

### Shot Sizes

|                              |   |
|------------------------------|---|
| <b>Establishing Shot</b>     | Establishes Geography, time and scale             |
| <b>Master Shot</b>           | Confirms location & Establishes chars. & relation |
| <b>Wide Shot (WS)</b>        | Positions chars. far from cam                     |
| <b>Full Shot (FS)</b>        | subject completely in frame                       |
| <b>Cowboy</b>                | from head to just below their "holster"           |
| <b>Medium shot (MS)</b>      | from head to just below the chest                 |
| <b>Medium CloseUp (MCU)</b>  | from head to mid chest                            |
| <b>CloseUp (CU)</b>          | arrange around eye level                          |
| <b>Extreme CloseUp (ECU)</b> | Isolates single area of a subject e.g. eyes       |

### Framing

|                                |                                      |
|--------------------------------|--------------------------------------|
| <b>Single</b>                  | One Char. primary focus              |
| <b>Two Shot</b>                | Two Char. both faces visible         |
| <b>N Shot</b>                  | N char. in frame                     |
| <b>Crowd Shot</b>              | <i>many</i> chars. in frame          |
| <b>Over the Shoulder (OTS)</b> | Over the shoulder; one char in focus |
| <b>Point of View (POV)</b>     | From the view of one char.           |
| <b>Insert shot</b>             | Extremely tight on a detail          |

Clean: Only the focus subject is visible  
 Dirty: Includes limited present from other chars.

### Camera Movement

|                                     |   |
|-------------------------------------|---|
| <b>Pan (left/right) (slow/wipe)</b> | Turn around the Y-axis                        |
| <b>Tilt (up/down)</b>               | Turn around the X-axis                        |
| <b>pull out</b>                     | Move away from subject                        |
| <b>push in/forward</b>              | Move towards the subject                      |
| <b>Zoom (in/out)</b>                | Zoom!   |
| <b>Crash Zoom</b>                   | Zoom but quicker                              |
| <b>The dolly</b>                    | movement on a track                           |
| <b>tracking/tracking</b>            | Move along subject; Mostly on a track or cart |
| <b>Reverse dolly zoom</b>           | zoom in, pull out/zoom out, push in           |
| <b>Pedestal shot</b>                | Vertical movement up/down                     |
| <b>Boom shot</b>                    | Same as Pedestal but with pan/tilt/zoom       |
| <b>The Steadicam/Gimbal</b>         | Stabilized movement from a camop              |
| <b>Handheld</b>                     | Same as Steadicam but with shake              |
| <b>Rack focus</b>                   | Move focus point                              |
| <b>Dutch Spin</b>                   | Move the camera around the Z-axis             |
| <b>push in/pull out focus</b>       | While pushing or pulling focus on subject     |



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