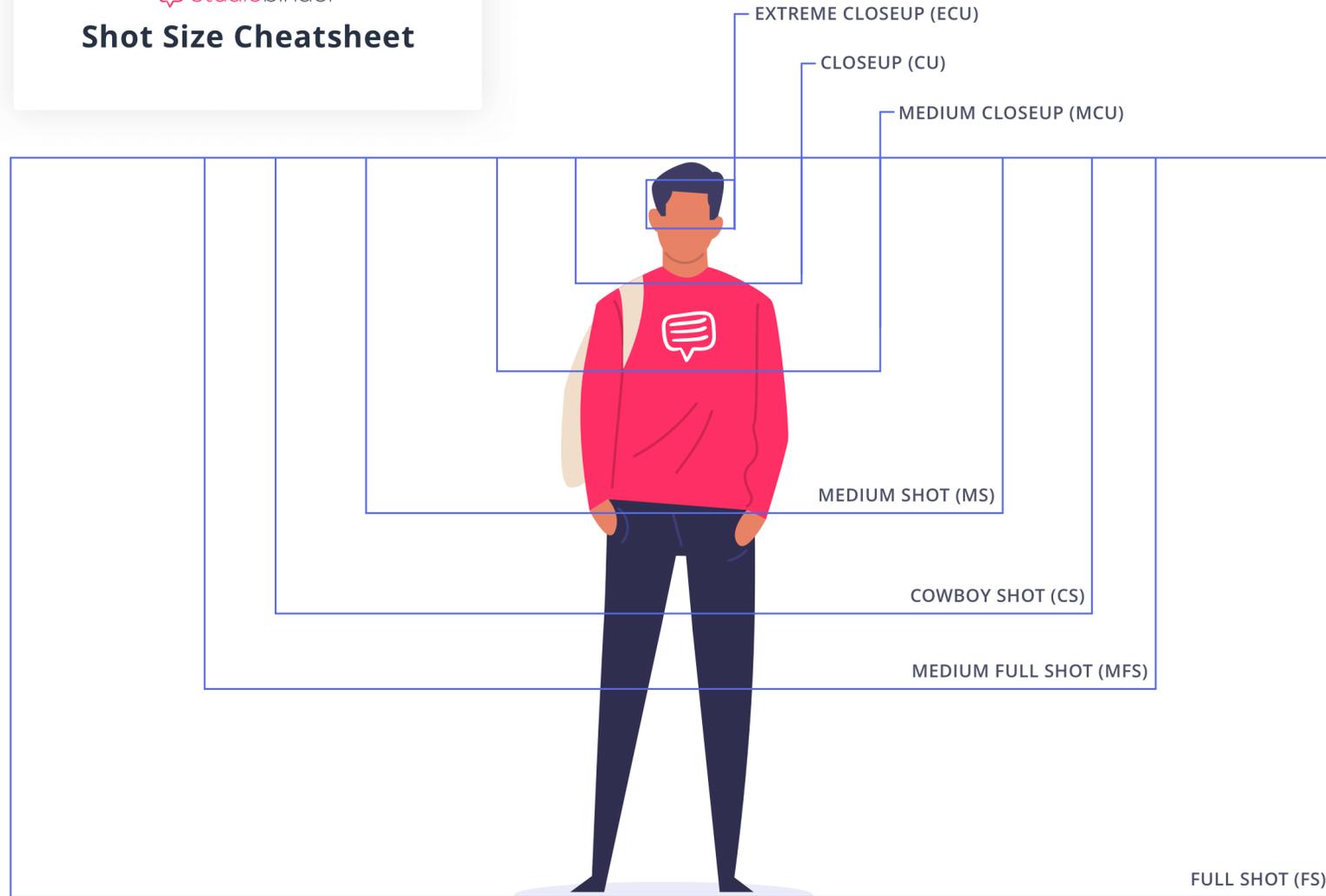
← BAD

The image features a central green speech bubble with a white outline and a small tail pointing downwards. Inside the bubble, the word 'COMPOSITION' is written in a large, bold, white, sans-serif font. Below it, the words 'Cheat Sheet' are written in a smaller, white, sans-serif font. The background is white with several thin, light gray curved lines, some solid and some dashed, creating a sense of motion or a stylized wave pattern.

# COMPOSITION

Cheat Sheet

## Shot Size Cheatsheet



- Let's audience know location of a scene

## Establishing Shot



# Extreme Long Shot

- Taken from great distance. Shows much of the locale



- Taken from a distance. Shows character and some locale

Wide/Long Shot



Full Shot

- Just enough space to show the human body in full.  
Minimal locale



# Medium Shot

- Shows character from knees or waist up



# Medium Close Up

- Shows character from elbows up



- Concentrates on smaller areas and minimal local.  
Shows character from shoulder and neck up

Close Up



- Focuses on unnaturally small portion of an object or person. Gives significance

## Extreme Close Up



## Dutch/Canted Angle

- Camera angle is tilted/slanted. Suggests tension, suspense, or impending movement



- Camera is up high looking down on subjects. Reduces appearance of objects

## High Angle



- Camera is down low looking up at subjects. Heightens importance of character/gives power

Low Angle



POV  
(Point of View)

- Shot from a character's perspective. Can be at any level depending on size of character.



- **Clearlest view of an object. Looks at subject from their eye level**

Eye Level



## Ground Level

- Looks at subject from the ground. Camera is typically on or near the floor





# CAMERA MOVEMENT

Cheat Sheet

## TIPS!

- Keep camera movements at a comfortable speed. A really fast movement is jarring to the audience. If anything, go slow. It's easier to speed up a clip in editing than it is to slow one down!
- **Good habit to try:** leave a few seconds of stillness before and after movement of camera. Hit record button, wait 5-10 seconds, do the move, wait 5-10 more seconds, and hit the record button again to stop rolling. This gives the editor more room to play with.

# Static Shot



 The camera is in a fixed position and does not move.

 Usually the camera will be attached to a tripod in order to keep it steady. This is a standard shot.

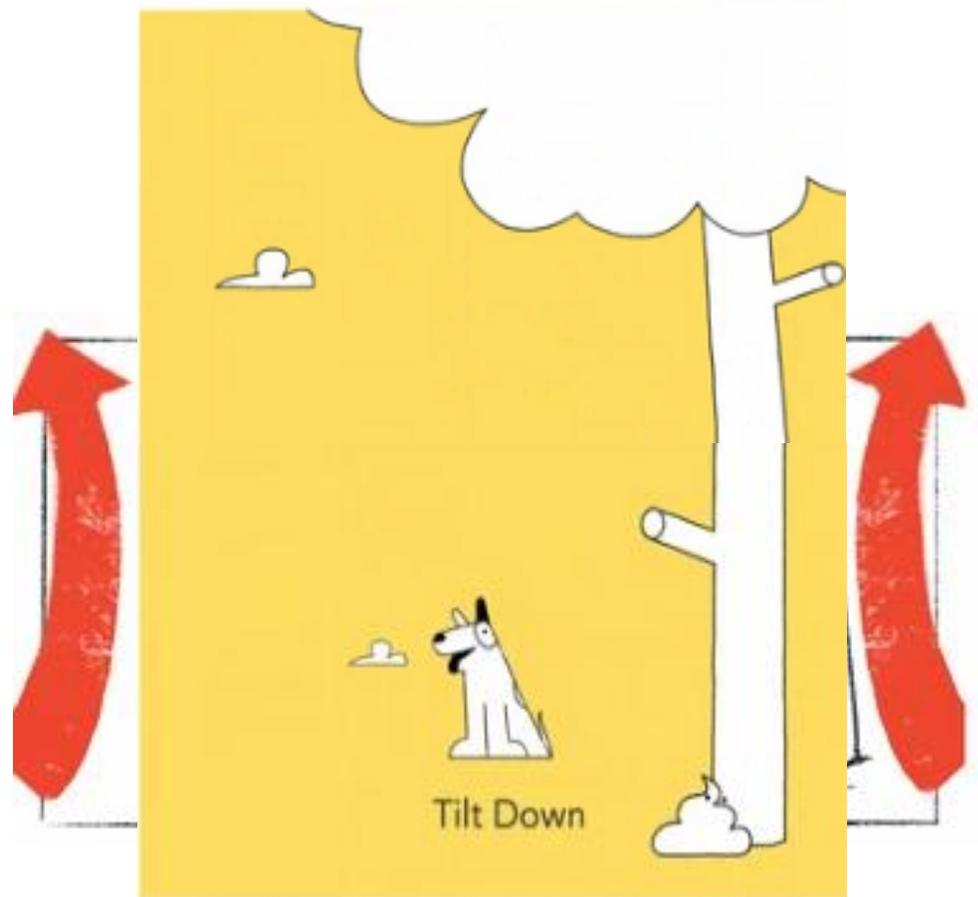
# Pan Shot

- Camera is in one spot and turns left to right or right to left



- Camera is in one spot and tilts up or down

## Tilt Shot



## Jib/Crane Shot

- Camera moves up or down with the subject. As they rise up or down, the camera goes with them. Normally on a crane, but can do handheld as well



## Tracking Shot/Dolly Shot

- Camera is following the subject either left or right (tracking) or forwards or backwards (dolly) for an extended amount of time. Often follow travelling subject



Camera follows down hallway

LET'S MAKE A MOVIE!



Go have fun 😊