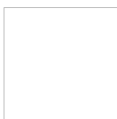


Shot Sizes	
<b>Establishing Shot</b>	Establishes Geography, time and scale
<b>Master Shot</b>	Confirms location & Establishes chars. & relation
<b>Wide Shot (WS)</b>	Positions chars. far from cam
<b>Full Shot (FS)</b>	subject completely in frame
<b>Cowboy</b>	from head to just below their "holster"
<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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