THE INFLUENCE OF CAMERA MOVEMENT AND ANGLES ON AUDIENCE PERCEPTION IN FILM

A DISSERTATION SUBMITTED IN PARTIAL FULFILLMENT OF THE REQUIREMENT FOR THE DEGREE OF MASTER OF JOURNALISM AND MASS COMMUNICATION



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CERTIFICATE

This is to certify that the dissertation titled "The Influence of Camera Movements and Angles on Audience Perception in Film" submitted by Anush Anand is a bonafide record of research work for partial fulfillment of the requirements for the degree of Master of Journalism and Mass Communication at Guru Ghasidas Vishwavidyalay.

This research work is original and has not been submitted previously for any degree or diploma at this university or any other institution.

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CHAPTER 1

Introduction

Camera movements and angles play a crucial role in shaping how an audience perceives a film.

i. Camera Angles

Camera angles refer to the position and orientation of the camera in relation to the subject being filmed. The angle from which a scene is shot can significantly impact how the audience perceives the action, characters, and overall narrative.

- Low Angle: Filming a subject from below makes them appear larger, more powerful, or even menacing. This angle can instill a sense of awe or fear in the audience, emphasizing the subject's dominance.
- High Angle: When the camera is positioned above, looking down on the subject, it tends to make the character seem small, weak, or vulnerable. This perspective can evoke sympathy from the audience or highlight the character's precarious position.
- Eye Level: This angle places the camera at the same height as the subject's eyes, creating a neutral, relatable viewpoint. It's often used in conversation scenes to foster a direct connection between characters and the audience.
- Dutch Angle (Canted Shot): A tilted camera creates a sense of unease or instability, often used in scenes where things feel off-kilter or to reflect a character's disturbed state of mind.

ii. Camera Movements

Camera movements refer to the physical motion of the camera itself during a shot. These movements can be used to follow action, reveal new information, or create a specific mood.