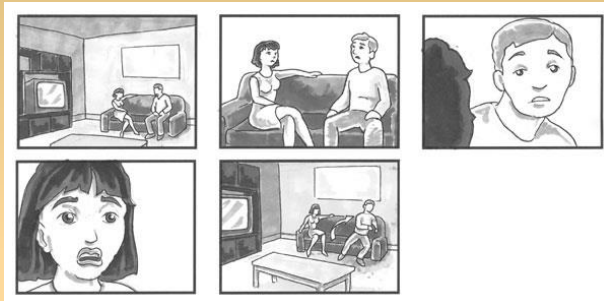


Fundamentals of the Shot

What is a Scene?

- A combination of shots that shows the action that takes place in one location or setting



What is a Shot?

- A continuous view filmed from one perspective

Shot Description

Camera framing

- How close or far a subject is from the camera.

Camera angles

- Angling of the camera from which you view the subject.

Camera movement

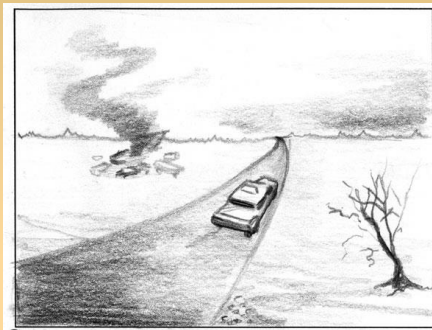
- The movement of the camera forward, backward, left, right, up, and down

Camera Framing

- Extreme long (wide) shot
- Long (wide) shot
- Medium shot
- Close-up shot
- Extreme close-up
- Two shot

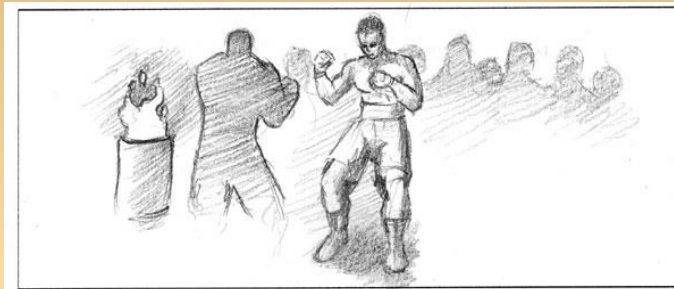
Extreme Long Shot

- Establishes the location or setting
 - Example: Western landscape



Long Shot

- Frames the entire height of a person, with the head near the top of the frame and the feet near the bottom



- Shows the location, characters, and action

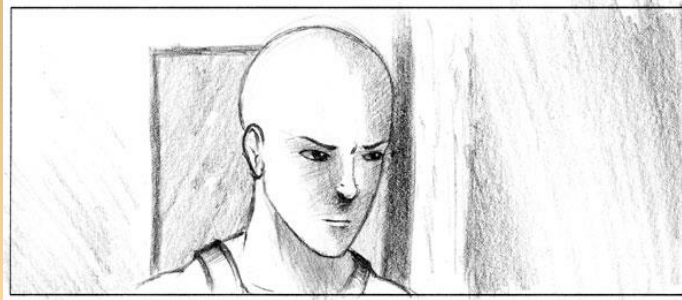
Medium Shot

- Frames an individual from either the waist up, or from the knees.



Close-up Shot

- Shows a character from the shoulders to the top of the head

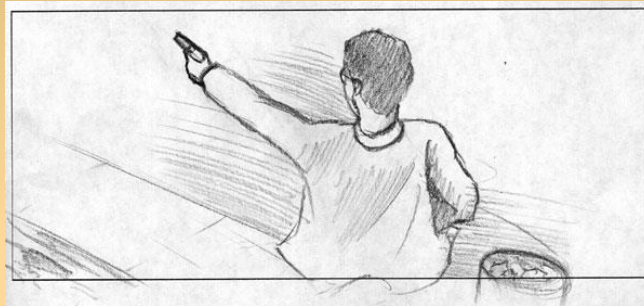


Camera Angles

- High-angle shot
- Low-angle shot
- Eye-level shot
- Bird's eye view
- Worm's eye view
- Canted shot
- Three-quarter shot
- Over-the-shoulder shot

High-angle Shot

- A camera placed higher than the subject (not directly overhead) and tilted downward



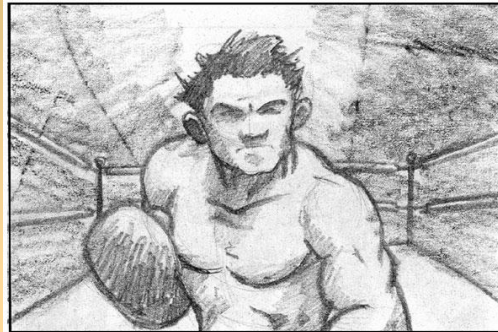
Low-angle Shot

- A camera placed lower than the subject and tilted upward



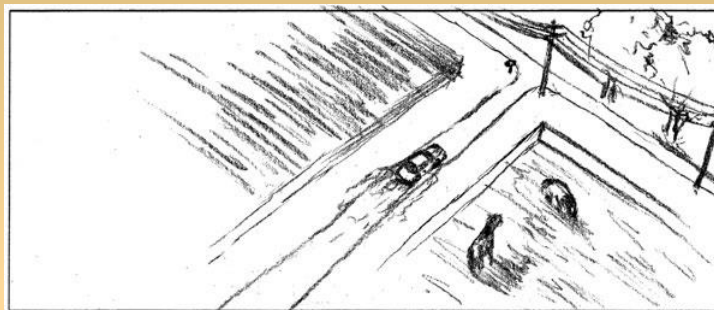
Eye-level Shot

- The camera is positioned at eye-level with a character.

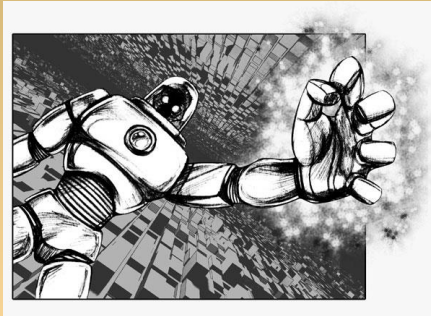


Bird's Eye View

- The camera is positioned directly overhead of the action



Canted Shot



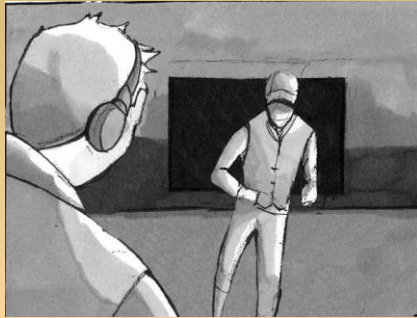
- The camera is tilted so that the subject appears to be diagonal and off-balance.

Three-quarter Shot

- Positions the camera between a frontal angle and a profile shot.



Over-the-shoulder Shot



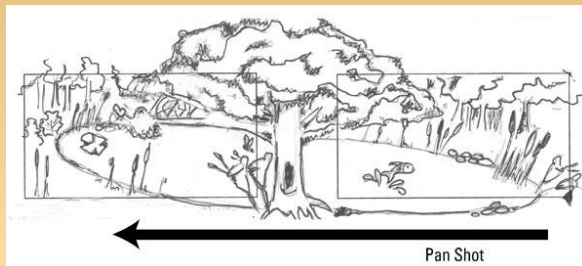
- Positions the camera over the shoulder of one character, revealing part of the backside of their head and shoulders, and focuses on the character facing the camera in the background

Camera Movement

- Pan
- Tilt
- Crane
- Dolly
- Track
- Zoom
- Static

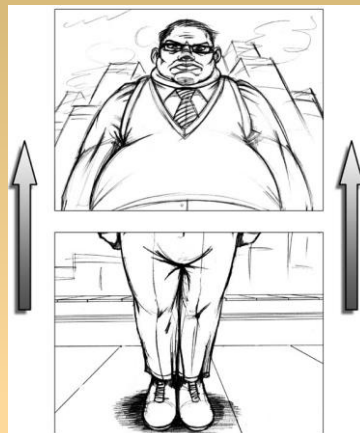
Pan Shot

- A fixed camera pivots on its axis turning from left to right for the purpose of following the action within a shot



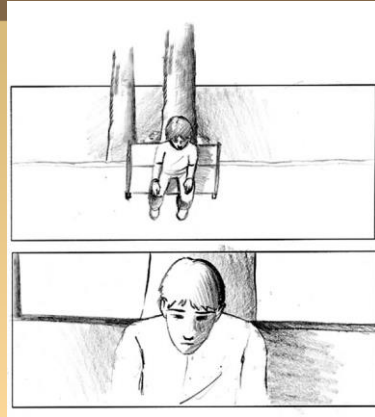
Tilt Shot

- A fixed camera that moves on its vertical axis, tilting up or down



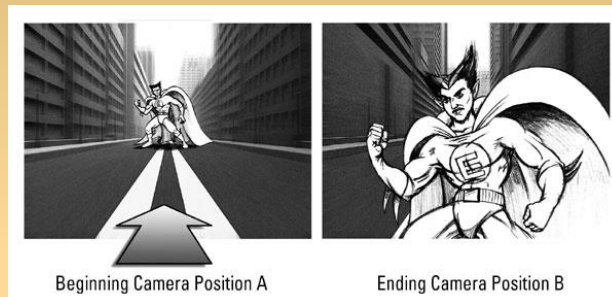
Crane Shot

- The camera is positioned on a crane. It can cover great distances and produce unusual camera angles.
- The most obvious uses are to view the actors from above or to move up and away from them. It is a common way of ending a movie.



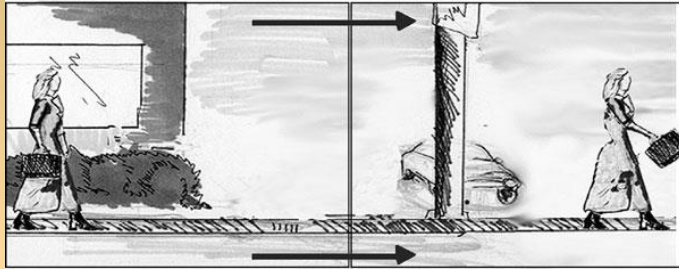
Dolly Shot

- The camera moves toward a subject (dolly-in) or away from a subject (dolly-out).



Tracking Shot

- The camera tracks alongside of the object or person.



Zoom Shot

- Camera stays stationary as the focal length of a lens zooms in or out.
 - Framing gets 'tighter' if the camera zooms in.
 - Framing gets 'looser' if the camera zooms out.



Static Shot

- The camera doesn't move, although the objects within the shot may be in motion.

<http://www.youtube.com/watch>