ANGLES

8 camera angles, ready to paste

Thanks for commenting ANGLES. Most AI videos look boring for one reason: nobody tells the model where the camera is. So it gives you the default every time: dead centre, eye level, staring at the lens.



the default

the one rule

The first line of your prompt is the camera. Then the scene.

TESTED this exact line made the frame next to it.

NEW LINE written for you, not yet run word for word.



1/8

1/8 TESTED

DUTCH ANGLE

for drama

PASTE AS THE FIRST LINE ↓

```
Camera: dutch angle, the whole frame
tilted about 20 degrees, camera low at
table height looking slightly up, 35mm
lens, the subject fills the upper two
thirds of the frame, face large and sharp.
```

my note: If the tilt comes out weak, rotate the still 15° yourself and crop in. A tilted frame is all a dutch angle is.



2/8

2/8 TESTED

TOP-DOWN

for the whole story in one frame

PASTE AS THE FIRST LINE ↓

```
Camera: true top-down view, the camera
directly above the table pointing straight
down, 35mm lens, the table top centred and
filling the middle of the frame, the top
of the subject's head, shoulders and arms
seen from above at the bottom edge.
```

my note: Write “directly above, pointing straight down”. Just “from above” gave me a high angle (see 7/8).



3/8

3/8 TESTED

SIDE PROFILE *+ long lens*

for film feel

PASTE AS THE FIRST LINE ↓

```
Camera: exact 90-degree side profile, the camera level with the subject's eyes and perpendicular to the direction they face, only one eye visible, nose, lips and jaw forming a clean silhouette line, 135mm long lens from a distance, head and shoulders filling the frame, the lights and the city behind melted into big soft bokeh discs, very shallow depth of field.
```

my note: Add one or two real side photos of the person as references. A front photo alone makes the model guess the nose and jaw.



4/8

4/8 TESTED

CLOSE-UP *three-quarter*

for the reaction

PASTE AS THE FIRST LINE ↓

```
Camera: tight close-up from a three-quarter angle, about 45 degrees to the subject's left side, slightly below eye level, the face filling the frame, the subject does not look at the lens, 85mm lens, shallow depth of field, warm bokeh behind.
```

my note: A straight-on close-up is just the default shot, bigger. Turn it 45° and drop it a little below the eyes.



5/8

5/8 TESTED

DIRTY FRAME

for depth

PASTE AS THE FIRST LINE ↓

```
Camera: shot through the leaves of a potted plant very close to the lens, the leaves soft and out of focus framing the edges, the subject sharp behind them at a three-quarter angle from the side.
```

my note: For video, lock the camera. When I let it move, the leaves slid out of the frame and the depth was gone.



6/8

6/8 TESTED

WORM'S-EYE LOW ANGLE

for power

PASTE AS THE FIRST LINE ↓

```
Camera: worm's-eye view, the camera lying on the floor a few centimetres above the ground and pointing steeply upward, 16mm wide lens, the floor huge in the near foreground, the subject towering over the frame seen from below the chin, the sky filling the top of the frame, strong upward perspective.
```

my note: "Low angle" on its own came back at eye level twice. Put the camera on the floor in words, and say your reference image is for the face only, not the camera position.



7/8

7/8 NEW LINE

HIGH ANGLE

for small, alone, watched

PASTE AS THE FIRST LINE ↓

```
Camera: high angle from a corner above, about three metres up, looking down at 45 degrees, 24mm lens, the subject small in the middle of the space, the floor around them filling most of the frame.
```

my note: This frame is what I got when a top-down came out wrong. The line is written for a high angle on purpose; I haven't run it word for word yet.

no frame:
needs two people

8/8

8/8 NEW LINE

OVER-THE-SHOULDER

for conversation, point of view

PASTE AS THE FIRST LINE ↓

```
Camera: over-the-shoulder shot from just behind the first person's right shoulder, that shoulder and the back of their head soft and dark in the near foreground covering the left third of the frame, the second person sharp and facing the camera, 50mm lens, eye level.
```

my note: Not in this shoot: it needs two people. Use it for any talking scene.

how to use a line

```
Camera: [paste one line from this list]
Scene: [who] [where] [doing what]
Light: [time of day, where the light comes from]
```

The scene from my reel, with 1/8 in front:
Camera: dutch angle, the whole frame tilted about 20 degrees... Scene: a man in a black leather jacket on a rooftop at dusk, pouring chai from a kettle, steam rising. Light: warm string bulbs, dusk sky.

For video: make the still first, then animate it from that start frame with one camera move and timed actions. Keep the camera line in the video prompt too.

4 things I learned

1 *Your reference image sets the camera too.*
Give the model a front-facing photo and it copies that camera height. Say in the prompt what each reference is for: “for the face only, not the camera position”.

2 *Wide lens up close stretches the face.*
16-20mm is great from the floor or for full body. For faces, stay at 35mm or longer, or the jaw and nose change.

3 *Keep the face big in the frame.*
When the face is tiny, the model has nothing to copy and makes one up. Crop closer or move the camera in.

4 *Don't slow AI clips down in the edit.*
It looks fake straight away. Plan the action to fit the length instead.

— Yash, Build Unfiltered