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

Framing	
Single	One Char. primary focus
Two Shot	Two Char. both faces visiable
N Shot	N char. in fame
Crowd Shot	*many* chars. in frame
Over the Shoulder (OTS)	Over the shoulder; one char in focus
Point of View (POV)	From the view of one char.
Insert shot	Extremely tight on a detail

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

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

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