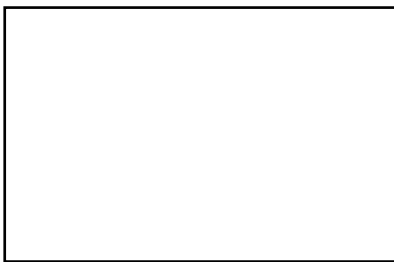


Names: _____

Object being advertised: _____

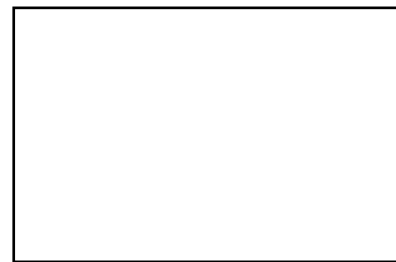
Wide Shot

A wide shot is a short-lens shot used to establish space, as in a master shot, or whole location, as in the opening of a film. One of the key things video producers want to do, especially in the beginning of their project, is to establish where it is taking place and then again, once the location changes, to reestablish that.



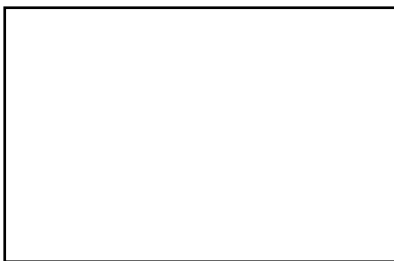
Two-Shot

The two-shot can be a MS, CU, or WS where two characters speak to each other and both their faces are featured in the shot.



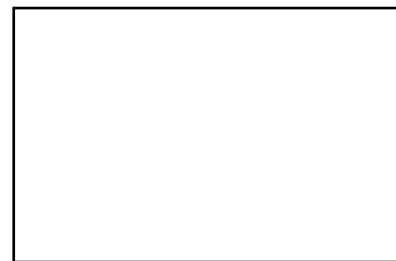
Full Shot

A full shot gives a full-body view of the subject. The top of the frame is slightly above the subject. The bottom of the frame is just underneath the subject's feet. The shot allows the viewer to see the relationship between the subject and the location of the scene.



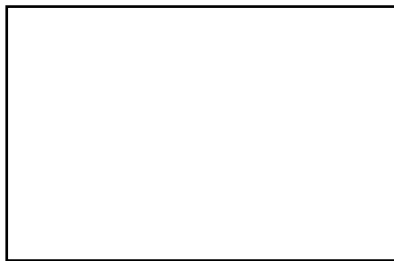
Over-the-Shoulder (OTS)

This is a type of two-shot used frequently for conversations. Over-the-shoulder shots are generally done in pairs, each once focusing on a character on one side of the frame and the listener's shoulder on the other side.



¾ Shot

A ¾ shot (pronounced "three-quarter") is slightly closer than a full shot. The bottom of the frame cuts off around the knees. The shot is loose enough to see enough of the subject's full body movement, without attention to the placement of the subject in surrounding space.



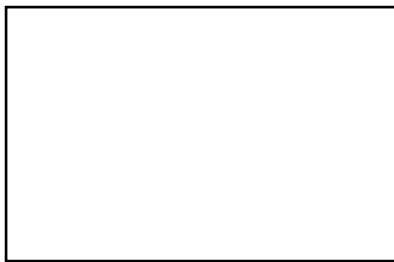
High-Angle Shot

The camera is above the subject in a high-angle shot, which is frequently used to emphasize the smallness of the character and make it seem like the world is out to get them



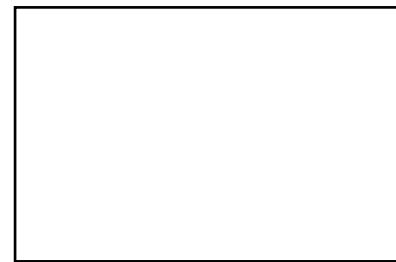
Medium Shot

A medium shot is a head and upper-body shot, where the bottom of the frame cuts off at around the waist of the subject. It may be considered the workhorse of media creation since many directors use it most commonly to handle dialogue-heavy scene. More than 50% of most films are medium shots.



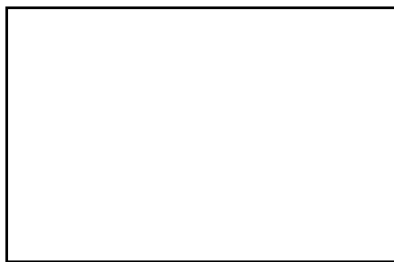
Low-Angle Shot

In a low-angle shot the camera is below a character looking up at them to make the character seem more powerful.



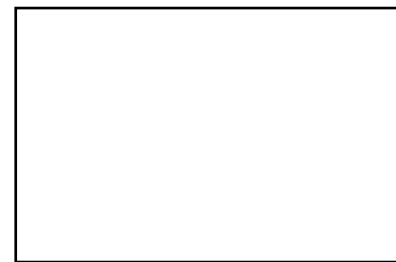
Medium Close-up (MCU)

A medium close-up is like a medium shot, showing the head and upper body, yet the bottom of the frame cuts off halfway between the waist and the shoulders.



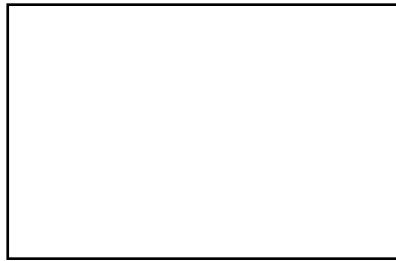
Oblique Shot / Dutch Angle

An oblique shot, or Dutch angle, is a shot that is rotated either left or right with a tilted horizon. Its purpose is to give the audience a sense of distortion.



Close-up (CU)

In a close-up, the face of the character fills the frame, with the bottom of the frame cutting off right below the subject's shoulders. This brings the audience very close to the character which is why it is mostly saved for scenes of emotional importance or to convey suspense.



Handheld

A handheld camera allows you easy, faster movement, though you should ensure the image stabilizer is turned on if you plan to move the camera much.



Extreme Close-up (ECU)

A macro lens is used to magnify something in extreme close-up and make it fill the screen.



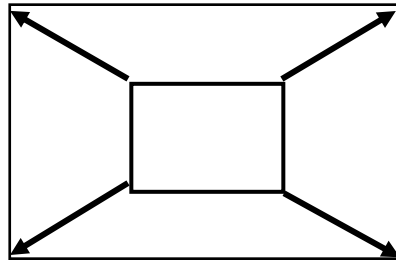
Tracking Shot / Dolly Shot / Trucking Shot

A tracking shot means the camera stays with the characters, or onto or off of them, as they move with a scene. A dolly is a platform the camera and tripod stand on to move smoothly, and dolly tracks are what they move along.



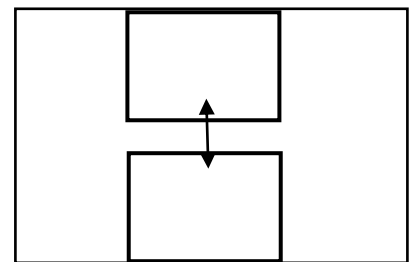
Zoom Out

Changing the framed subject from a closer shot to a wider shot during the action of the scene.



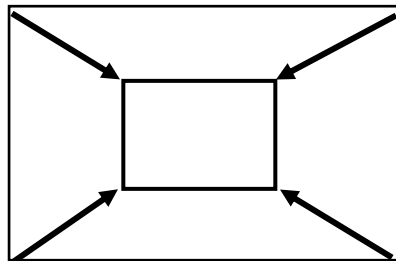
Tilt

A tilt is the vertical (up-down) movement of the shot.



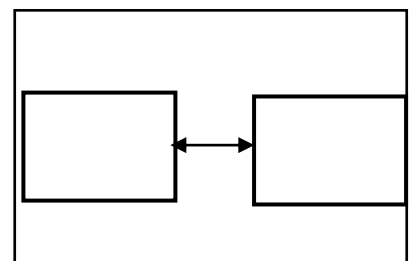
Zoom In

Changing the framed subject from a wider shot to a closer shot during the action of the scene.



Pan

A pan is the horizontal (left-right) movement of the camera from a stationary point.



Long Shot (LS)

The main action is far away from the camera in a long shot. This makes the audience look into the shot to figure out what is happening, and it can also be used to contrast a character with their environment.

