

Mastering the Shot

Master Shot: the main shot of the scene, usually the widest and almost always the first filmed. The master shows all of the main action of a scene. It establishes the space of the scene, and shows where everything is relative to everything else.

Coverage: all other shots in a scene that is needed or can be afforded. Coverage choices are made to maximize storytelling effect.

Establishing Shot

Is an extreme wide shot to show the audience where the story is taking place. Usually at the beginning of the film and at location changes.



Point-of-View Shot

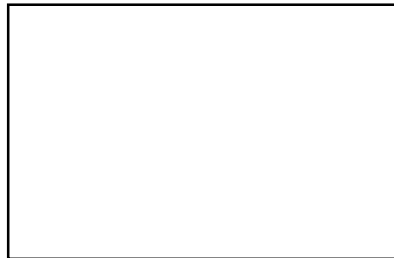
Shows what the character is seeing, composed of three shots:

- A CU of someone's eyes
- What they're seeing
- Their reaction



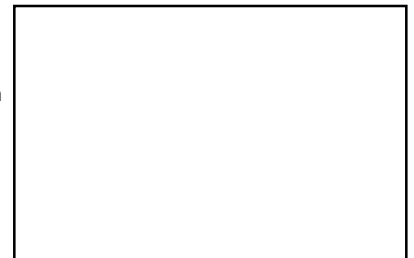
Insert Shot

Is a close up of some detail in the scene besides the main action that still reveals important information or clues to the main action.



Reverse Angle Shot

Matches a previous shot from the opposite angle. This is done most commonly during dialogue scenes or interviews.



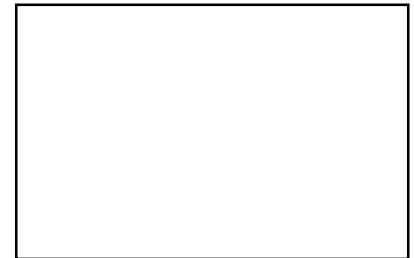
Reaction Shot

Shows a character's reaction to what has just been said. As with over the shoulders or two-shots, these can also be described as CUs or MSs.



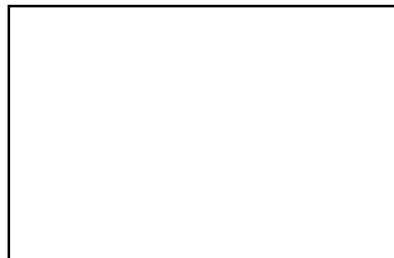
Slow Disclosure Shot

Or reveal, is a tracking shot where more information comes into view over time.



Freeze Frame

Gives the audience extra time to think about what's going on and let them know what's important.



Fast-Motion Shot

Used to show a process condensed into a smaller time period.



Superimposition

Is two shots laid on top of the other to see both at the same time. Connecting the images asks the audience to make the connection.



Slow-Motion Shot

Slowing onscreen time can emphasize a key moment or action.

