## [extreme close up] ECU

Tighter close up shots with great detail. More than the human eye normally perceives



## [close up] CU

Shows a particular part of your subject. For people this usually means the shot frames just the head.



## [medium close up] MCU

Shot shows the subject in more detail and is often framed from below the shoulders to the top of the head.



### [mid shot] MS

Frames the subject from the waist up. This is the most common shot nd allows for hand gestures and motion.



## [wide shot/long shot] WS

Shows the entire person or area. They're great for establishing the scene and allow for good action of characters. Sometimes this is known as a long shot.



## [very wide shot] VWS

Act to establish the area. Zoomed out very far so that the viewer can see the context and setting of the scene.



## [extreme wide shot] EWS

The view is so far from the subject that he isn't even visible. Often used as an establishing shot.



### [POINT OF VIEW] P.O.V.

An effective shot that gives the audience the feel that you're seeing it from the eyes of the character. It is taken from near the eye-level of the actor and show what he might see.



## [POINT OF VIEW] P.O.V.



## [POINT OF VIEW] P.O.V.



## [OVER THE SHOULDER SHO] OSS: shot

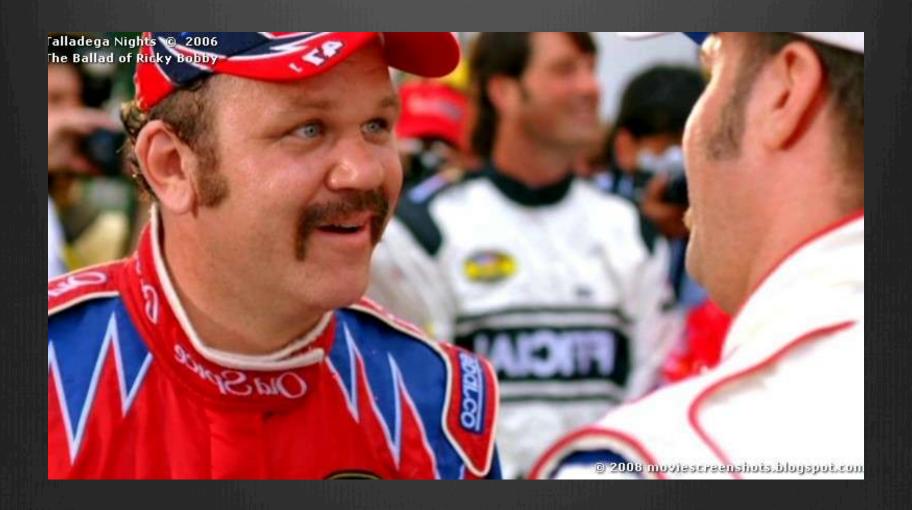
from behind the person towards their subject. Generally the frame is cut off just behind the ear, although there are several variations. A good technique to use to get this shot is to frame the person facing the subject with about one third of the frame.



## [OVER THE SHOULDER SHOT] OSS



# [OVER THE SHOULDER SHOT] OSS



## [cutaway shot] CA

A cutaway is a shot that's usually of something other than the current action. It could be a different subject (eg. this cat when the main subject is its owner), a close up of a different part of the subject (eg. the subject's hands), or just about anything else. The cutaway is used as a "buffer" between shots (to help the editing process), or to add interest/information.



## [cut in shot] CI

Like a <u>cutaway</u>, but specifically refers to showing some part of the subject in detail. Can be used purely as an edit point, or to emphasise emotion etc. For example, hand movements can show enthusiasm, agitation, nervousness, etc.



#### Camera shots [print out]

[extreme close up] ECU



[close up] CU



[medium close up] MCU



[mid shot/medium shot] MS



[wide shot/long shot] WS



[very wide shot] VWS



[over the shoulder shot] OSS



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[point of view] P.O.V.