

# Framework to consider in developing your proposal

## 1. Research Question and Project Rationale

what do you plan to research? how will you research it?  
& why it is important to research this subject?

For my research I decided I want to research different camera perspectives, as for the title I have until now: How does camera perspective influence our view on a character/scene? This is the question I came up with regarding my Thesis proposal but there could be a possibility that this question may change a bit throughout this research.

This idea is linked to what I am doing for my personal project now. I am intrigued by scenes that will view either an overpowering environment or just give you an overwhelming feeling. To create this kind of feeling in a scene you have to think very carefully about your cameras perspective. How does a camera make a scene look big? Or small? The perspective on the scene influences the viewers experience a lot.

The difference in power can be viewed in the movie by changing this camera perspective. When laying a camera low and point it at an actor you will experience that actor to be powerful. Other then that if you would put the camera high and point it down on the same character you will experience that that actor is inferior.

This is an important subject in many industries, working in the film, animation or VFX industry. But other then that camera perspective can be used in real cases that will influence the viewer on something that is supposedly fake news.

## 2. At least 5 keywords

Perspective

Cinematography

Point of view

Camera Lens

Camera angle

Dominance

## 3. Situate your proposal in relation to key texts, issues and debates.

Name and explain authors relevance to your project proposal

As for my Thesis proposal I am still trying to figure out the specific direction I want to go in. As for there are many different categories in camera perspectives. At the moment I am seemingly going more in the direction of the influences of camera angle in everyday life but this is still a bit abstract. So for this part I will sowing a broader view on the topic so we can speak about this later.

Different camera distances will change the ranges of the subject in matter, most of the time this subject is a person. The different ranges of the camera tell something different about the subject, this goes regarding many studies, for example “Experimental research has shown that closer shots facilitate elaboration about the mental life of the subject (Bálint et al.,2020)”.

As for this there are many different perspectives that are on this spectrum of camera perspective/angle/distance that tell the viewer many different ways of viewing a person. This technique is used to also influence you to get different thoughts about different situations. As said there are many researches on these scenarios that are talked about to portrait the subject in a way to change the viewers thought.

Here are some researches and such as an example of a direction of interest:

When the Camera Does Lie: Selfies Are Dishonest Indicators of Dominance (Gale, A. and Lewis, M.B. (2019).)

Danger, Sex, and Everything Else  
A Comparison of Camera Angle and Camera Distance Effects Across Pictures of Varied Emotional Content (Cores-Sarria, L., Hale, B.J. and Lang, A. (2021))

Videotaped Interrogations and Confessions: A Simple Change in Camera Perspective Alters Verdicts in Simulated Trials (Lassiter, G.D., Geers, A.L., Handley, I.M., Weiland, P.E. and Munhall, P.J. (2002).)

#### **4. Research Methodology and Analysis**

Defining the meaning of the word we know well, perspective? "The Oxford English Dictionary defines perspective as: "A particular attitude toward or way of regarding something; a point of view." (Desautels, L. (2014))" For a person, perspective is a mindset on how we view each other as humans.

Our perspective on something can be narrowed down, this is caused by our emotions at that moment in time. This causes us to go down hill and be stuck in a cycle of negative emotion. This cycle will cause us to only see limit in our options.

This definition is mainly based on a person to person interaction, but what if this is in a person to computer interaction, something like Video-Mediated Communication (VMC). Watching someone through a monitor can variate in different ways.

Someone can look closer or farther away depending on the zoom of the camera, As well as that the camera angle can make someone look taller or shorter, even the volume changes can make someone sound loud or soft. (Huang, W., Olson, J.S. and Olson, G.M. (2002)). Other than a computer interaction with a person this view on a person could also be influenced by a simple selfie picture. People influence the way they take a picture of them self regarding of the situation they are put in.

Amberley Gale and Michael B. Lewis underwent a study Using this method on different participants giving them two different scenarios for them to take a selfie. As for scenario one was where they took a selfie for a dating site and the other was to take a selfie for your CV for applying for a job. For this research Gale and Lewis found a few interesting results in their studies.

One of the first things they discovered that as a matter of fact the scenario they place the candidates in do influence the way they take their selfies. The different ways of the orientation on the face will view someone either to be more attractive or more purposeful. Also did the scenario influence the angle of what the camera would be put in. As for the CV scenario was put 5 degrees lower than the camera of the dating scenario. (Gale, A. and Lewis, M.B. (2019))

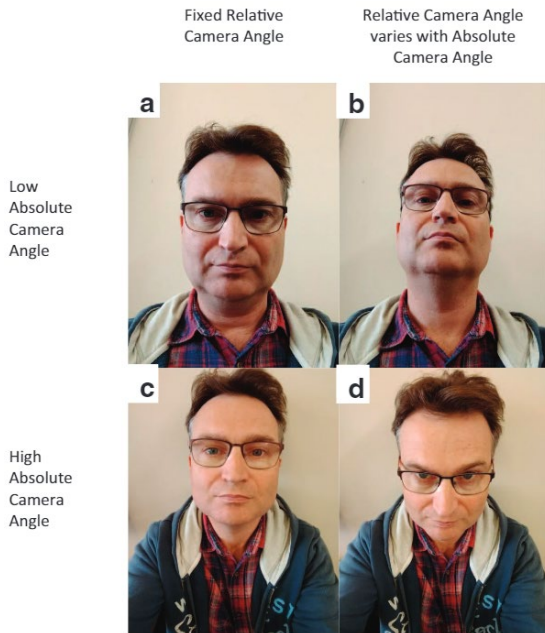


Figure 1.

Illustrations of selfies under different camera elevations. In a and b, the camera is below the height of the eyes, so they have a low absolute camera angle. In a, the face is oriented toward the camera, so the relative camera angle is close to zero, whereas in b, the face is facing forward, so the relative camera angle is low like the absolute camera angle. In c and d, the camera is above the height of the eyes, so they have a high absolute camera angle. In c, the face is oriented toward the camera, so the relative camera angle is close to zero, whereas in d, the face is facing forward, so the relative camera angle is high like the absolute camera angle. Notice that changing the absolute camera angle while keeping the relative camera angle constant (i.e., comparing a and c) has little effect on the projected view of the face. See the online article for the color version of this figure. (Gale, A. and Lewis, M.B. (2019))

### **Some more research:**

Classic directors that use the camera (Hitchcock).

Light and effect have effect on the perspective.

## **5. Bibliography (not included in word count)**

Harvard Style – For guidance on how to reference correctly (using your UAL login)

see appropriate examples on <https://www.citethemrightonline.com/>

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