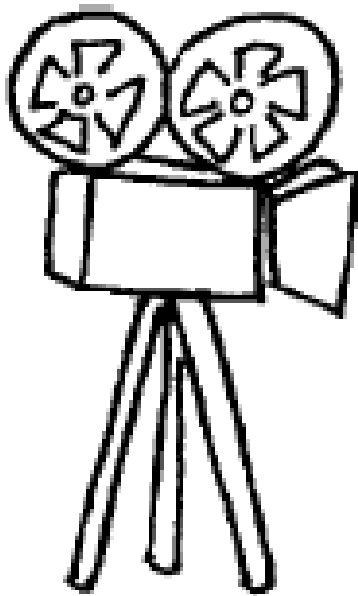
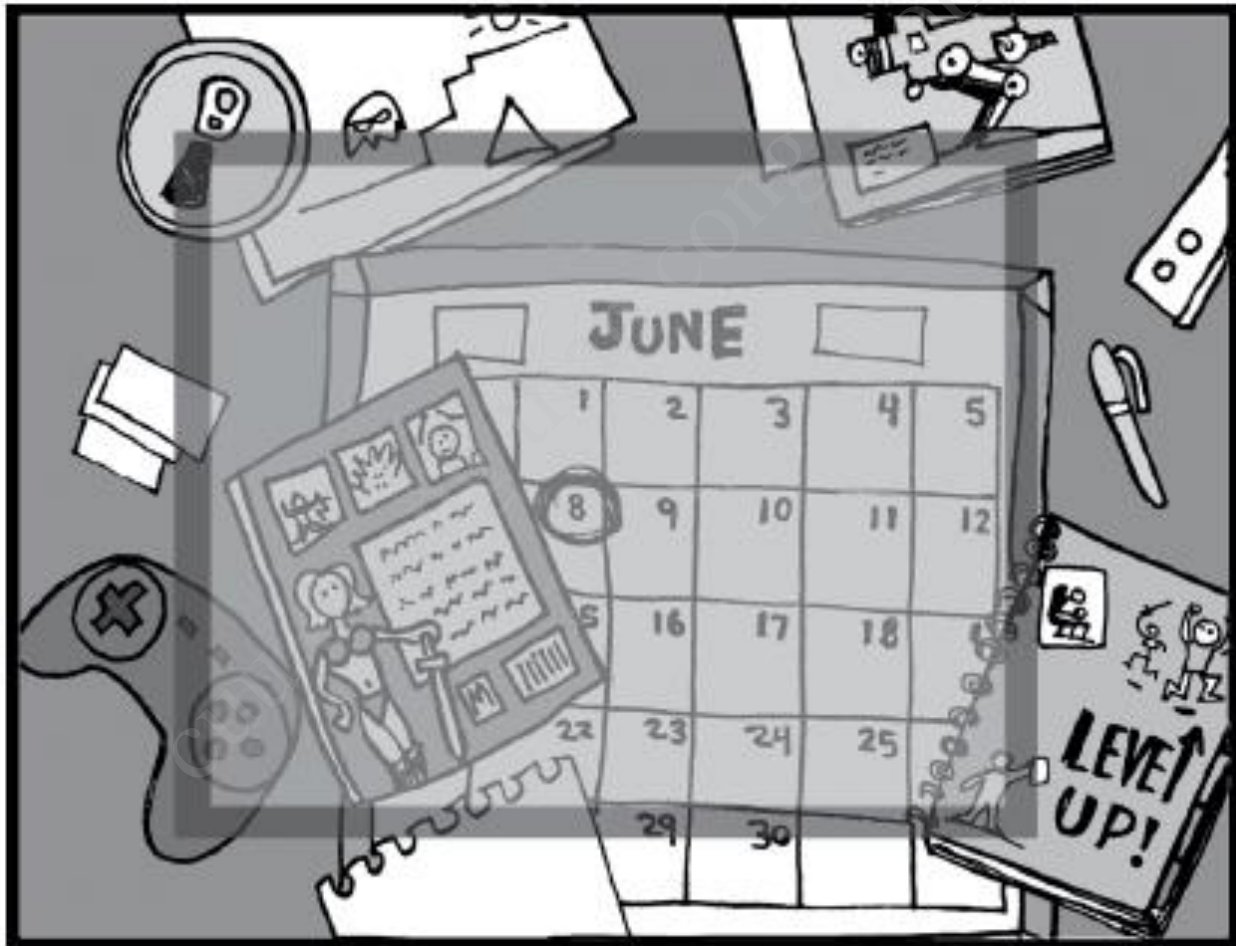


CAMERA

STATIC CAMERA



SCROLLING CAMERA



FIRST PERSON CAMERA



THIRD PERSON CAMERA



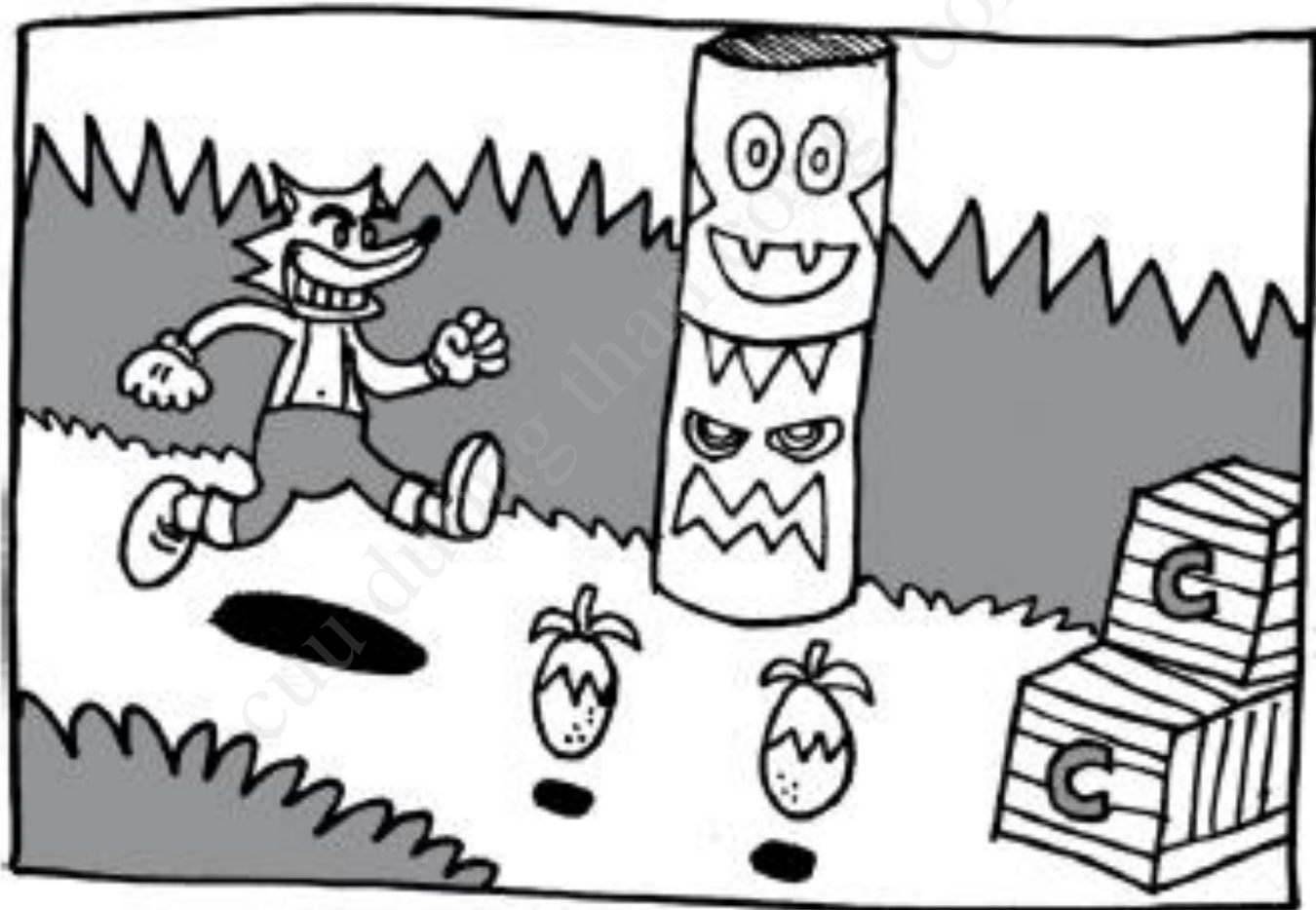
LET THE PLAYER CONTROL THE CAMERA

- Allow players complete control over the follow cam
- Free-look camera
- Give players selective control over the camera
- Second person view

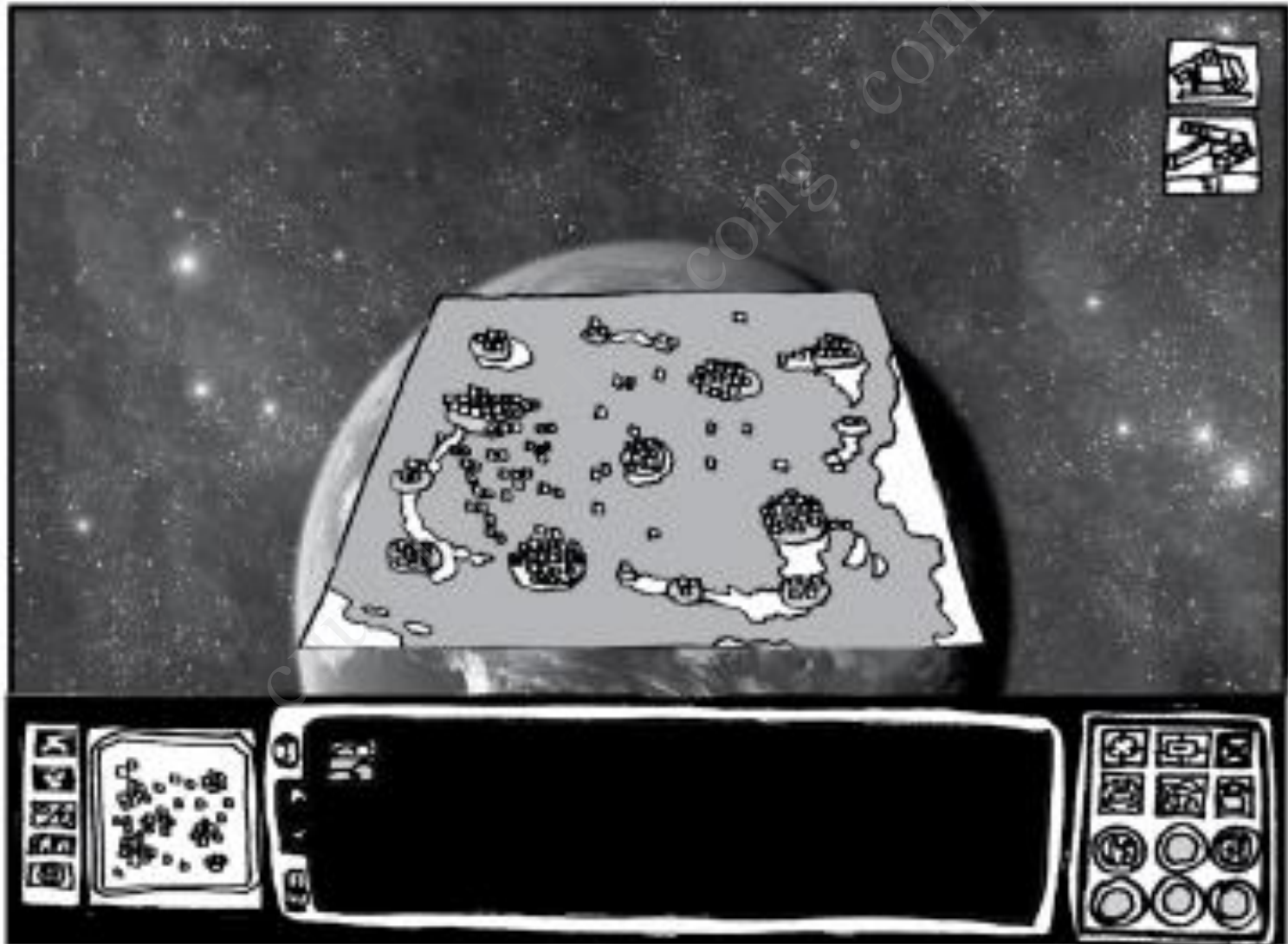
NOT TO LET THE PLAYER HAVE CONTROL OVER THE CAMERA

- The most important point to remember when removing the players' control of the camera is to make it clear they don't have control over it. Once they realize this, they can focus on the gameplay and not worry about the camera.

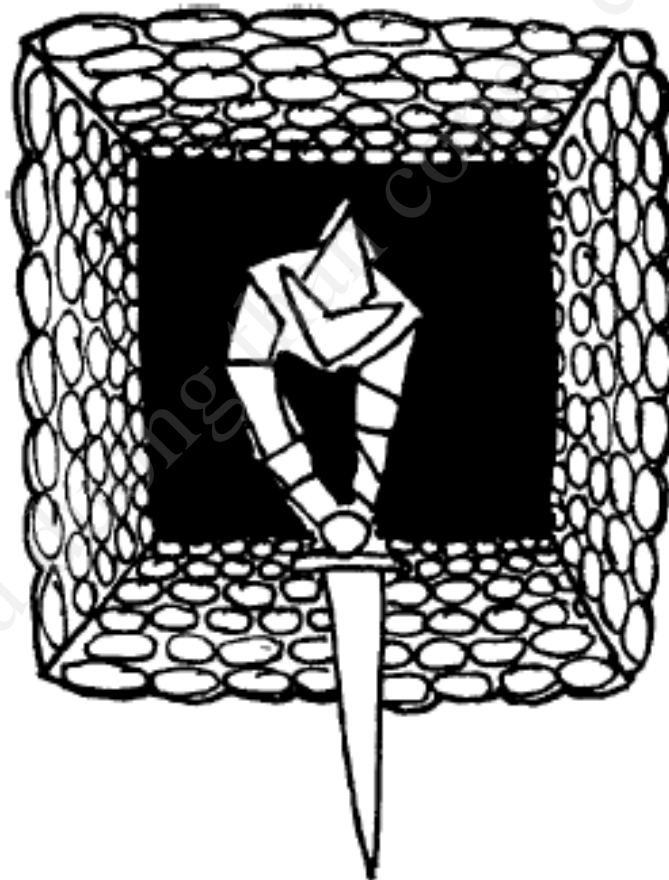
TWO AND A HALF D



ISOMETRIC CAMERA

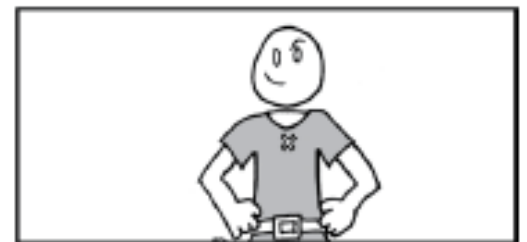
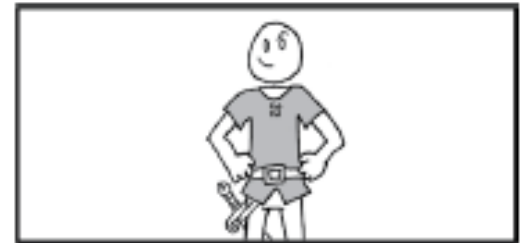
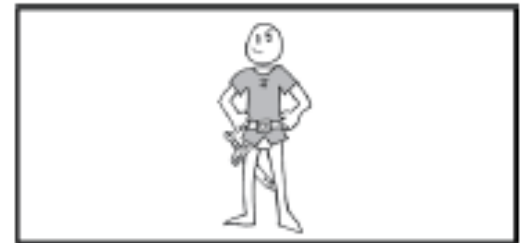


TOP-DOWN CAMERA



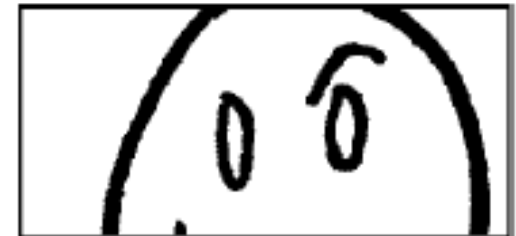
CAMERA SHOT

- Extreme wide shot
- Very wide shot
- Wide shot
- Medium shot



CAMERA SHOT

- Medium close-up
- Close-up
- Extreme close-up



CAMERA SHOT

- Cut away

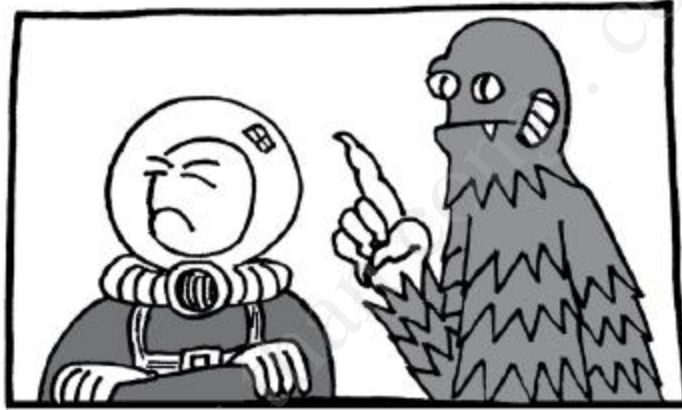


- Cut in



CAMERA SHOT

- Two shot

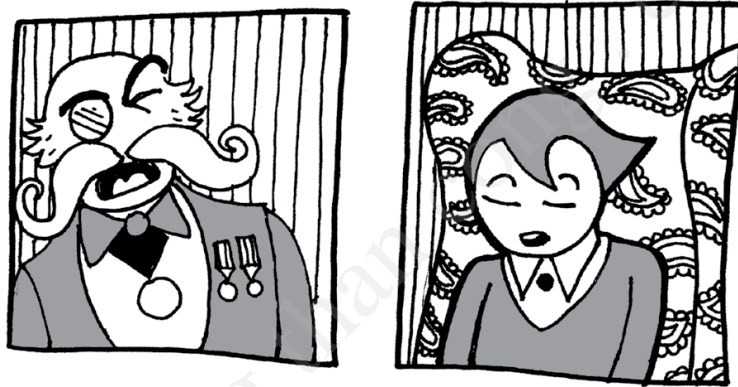


- Over-the-shoulder shot

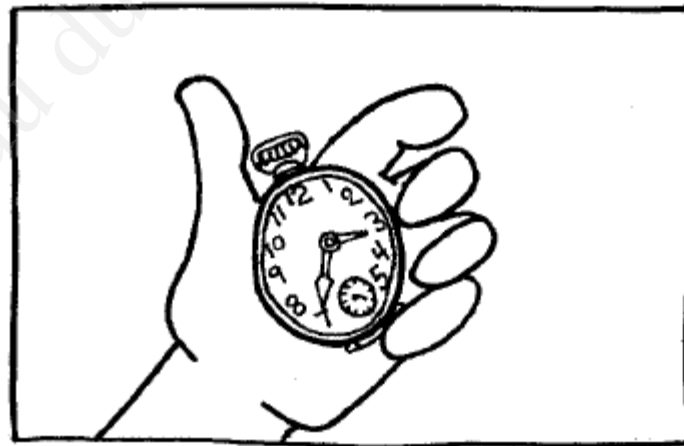


CAMERA SHOT

- Noddy

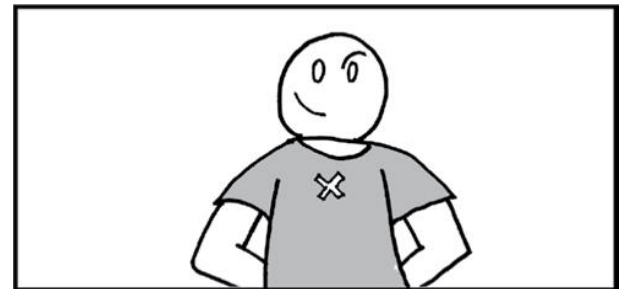
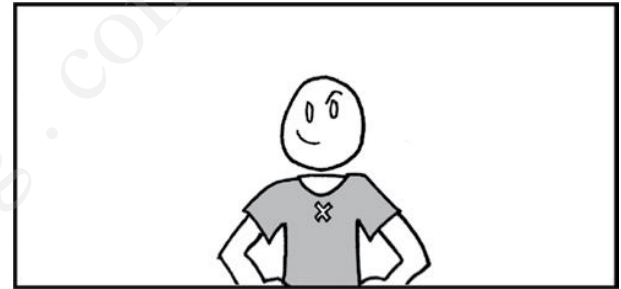


- Point-of-view shot



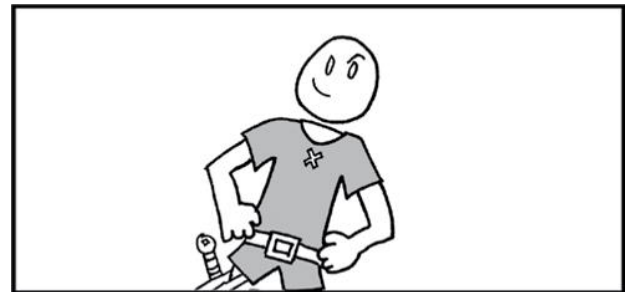
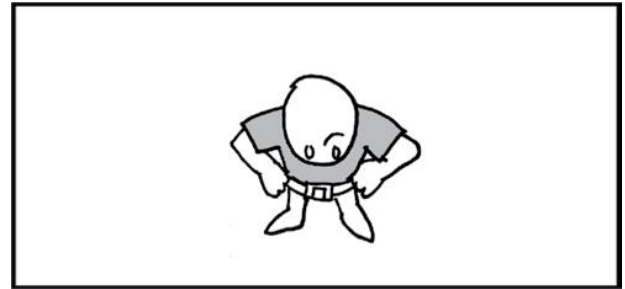
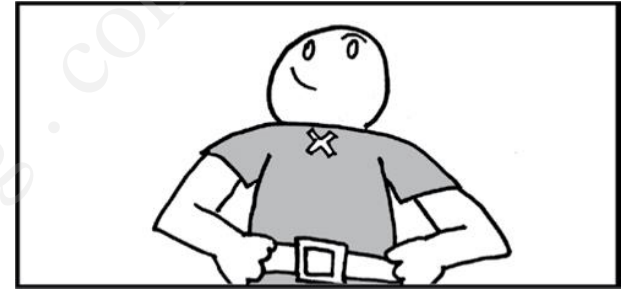
CAMERA ANGLE

- Eye level
- High angle
- Low angle



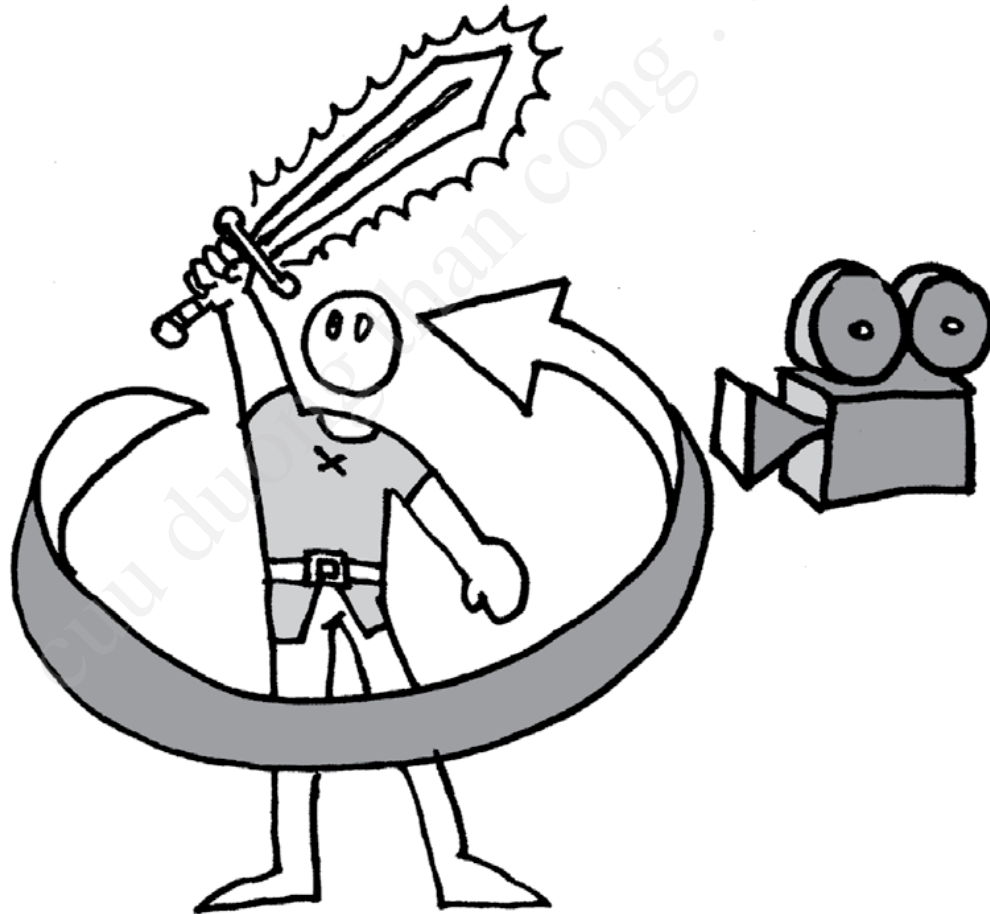
CAMERA ANGLE

- Worm's-eye view
- Bird's-eye view
- Dutch tilt



CAMERA MOVEMENT

- Arc



CAMERA MOVEMENT

- Dolly zoom

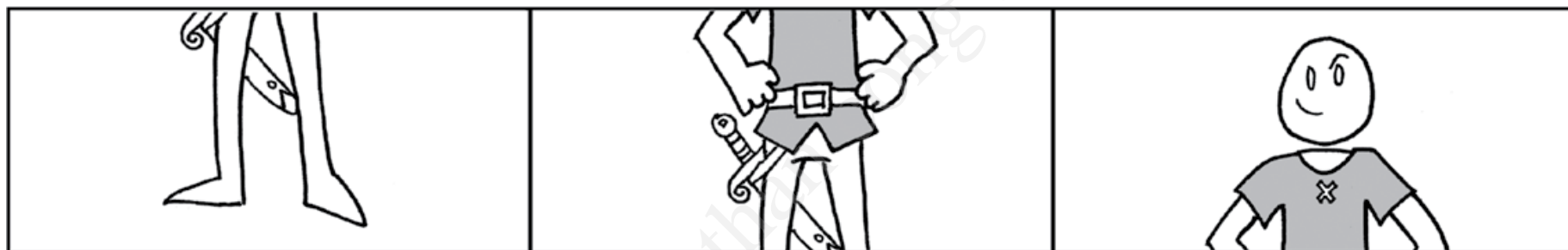


- Follow



CAMERA MOVEMENT

- Pedestal

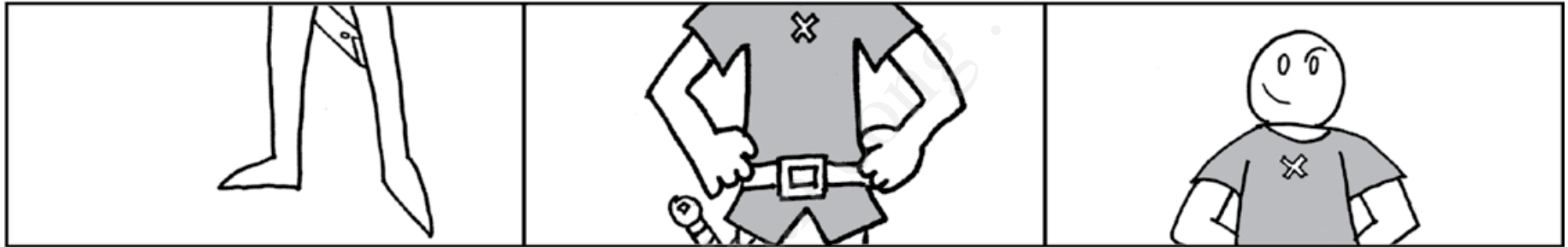


- Pan

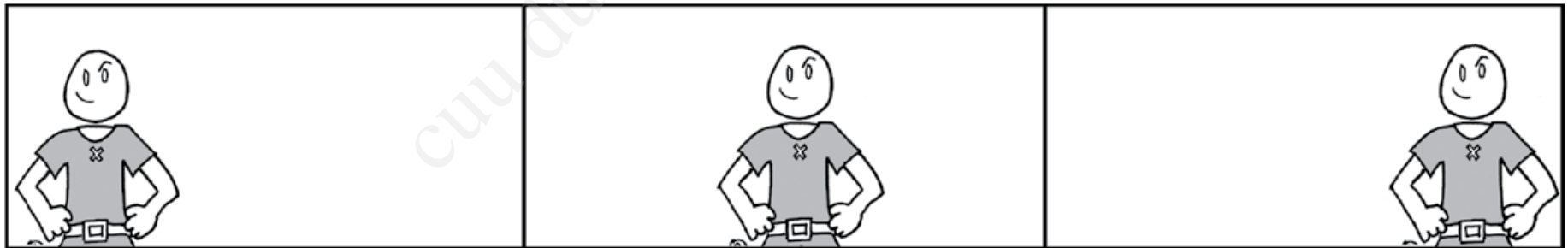


CAMERA MOVEMENT

- Tilt

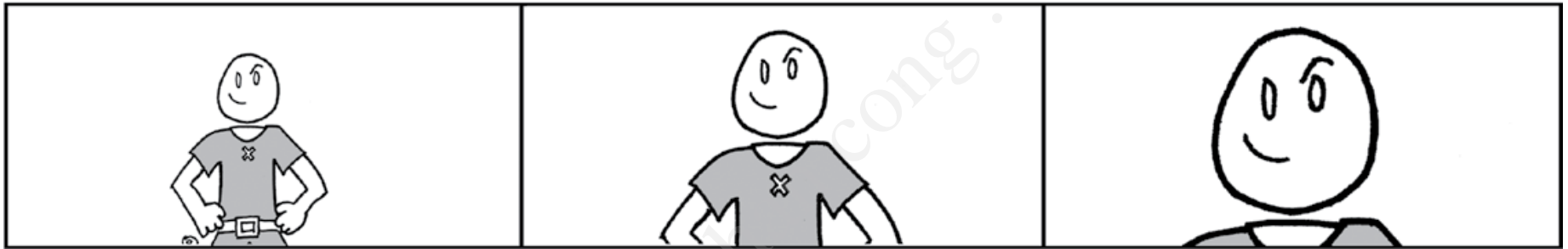


- Dolly



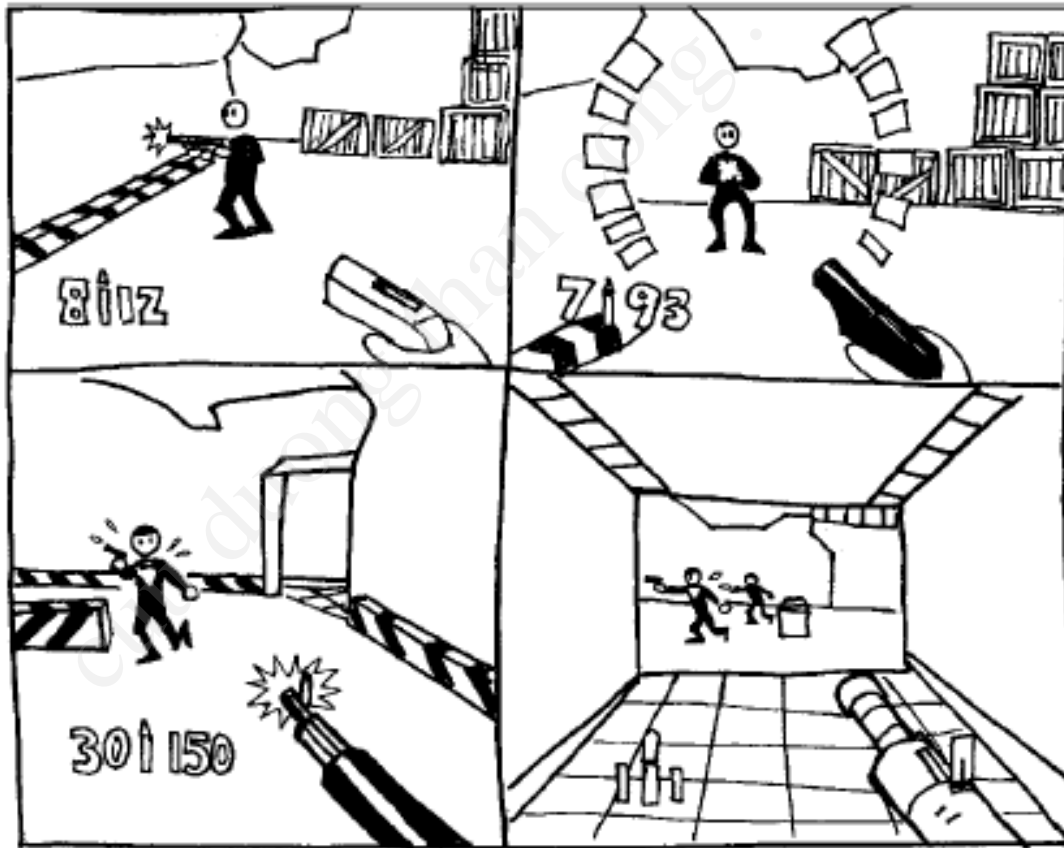
CAMERA MOVEMENT

- Zoom



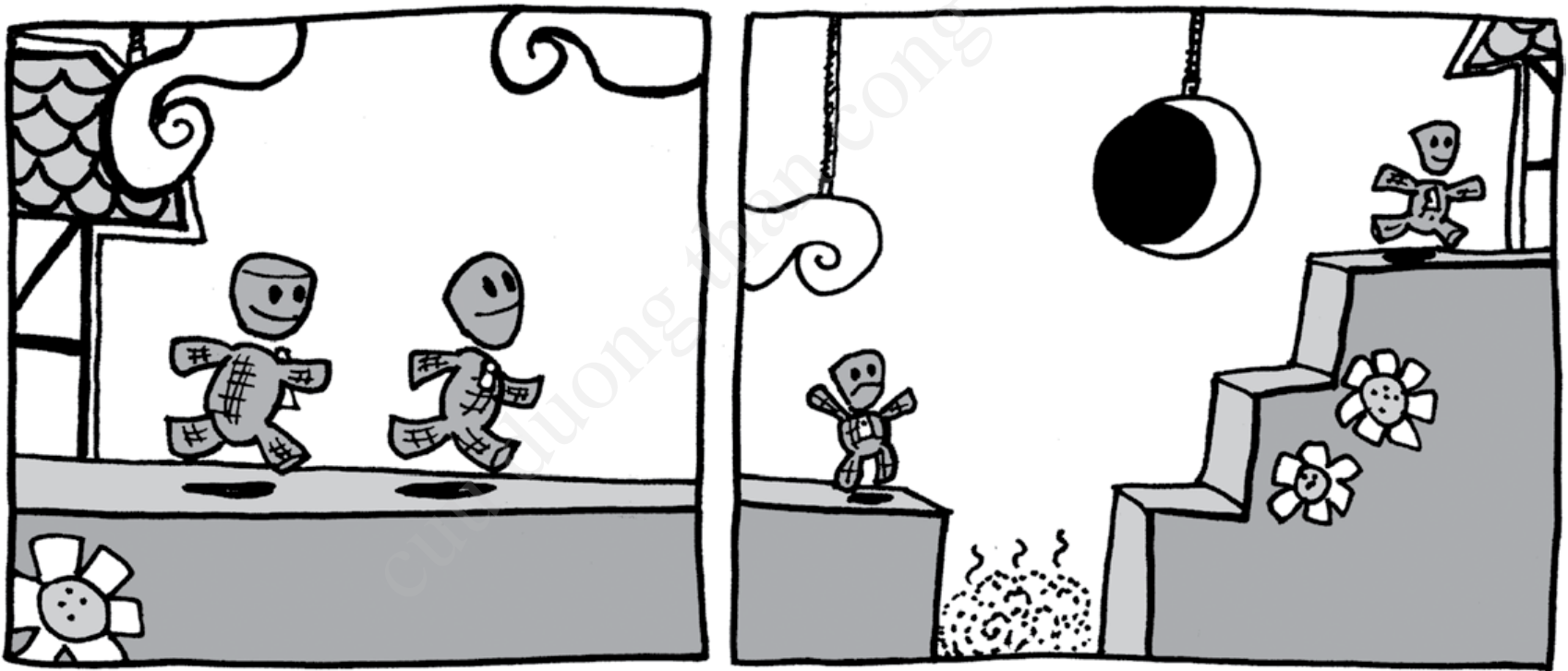
MULTIPLE-PLAYER CAMERAS

- Split screen



MULTIPLE-PLAYER CAMERAS

- Zooming screen



MULTIPLE-PLAYER CAMERAS

- Camera in picture

