TYPES OF CAMERA PERSPECTIVES:

• Objective
• Subjective
• Point-of-view

The OBJECTIVE camera films from a ‘sideline’ viewpoint. The audience views the events through the eyes of an unseen observer, as if eavesdropping. Since they do not present the event from a viewpoint of anyone within the scene, objective camera angles are impersonal. People must appear unaware of the camera and NEVER look directly into the lens.

The SUBJECTIVE camera films from a personal viewpoint. The audience participates in the scene action as a personal experience. The viewer is placed in the picture, either on his/her own as an active participant, or by trading places with a person in the picture and seeing the event through his/her eyes. The viewer is involved in the picture when anyone in the scene looks directly into the camera lens – thus creating an eye-to-eye relationship with the viewer. Example: Camera in front seat of roller coaster.

POINT-OF-VIEW camera angles record the scene from a particular player’s viewpoint. The point-of-view is an objective angle, but since it falls between the objective and subjective angle, it should be in a category of it’s own. This angle creates a shot that is as close to a subjective shot as it can be while still remaining objective. The camera is placed at the side of a subjective player - whose viewpoint is being depicted – so that the audience is given the impression they are standing side-by-side with the one whose experiencing the event. The audience sees the scene from the viewpoint of the actor, but NOT through the actor’s eyes – as in a subjective shot.