

# *Camera angle* & Rule of thirds



Camera Angle/Eye level – straight on



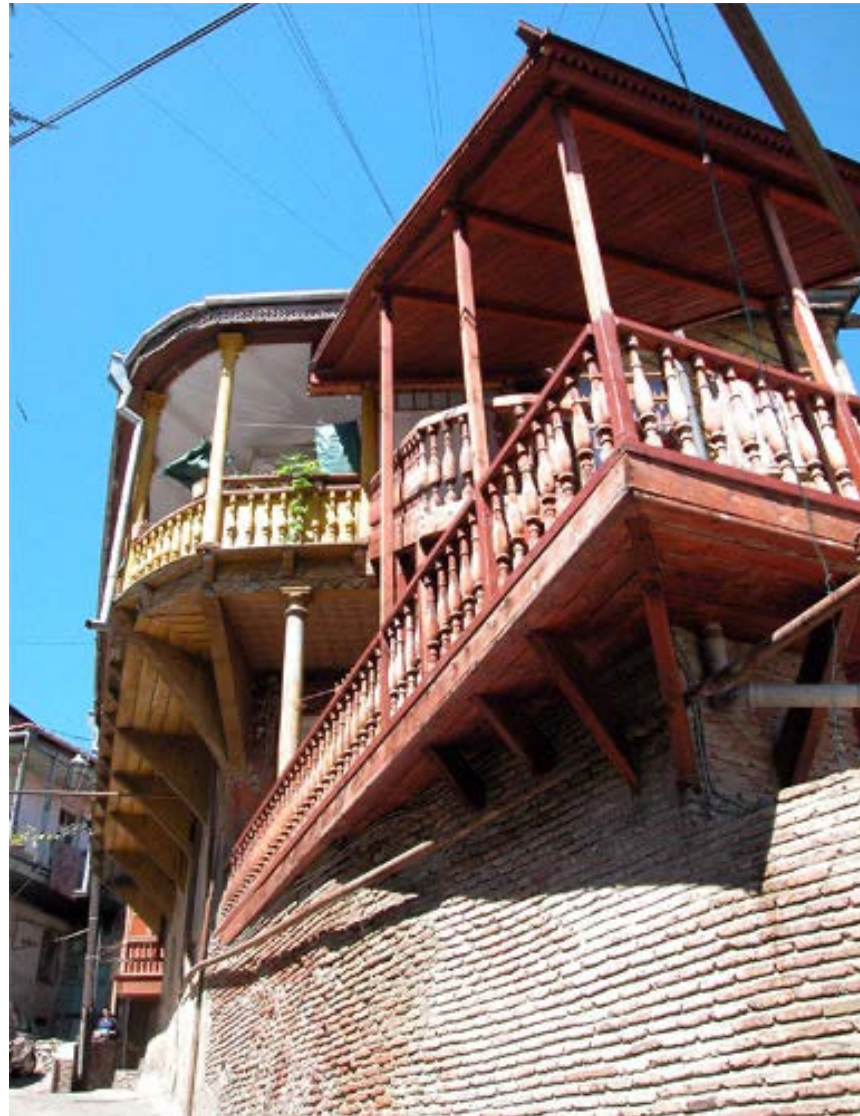
Camera Angle/Overhead – looking down



Camera Angle/Low level – looking up



Camera Angle/Unusual - unexpected



Camera Angle/Point of View

# Camera angle & *Rule of thirds*



Rule of thirds – subject 1/3 on left or right





Rule of thirds – subject 1/3 on left , background 2/3s of right portion of picture



Rule of thirds – subject 2/3s on left ,  
background 1/3 of right portion of picture



Rule of thirds – subject 2/3s on left ,  
background 3/3 of right portion of picture



Rule of thirds – 2/3rds foreground 1/3 sky



Rule of thirds – 2/3rds foreground 1/3 sky



Rule of thirds – 2/3rds sky 1/3 foreground



Rule of thirds – 2/3rds sky 1/3 foreground



Rule of thirds – point of focus on intersection of grid of thirds





Rule of thirds – point of focus on intersection of grid of thirds



Rule of thirds –  
point of focus on  
intersection of grid of thirds



Rule of thirds –  
point of focus on  
intersection of grid of thirds