

# **Exposure and Camera Composition**

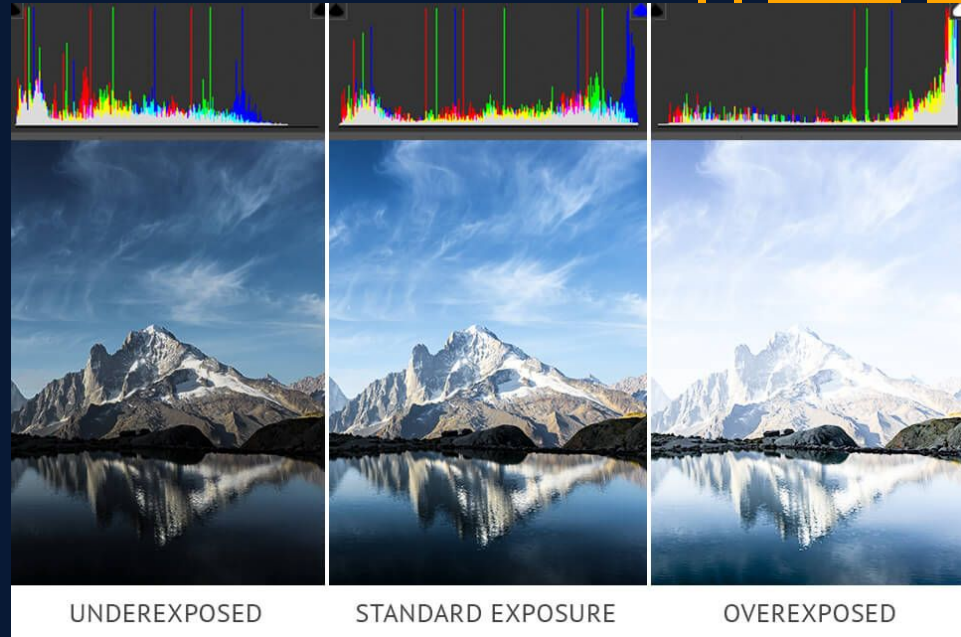
A/V Production I-II

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# Exposure

# Exposure

- Exposure is the phenomenon of light striking the surface of film or a digital imaging sensor
- The exposure is determined by the amount of light passing through the lens aperture (f/stop), combined with the duration of that light (shutter speed), and how sensitive your camera is to light (ISO)



# Underexposed

- Underexposure happens when not enough light or enough light but for not long enough is hitting the sensor
- This results in photos and video that are too dark and have little detail in their shadows



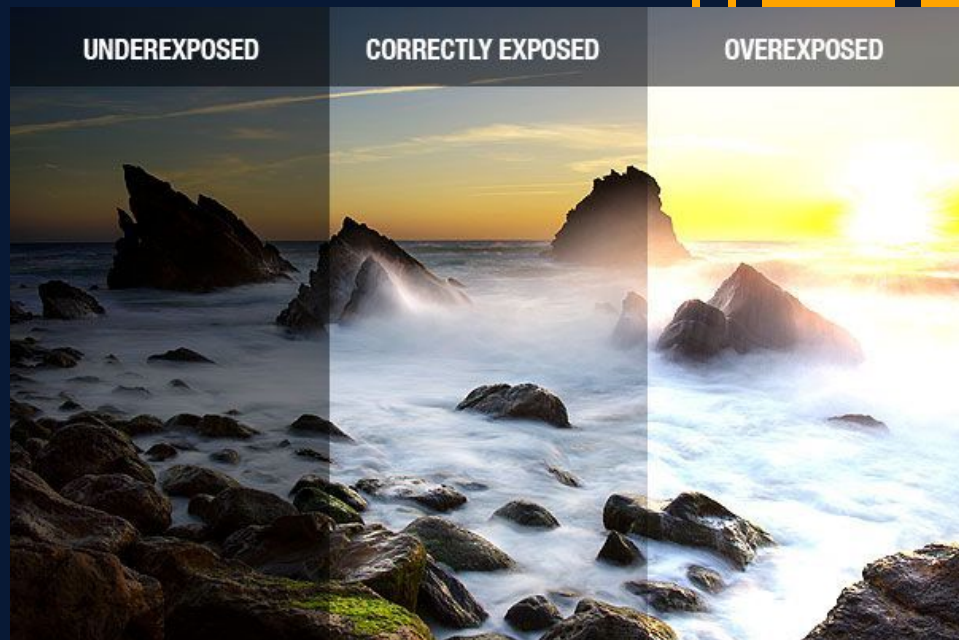
# Overexposed

- Overexposure happens when too much light or enough light for too long is hitting the sensor
- This results in photos and video that are too bright and have little detail in the brightest parts of an image



# Proper Exposure

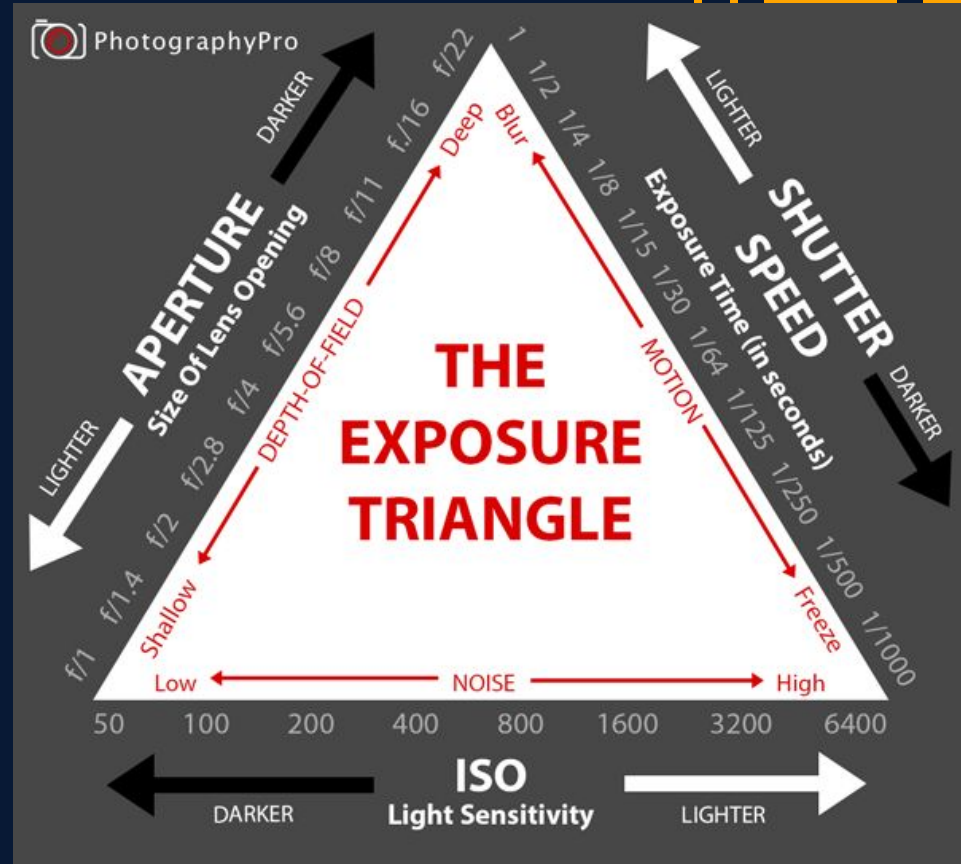
- Happens when proper amount of light is hitting the camera's sensor for the scene being shot
- A properly exposed video is one where the highlights, mid-tones, and shadows are properly balanced





# Exposure Triangle

- The combination of aperture, ISO, and shutter speed, which determines the time and intensity of light being let into the camera.
- Different exposures in film and digital images alike are achieved by adjusting these exposure settings.



## Aperture

Bladed diaphragm in a lens that controls the amount of light hitting the image sensor

## Shutter Speed

The duration that the camera's shutter is open and the image sensor is exposed to light

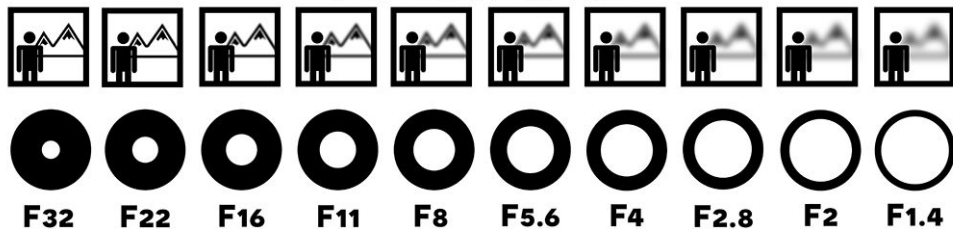
## ISO

How sensitive your camera is to light. A higher ISO will be more sensitive and photos will generally be brighter. A lower ISO is less so.

← MORE LIGHT NEEDED

LESS LIGHT NEEDED →

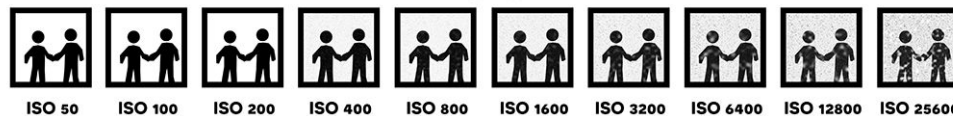
### APERTURE



### SHUTTER SPEED



### ISO



## Elements of Exposure



# ISO

- ISO refers to a camera's sensitivity to light. The higher the ISO, the more sensitive your camera sensor becomes, and the brighter your photos appear.
- ISO is measured in round numbers like ISO 100, 800, and 3200.
- Noise is the appearance of color artifacts in a digital image. Noise is considered the digital version of grain in film negatives.



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## ISO and The Exposure Triangle

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# Optics of Exposure

## Focus and Depth of Focus

- **Sharpness** refers to the clarity of detail of an image
  - **Focus** is the degree of sharpness at a certain point.
  - **Depth of Focus** is the difference between the closest and farthest in-focus objects in a photo





## Depth of Field

- **Depth of Field** is the measure of how much of the background and foreground area before and beyond your subject is in focus



## Depth of Field

- **A shallow depth of field** means that relatively close background objects become blurry
- **A deep depth of field** means that faraway background objects are still in focus





## Bokeh

- A Japanese word that means "blur" or "haze"
- It is an optical effect that creates a more visually appealing and engaging image



## Bokeh

- Shooting a subject using a fast lens (f/4 or wider), at the widest aperture results in a soft out-of-focus background



## Bokeh

- The effect adds a sense of immersion and draws attention to the main subject
  - It also softens distracting elements in the background or foreground of an image



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# Composition



# What is Composition?

- A **Frame** is a single still image or picture
- **Composition** is the position, arrangement, and view of objects within the frame
- Composition is about *where* you focus attention in the frame



# What is Composition?

- It's the *intentional* arrangement of visual elements
- It represents the *point of view* of your viewer & has a direct impact on how that viewer feels when they see it
- Learning how to tell stories by the way you arrange things in your frame takes time and improves with practice





# Framing

- **Framing** is the way things are arranged in the frame
- **Composition** deals with what is in the frame, **framing** deals with how things are arranged in the frame
- **Framing** involves choosing what to include or exclude from the shot



# Framing



# Framing

There are 7 rules to consider following when it comes to framing: 1) the **rule of thirds**, 2) using **leading lines**, 3) **balancing your shot**, 4) **utilizing symmetry**, 5) **utilizing depth of field**, 6) **frames within the frame**, and 7) **focusing on your subject**





## Rule of Thirds

- A composition guideline where an image is divided evenly into thirds, both horizontally and vertically
- The idea is to place the most important elements of your photo *along these lines* or *at the points where they intersect*
- It is a tool to help you think *critically* about how to guide the viewer's eye and evoke emotion



# Rule of Thirds

- The **Rule of Thirds** isn't just about following a grid—it's about understanding visual weight and negative space
- **Negative space** is the empty or open areas around your subject and **weight** is the perceived importance or focus of elements in a photo balance by negative space



# Leading Lines

- **Leading lines** are lines in a frame that guide the viewer's eye to a specific point of interest. They can be *straight, curved, diagonal, or zigzag*
  - When used effectively, **leading lines** can enhance an image by creating a sense of *depth* and *dimensionality*





# Balancing Your Shot

- Finding **balance** in your shot is about arranging elements so that the composition feels harmonious and intentional
- Balance is achieved when the **weight** of objects in your frame *counterbalance, offset, or contrast* each other in a way that creates a sense of equilibrium



# Utilizing Symmetry

- Similar to balance, **symmetry** is where elements on one side of the frame mirror those on the other
- A symmetrical shot creates a sense of stability, order, and intentionality
- It's a tool to guide the viewer's eye and emphasize *harmony* or *contrast* within the frame



# Utilizing Depth of Field

- **Depth of field** is *vital* in controlling the viewer's gaze, because you are telling them that what is in focus is the important thing to pay attention to
- When used effectively, it can isolate a subject from its background or be used to create a sense of scale





## Frames Within the Frame

- By incorporating natural or architectural elements—like *windows*, *doorways*, or *arches*—you draw the viewer's eye into a specific part of the scene, adding depth and focus
  - The first **frame** is the literal shape and border of the entire image, and the second **frame** is created within the image.



## Focusing on Your Subject

- This is basic visual storytelling where the main subject stands out and become the frame's focal point
- Emphasis allows you to tell stories with your image



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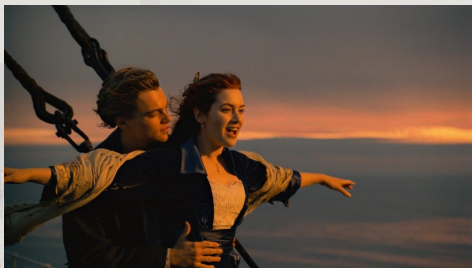
# Framing your Subject





## 1 Shot

A camera shot that has a single subject



## 2 Shot

A camera shot with two characters featured in the frame



## 3 Shot

A camera shot with three characters featured in the frame

# Framing your Subject



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# Camera Shots and Angles

# Camera Shots

**Extreme  
Long/Wide  
Shot**

**Medium  
Shot**

**Extreme  
Close Up  
Shot**

**Long/Wide  
Shot**

**Full Shot**

**Close Up  
Shot**

## **Extreme Long/Wide Shot (ELS/EWS)**

- Makes your subject appear small against their location.
- Using an extreme long shot can make your subject feel distant or unfamiliar







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# The Fall – Alexander the Great Scene

## Long/Wide Shot (LS/WS)

- The camera is placed at a distance from the subject. Often, this shot will demonstrate depth
- The wide shot allows the viewer to see background imagery, making any big moment more cinematic



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## Lord of the Rings: Return of the King – Minas Tirith Scene

## Full Shot (FS)

- Type of camera shot in which a character's entire body reaches from the top of the frame to the bottom of the frame





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## Thor: Dark World – Battle of Vanaheim

## Medium Shot (MS)

- A shot which stretches from around the waist (or sometimes the knees) of a subject up to the head.
- It emphasizes more of your subject while keeping their surroundings visible.



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## The Avengers – Battle of New York

## Close up Shot (CS)

- The close-up camera shot fills your frame with a part of your subject—usually their face
  - A close-up is perfect for important moments, especially when you want to reveal a subject's emotions and reactions







## **Get Out – The Sunken Place Scene**

## **Extreme Close up Shot (ECS)**

- A shot that focuses on a small detail of the subject and is filmed at close range so that one particular detail fills most of the frame
- In extreme close-up shots, smaller objects get great detail and are the focal point





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## **The Good, The Bad, and The Ugly – Standoff Scene**

# Camera Angles

**High Angle  
Shot**

**Point of  
View**

**Bird's Eye  
Shot**

**Low Angle  
Shot**

**Over the  
Shoulder  
Shot**



## High Angle Shot (HA)

- A high angle shot is a technique where the camera looks down on the subject from an elevated perspective
- The shot is used to convey certain emotions, perspectives, or storytelling elements like isolation, power dynamics, and symbolism



## Low Angle Shot (LA)

- A shot taken from a camera positioned below the eye line of the subject and looking up
- The effect of a low-angle shot is to make the subject look strong and powerful



## Bird's eye Shot (BE)

- A camera shot taken from an elevated position, similar to what a flying bird would see
- The angle of this type of shot can vary from a 90-degree overhead shot to a 40-degree angle
- The shot provides a perspective that we rarely get to see



## Over the Shoulder Shot (OTS)

- An over-the-shoulder shot shows your subject from behind the shoulder of another character
- OTS shots provide orientation, and connect the characters on an emotional level, especially during conversation





## Point of View Shot (POV)

- A POV shot is a camera shot that shows the viewer exactly what that character sees
- The camera takes the place of a subjects eyes to make viewers feel as if they are experiencing the camera action



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# Camera Movement

# Camera Movement



**Pan**

**Tilt**

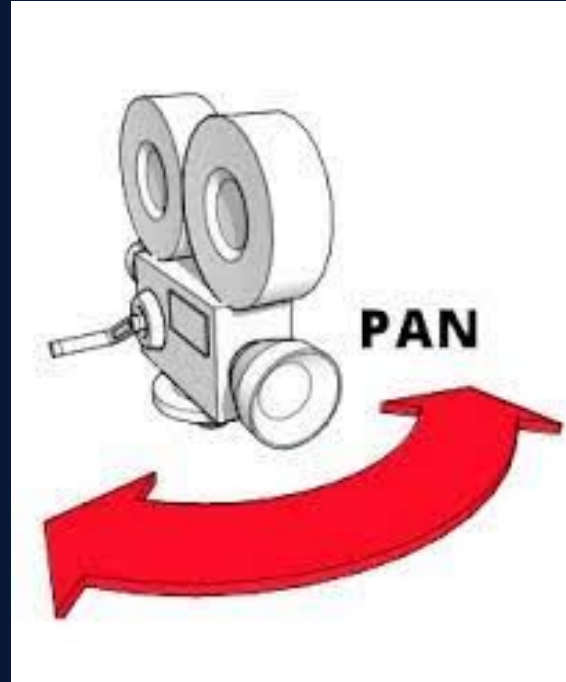
**Pedestal**

**Dolly**

**Trucking**

## Panning

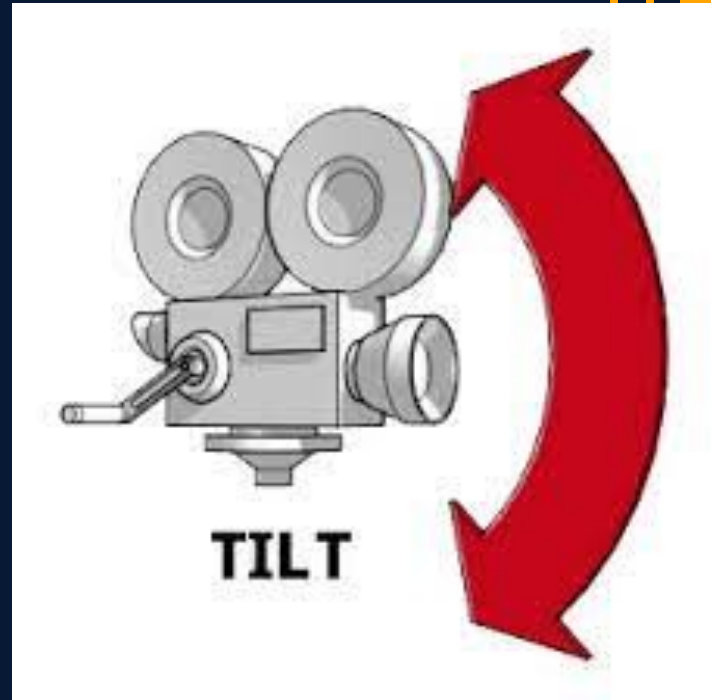
- A pan camera movement is when the camera smoothly moves from left to right or right to left, keeping the camera's orientation fixed.





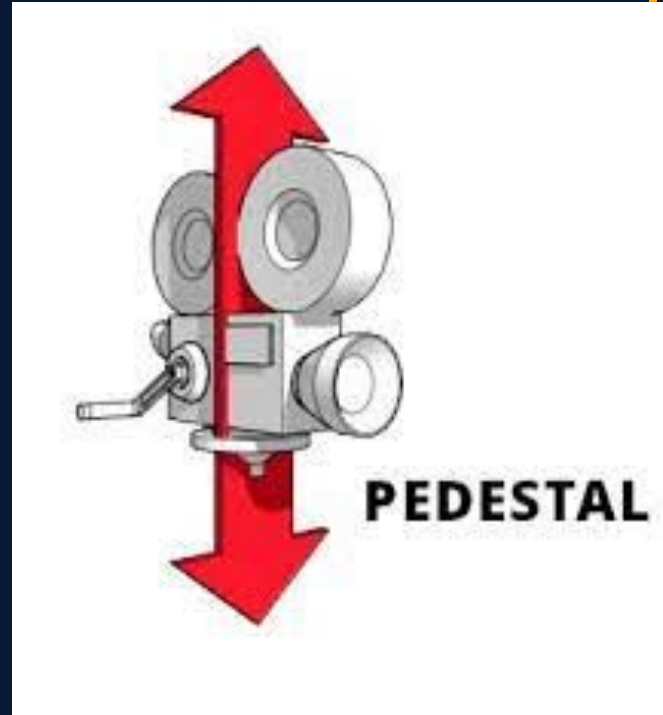
## Tilting

- A tilt camera movement is when the camera pivots vertically on an axis. Tilts can start high and move down, or vice versa.



## Pedestaling

- A pedestal camera movement involves moving the camera up or down from a fixed vertical axis. It's also known as "boom up" and "boom down".



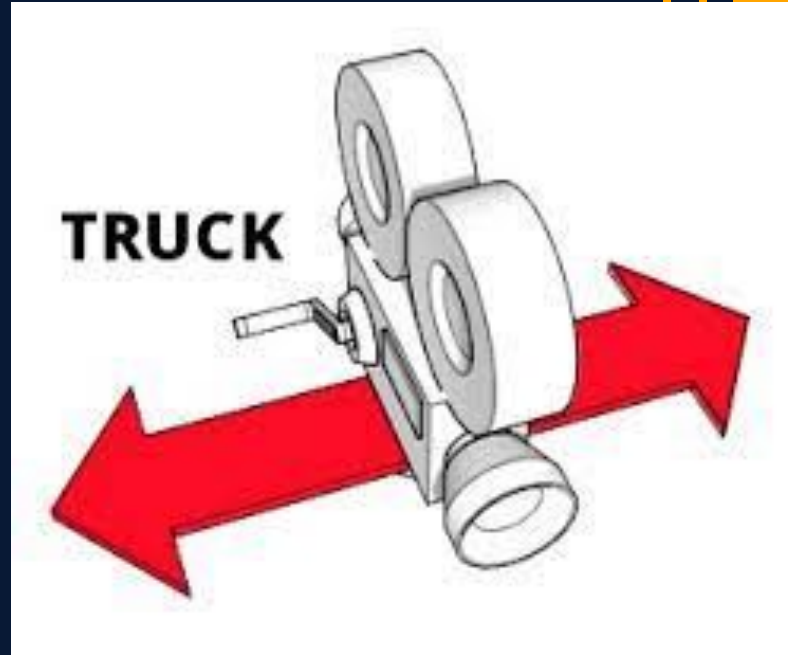
## Dollying

- A dolly shot is when a camera moves towards or away from a subject. This is often achieved on a dolly or a slider.



## Trucking

- Similar to dollying, trucking involves moving the entire camera along a fixed point, but the motion goes from side to side, rather than in and out.







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## The art of the Pan & Tilt