	Name:	Per:
Mastering the Shot: a Soap	pera	
	he scene, usually the widest and almost always the first filmed. T blishes the space of the scene, and shows where everything is re	
Coverage: all other shots in a storytelling effect.	ene that is needed or can be afforded. Coverage choices are ma	ade to maximize
Establishing Shot Is an extreme wide shot to show the audience where the tory is taking place. Usually t 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	
nsert Shot s a close up of some detail in the scene besides the main ction that still reveals important information or lues to the main action.	Reverse Angle Shot Matches a previous shot from Reverses Angle Shot is is done most commonly during dialogue scenes or interviews.	
Reaction Shot hows a character's reaction o what has just been said. As vith over the shoulders or wo-shots, these can also be escribed as CUs or MSs.	Slow Disclosure Shot Or reveal, is a tracking shot Reverse Angle Shot Rack Focus Shot comes into view over time.	
Freeze Frame Sives the audience extra time to think about what's going on and let them know what's exportant.	Fast-Motion Shot Used to show a process Reverse Angle Shother Rack Focus Shot Fast-Motion Shot	
superimposition s two shots laid on top of the other to see both at the same of the images sks the audience to make the onnection.	Slow-Motion Shot Slowing onscreen time can Reverse Angle Shor key Rackefiac Assanated Fast-Motion Shot Superint position	