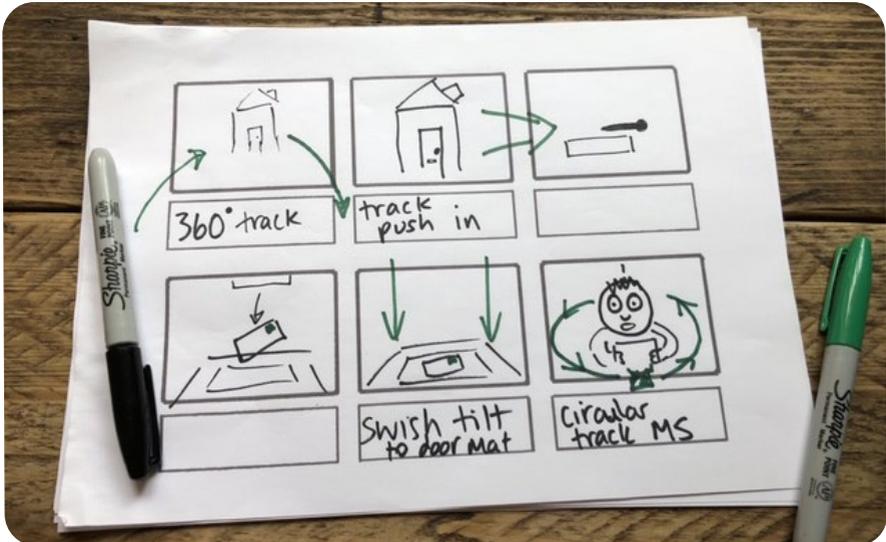


## Shots in Motion



In this filmmaking project, you'll explore and practise dynamic camera work through moving shot types. You'll experiment with added pace and characterful viewpoints to give your work added flair and drama.

### You'll need:

- A video camera
- Access to a tripod, if possible
- A ladder or a chair to stand on
- If you have any additional 'grip', e.g. a dolly, then this is useful, but not necessary
- Editing software or an editing app

## What are 'Moving' Shots?

Moving shots involve moving your camera position or angle, so that you change the frame within one continuous take or shot. For instance, a panning shot moves from side to side, changing what is visible in the frame as the camera pivots from one side to the other.

There are lots of different moving shots you can use to achieve different effects. Here, we cover some of the main types of moving shots and explore how they can be used to add 'character' to your scenes and sequences.



## Why use a moving shot?

You can use a moving shot to follow a character's movement, set the scene, or to introduce a big reveal. You can plot and time how you present information to the audience to create the maximum impact.

Moving the camera also helps to bring your viewer into the action - you'll notice big action scenes often cut dramatic tracking shots with quickfire closeups, so that they 'experience' the action along with the characters.

Moving shots tend to be more visually interesting to look at than static camera shots, although they can be over-used and leave audiences feeling dizzy and disorientated.



## Panning Shots

Panning shots are one of the most popular moving shot type. In a 'Pan', the camera 'swings' left-to-right or right-to-left from the same basepoint.

You might see a Panning Shot when...

- A character or object crosses a room, e.g. a football travels towards the goal
- There is a comedy/horror reveal, e.g. there is a zombie lurking offscreen
- Point-of-View shots where a character is looking around
- To represent a 'double take' for dramatic effect, e.g. a character looks back at something interesting

Practise your own panning shots, moving the camera in both directions.

Which is more effective? Which is more unusual?



## Tracking Shots

In a tracking shot, the camera 'tracks' its subject as it moves. The entire base of the camera moves in relation to the action of the subject/character. Tracking shots can be performed 'handheld', but professionally they are shot using a 'Dolly', which makes sure the movement is smooth and isn't too distracting for the audience.

You might see a Tracking Shot when...

- A character/subject is moving quickly, e.g. a train is moving across the screen at speed
- The character/subject is travelling through a distance, e.g. the character is walking up a corridor with the camera maintaining a consistent distance
- The director wants to draw you in to a character's emotions, using a 'Track in' to their facial expression. This can also emphasise revelations or draw you into their thoughts/dreams

Try to shoot your own tracking shots. Compare those with smooth movements to more shakier takes. If you have a wheely chair at home, try using this in place of a dolly, or try attaching your camera (safely) to a remote controlled car.



## Tilt Shots

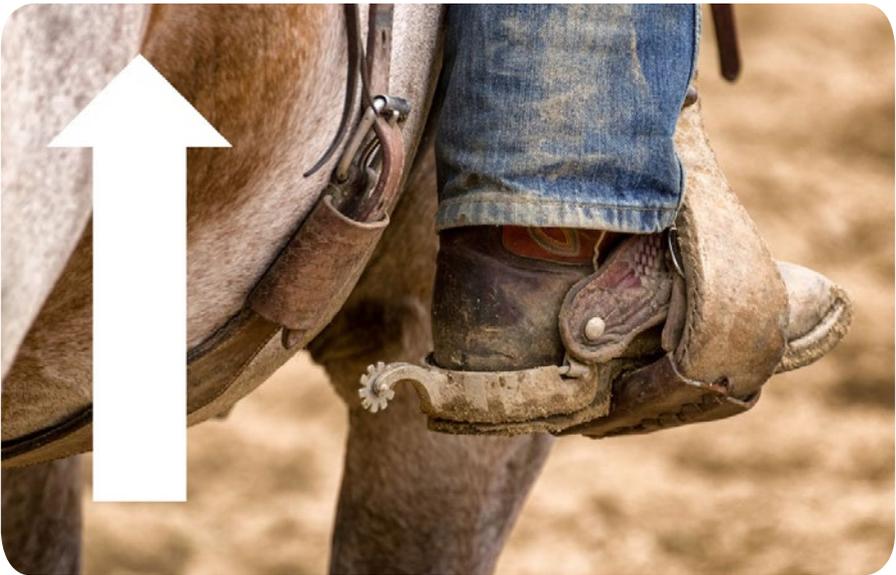
A tilt shot works exactly like a panning shot, but in a vertical direction, so instead of moving side-to-side, the camera pivots up or down from its original starting point.

You might see a tilt shot when...

- Establishing time of day and location, e.g. the camera tilts from a morning sky down to reveal the main character's house
- Revealing a character in a stylistic way, e.g. the camera tilts from cowboy boots up to reveal an intimidating cowboy's face
- To convey a sense of psychological status, e.g. looking up at a powerful headteacher
- The camera is following the particular character's point of view

Practise your own tilt shots at home.

Can you set up any surprises? Can you use them to establish a sense of character?



## 360° Shots

If you're confident with pans, tracks and tilts, then you can start to get really creative with some 360° shots. You can apply a 360° approach to all three types and you can create some really interesting effects.

In a 360° Pan, the camera stays on the same basepoint, and pivots in a complete circle around the same point. This can be used for establishing an entire location, to show multiple dangers (e.g. enemies from three directions) or to show a sense of a character's confusion.

In a 360° Track, the camera moves around the subject in a complete circle, tracking the subject's action from 360°. This can create a huge sense of movement within a scene and has the effect of 'moving' the audience within the sequence. It enhances their sense of 'being' with the characters.

360° tilts are much less common in narrative filmmaking, but are sometimes used in art films. You can use them to create impressions of rollercoasters or 'loop-the-loops' and give the audience an unusual perspective.



Give your own 360° shots a go.

- Remember to try and keep them steady if you can.
- Film them slowly so that your camera can manage its autofocusing and process what's going on. You can always speed them up when you edit.

## Swish Pans/Swish Tilts

Swish Panning (also called 'whip panning') is a technique you can use with panning and tilting shots to communicate speed and style. At the beginning or end of the take, you quickly pan away from your subject (left or right) and the movement becomes an 'in camera' transition from one shot to the next. With this technique, you need to move the camera quickly, so the frame and motion becomes blurred on screen.

These are great for communicating a quick change of scene. You can use shots together in a series - where you swish away from one shot and swish into another - or on their own.

Film your own swish pan shots and then explore with editing them. Can you swish from one scene to another?



## Aerials, Sweeps and Roving Shots

If you want to get really ambitious, then here are some additional moving shots you can try out. Mostly, these are filmed using a lot of additional equipment, but you can mimic a lot of these effects without a huge budget or a huge crane to hand.

### Aerials:

Aerial shots are filmed from the air. This could be on a crane (which hoists the camera high above the location) or in some cases from a helicopter, or via a drone. They can include 'extreme wides' of the locations, or they can track a particular action, e.g. a car chase along a busy road.

See if you can mimic the effect of an aerial shot by standing on a ladder and filming below. (Make sure to do this safely, ask an adult for help).

### Sweeps:

A 'sweeping' shot features a camera motion that moves across a scene, e.g. the camera starts with the subject in one position (often top left) of the frame, and then the camera sweeps across the scene to reposition the subject somewhere else (perhaps bottom right). It usually moves the subject across both the X axis (left/right) and the Y axis (up/down).

Practise 'sweeping' motions with your camera. You can do this handheld, just try to keep your movements very precise.

### Roving:

Roving Shots continually move. The camera operator might wear the camera (using 'steadicam' equipment) or they might use a shoulder mount (or head mount) camera. This technique is used a lot in TV and in journalism/documentaries where the camera operator needs to be able to move and reposition very quickly.

See if you can practise 'roving' shots by attaching your camera to your clothes or to a hat. Practise walking smoothly so that your shots don't become too jumpy or distracting to watch.



## Editing:

Once you've collected a good range of moving shots, try sequencing them together in an editing app.

Are there types of shots that work well together?

Lots of moving shots help to add different dynamics to your work. They can speed up the action. They can draw your audience in and they can help make your work more visually interesting to look at.

Using too many at once can be a bit overwhelming for your audience though, so it's always a good idea to add in some static shots. These can add some visual 'punctuation' so that it's easier to watch. They can change the rhythm of your sequence and help you to stress which moving shots have the most impact.

Play around with this. Shoot some static shots that you can work into your sequence and experiment with the timings to achieve different effects.



## Technical Guide:

### Cameras

You can use any camera that will record video for this activity, such as a phone, a tablet, or a camcorder. An action camera like a Go Pro will also work really well for this activity.

If using a phone, make sure to record in landscape mode.

### Tripods/Grip

A tripod is really useful for this project. It will help you film really smooth panning and tilting shots. You can get adapters or specific mini-tripods for phone and tablet cameras too. If you don't have a tripod, try to film as smoothly as you can handheld.

If you have any additional grip, then this will be useful too. You can always mimic the effects using items such as wheely chairs, or wheely suitcases, etc. Just make sure your camera is firmly and safely attached - use a strong tape to secure it and always test it first.

### Editing

You only need basic editing software for this video. Look for Windows Movie Maker on a PC (it should come free) or iMovie for Mac (which comes included). If you're working on a phone or tablet, you can download iMovie from the App store.

### Music

If you want to add in any music to your soundtrack, remember to use copyright free tracks. You can find copyright free music from the YouTube music library, or we also love Kevin McLeod's collection at [www.incompetech.com](http://www.incompetech.com). You can use all of these tracks for free, just remember to credit the creator.

## Happy Movie Making!