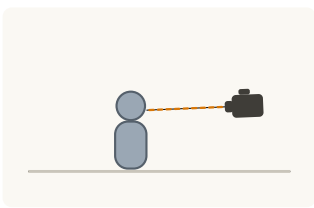


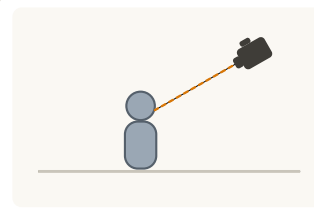
Camera angles, shots & moves — a prompting reference

Every framing choice below is drawn as a mini-diagram with the exact phrase to drop into an AI image or video prompt (in orange). Stack one from each section for precise control, e.g. **low angle medium shot, slow dolly in**.

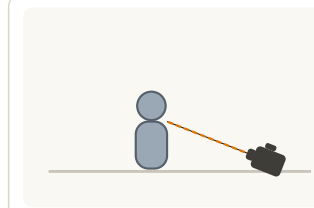
Camera angles — where the camera sits



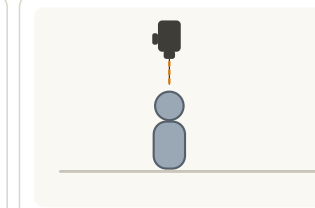
Eye level
eye-level shot
Camera at the subject's eye height. Neutral, natural, the default.



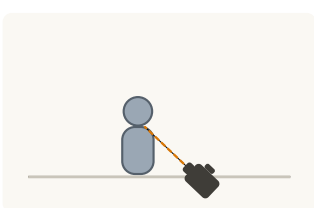
High angle
high angle shot
Camera above, looking down. Makes the subject feel smaller or vulnerable.



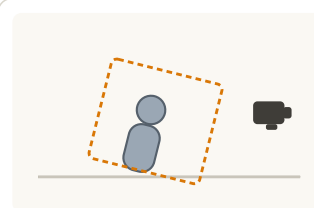
Low angle
low angle shot
Camera below, looking up. Makes the subject feel powerful or imposing.



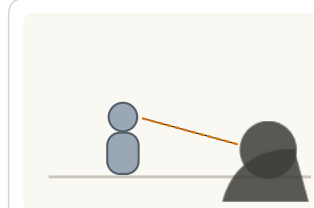
Bird's eye view
top-down shot, overhead
Directly overhead, looking straight down. Map-like, god's-eye.



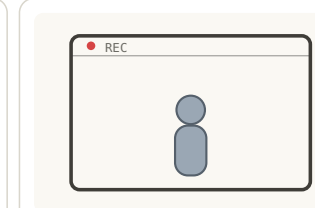
Worm's eye view
worm's-eye view
From the ground looking steeply up. Dramatic, towering scale.



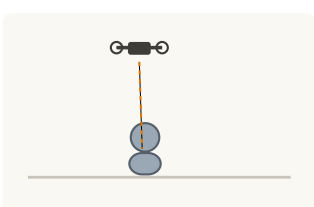
Dutch angle
dutch angle, canted angle
Camera rolled so the horizon tilts. Unease, tension, disorientation.



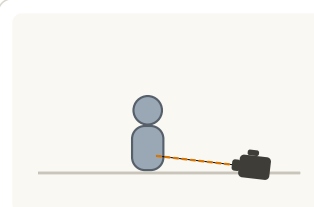
Over-the-shoulder
over-the-shoulder shot
Framed past one subject's shoulder toward another. Conversations.



Point of view
POV shot, first-person view
The camera is the character's eyes. Immersive, subjective.

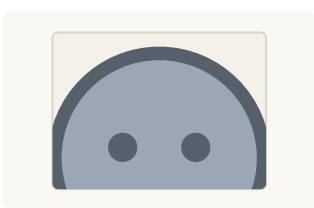


Aerial / drone
aerial shot, drone shot
High and pulled back, often moving. Sweeping scale and geography.

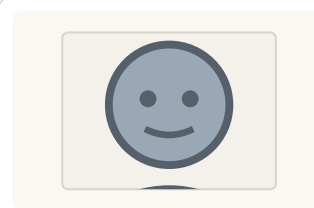


Ground level
ground-level shot
Lens right at the ground. Emphasizes feet, terrain, low creatures.

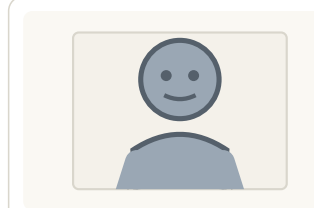
Shot sizes — how much is in frame



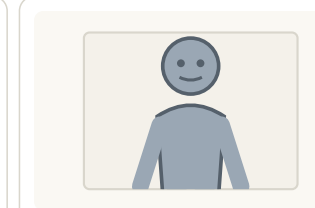
Extreme close-up
extreme close-up
Isolates one detail — eyes, lips, a hand. Maximum intensity.



Close-up
close-up shot
Head and a little shoulder. Emotion and reaction.



Medium close-up
medium close-up
Head to chest. The classic interview / talking framing.



Medium shot
medium shot
Roughly waist up. Balances subject and gesture.



Cowboy shot

cowboy shot, medium-wide

Mid-thigh up. Shows stance and some body language.



Full shot

full shot

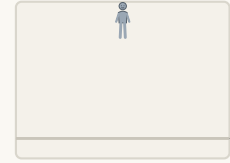
Head to toe, subject fills the frame. Whole body, full pose.



Wide shot

wide shot, long shot

Subject small within visible surroundings. Context + subject.



Extreme wide

extreme wide shot

Subject tiny in a vast space. Scale, isolation, environment.



Establishing shot

establishing shot

Opens a scene — sets place, time, and geography before the action.

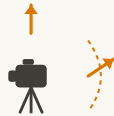
Camera movements — how the camera moves (video)



Pan

pan left, pan right

Camera pivots horizontally on a fixed point. Scans across a space.



Tilt

tilt up, tilt down

Camera pivots vertically on a fixed point. Reveals height.



Dolly in / out

dolly in, dolly out

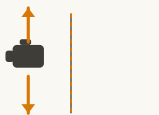
Whole camera moves toward or away. Changes perspective, not just size.



Truck

truck left, truck right

Camera slides sideways, parallel to the scene. Lateral reveal.



Pedestal

pedestal up, pedestal down

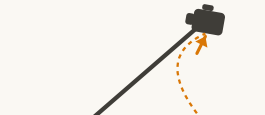
Camera rises or lowers straight up/down. Elevator move.



Zoom

zoom in, zoom out

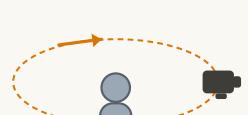
Lens magnifies — no camera travel. Flatter than a dolly.



Crane / jib

crane shot, jib shot

Camera swoops on an arm, low-to-high or over obstacles.



Orbit / arc

orbit shot, arc shot

Camera circles around the subject. Dynamic, 360-degree reveal.



Tracking / follow

tracking shot, follow shot

Camera travels alongside a moving subject, keeping pace.



Handheld

handheld camera

Loose, natural shake. Raw, urgent, documentary energy.



Steadicam

steadicam shot

Stabilized gliding motion through space. Smooth but mobile.



Whip pan

whip pan

A fast pan that blurs — snappy transition between subjects.

How to combine them. Angle, shot size, and movement are three independent dials — a prompt reads cleanest as [angle] + [shot size] + [subject] + [movement] + [lens/mood]. Example: low angle wide shot of a lone figure on a rooftop, slow orbit, golden hour, 35mm. Angle sets power and viewpoint, shot size sets intimacy, movement sets energy. Change one at a time to see what each does.