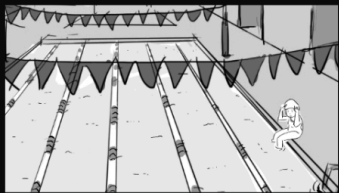


EXTREME FAR



FAR / LONG



FULL / MEDIUM



MEDIUM / CLOSE



CLOSE



EXTREME CLOSE



STRAIGHT ON



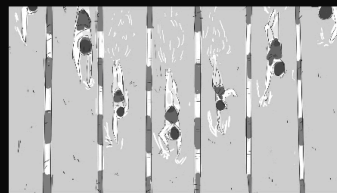
UPSHOT



WORM'S EYE VIEW



DOWNSHOT



BIRD'S EYE VIEW



OVER CAMERA TOP/DOWN



OTS / POV



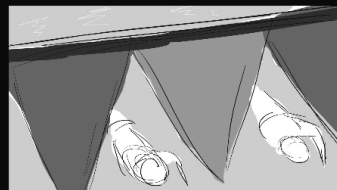
UPSHOT / 2SHOT
SHORT CHAR IN FG



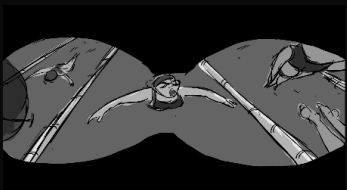
UPSHOT - 2SHOT
SAME SIZE CHAR



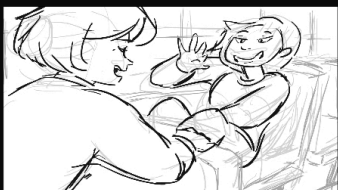
DOWNSHOT
LARGE CHAR IN FG



VIEW THRU OVERLAY



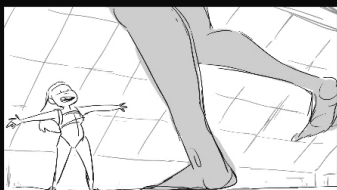
VIEW THROUGH GOGGLE
MASK



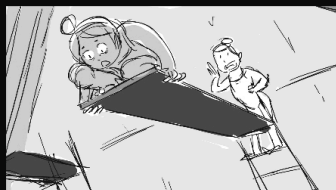
OTS - 2 SHOT



OTS - 3 SHOT
FG / MG / BG



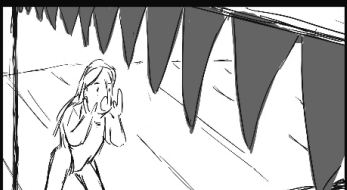
LOW ANGLE - 2 SHOT



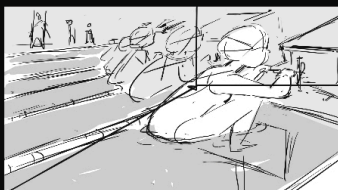
DIAGONAL



DUTCH TILT



FRAMING W/ OVERLAYS



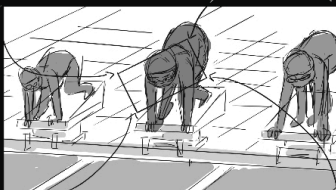
TRUCK IN



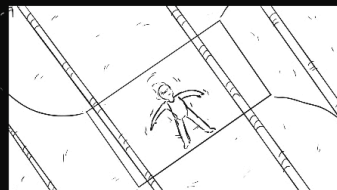
TRUCK OUT



CAMERA SHAKE



CCW ROTATION / TRUCK IN



CW ROTATION / TRUCK OUT



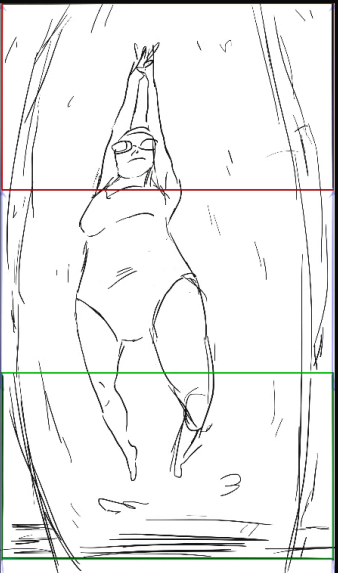
TRUCK OUT + PULL OVERLAYS



RACK FOCUS



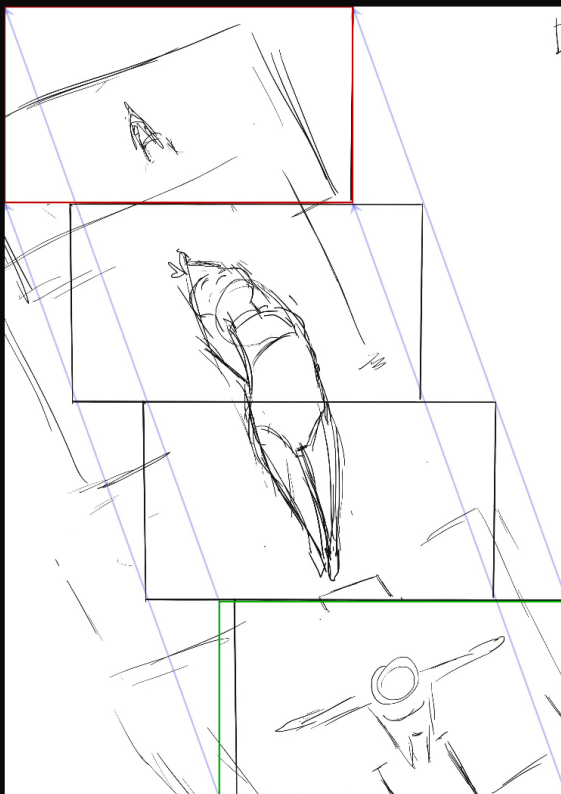
ANIMATED BG



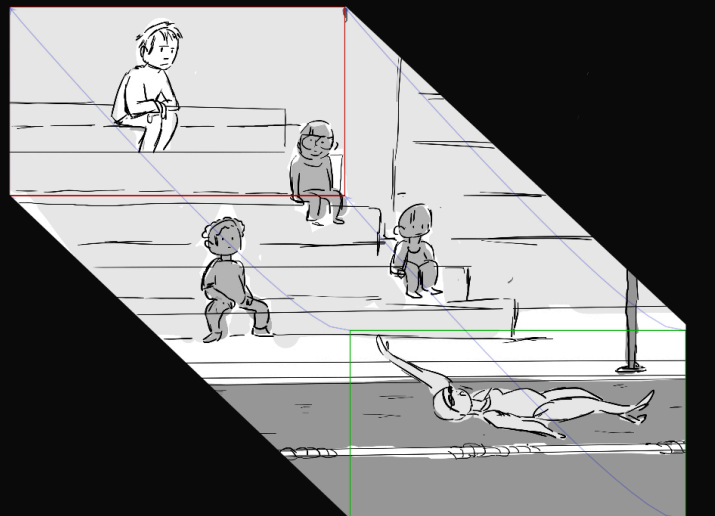
VERTICAL PAN
PERSON AT CAM CENTER



VERTICAL PAN -
BUILDING AT CAM CENTER



DIAGONAL PAN FOR LAYOUT



DIAGONAL PAN



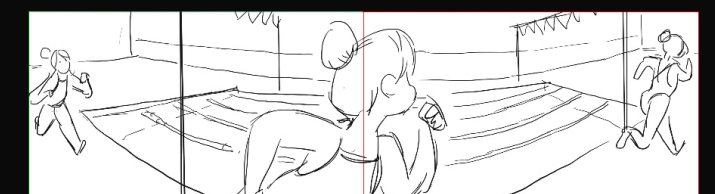
HORIZONTAL PAN W/ OVERLAYS



HORIZONTAL PAN BG -> FG



WORM'S EYE VIEW PAN



HORIZONTAL PAN - RUNNING PAST CAMERA