



Video Production **Shots**

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Mt. Eden High School

Media & Computer Applications II

Why know them...

- Camera shots are the vocabulary of video.
- Know your shots
- That is how you will tell your story!

Extreme Long Shot (Establishing Shot)

For establishing a scene in terms of time and place, as well as a character's physical or emotional relationship to the environment and elements within it. The character doesn't necessarily have to be viewable in this shot.



Used to show the subject from a distance, or the area in which the scene is taking place.



Long Shot (Establishing Shot)



Shows the subject from top to bottom; for a person, this would be head to toes, though not necessarily filling the frame.

The character becomes more of a focus than an Extreme Long Shot, but the shot may still be dominated by the scenery. It is also used to show the relationships of characters in space. This shot often sets the scene and our character's place in it. This can also serve as an Establishing Shot, in lieu of an Extreme Long Shot.



Full Shot

The emphasis tends to be more on action and movement rather than a character's emotional state.



Frames character from head to toes, with the subject roughly filling the frame.





Shows subject from the knees up.

Medium Long Shot ($\frac{3}{4}$ Shot)





Frame the subject from mid-thighs up (to fit the character's gun holsters into the shot).

Cowboy Shot (aka American Shot)





For a person, a medium shot typically frames them from about waist up.

Medium Shot

Shows part of the subject in more detail. This is one of the most common shots seen in films, as it focuses on a character (or characters) in a scene while still showing some environment.





Falls between a Medium Shot and a Close-Up, generally framing the subject from chest or shoulder up.

Medium Close-Up



Close-Up

Framed this tightly, the emotions and reaction of a character dominate the scene.



Fills the screen with part of the subject, such as a person's head/face.





A variant of a Close-Up, this shot frames the subject's face from above the eyebrows to below the mouth.

Choker





Emphasizes a small area or detail of the subject, such as the eye(s) or mouth.

Extreme Close-Up (aka Italian Shot)





SHOT

ANGLE/PLACEMENT



Taken with the camera approximately at human eye level, resulting in a neutral effect on the audience.

Eye Level





Subject is photographed from above eye level. Can have the effect of making the subject seem vulnerable, weak, or frightened.

High Angle





Subject is photographed from below eye level. Can have the effect of making the subject look powerful, heroic, or dangerous.

Low Angle



Dutch Angle/Tilt



Shot in which the camera is set at an angle on its roll axis so that the horizon line is not level. It is often used to show a disoriented or uneasy psychological state.



Over-the-Shoulder

A popular shot, making the shot useful for showing reactions during conversations. It tends to place more of an emphasis on the connection between two speakers rather than the detachment or isolation that results from single shots.



Shot from behind the shoulder of a character, framing the subject anywhere from a Medium to Close-Up. The shoulder, neck, and/or back of the head of the subject facing away from the camera remains viewable,





High-angle shot that's taken from directly overhead and from a distance.

Bird's-Eye View (aka Top Shot)

Gives the audience a wider view and is useful for showing direction and that the subject is moving, to highlight special relations, or reveal to the audience elements outside the boundaries of the character's awareness. The shot is often taken from on a crane or helicopter.





SPECIAL USE SHOTS



Usually the first shot of a scene, this is used to establish the location and environment.

Establishing Shot

It can also be used to establish mood and give the audience visual clues regarding the time (night/day, year) and the general situation. Because they need to provide a great deal of information, Establishing Shots are usually Extreme Long Shots or Long Shots.



Point-of-View (POV)

This puts the audience directly into the head of the character, letting them experience their emotional state. Common examples are of a character waking up, drifting into unconsciousness, or looking through a scope or binoculars.



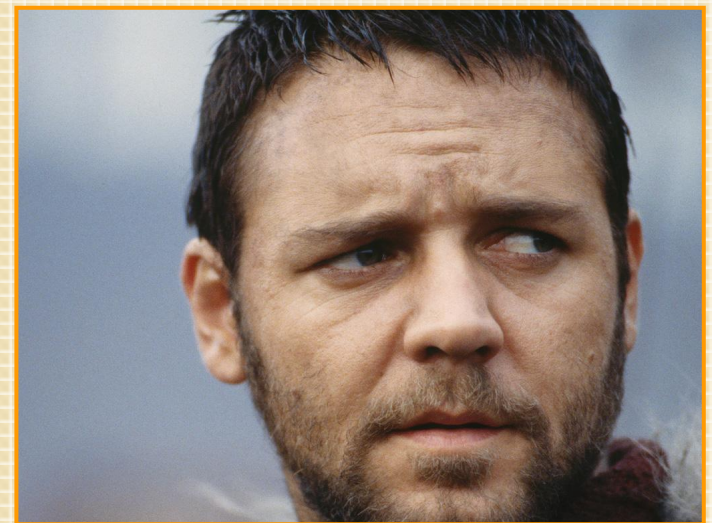
Intended to mimic what a particular character in a scene is seeing.





Shows a character's reaction to the shot that has preceded it.

Reaction Shot



Two Shot



Shot in which two subjects appear in the frame.

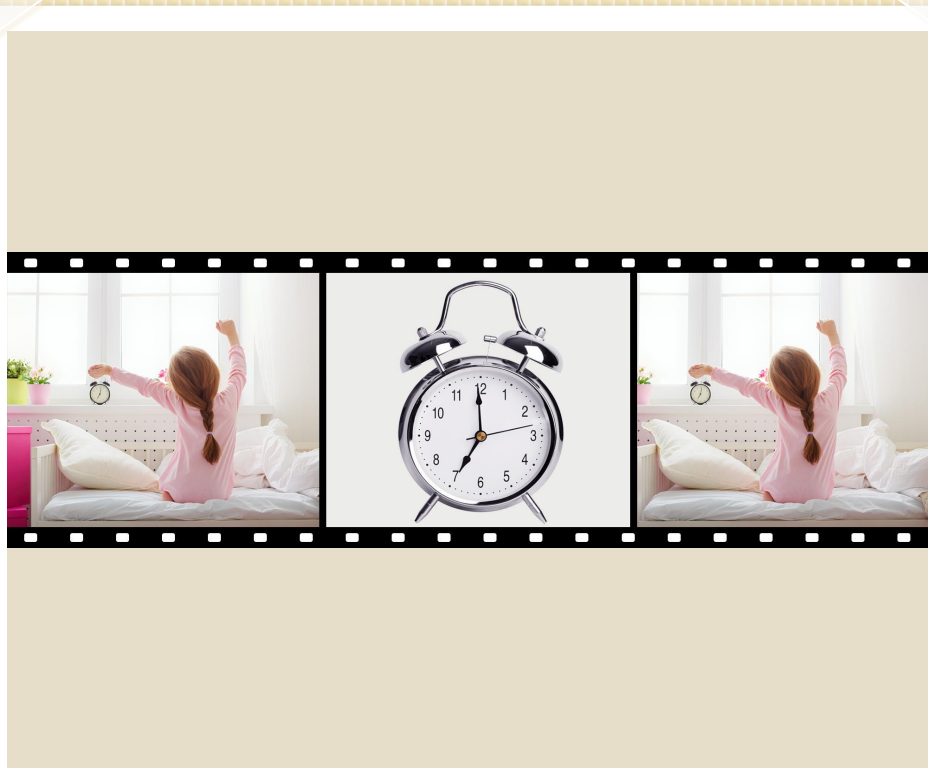




Shot taken from an angle roughly 180 degrees opposite of the previous shot.

Reverse Angle Shot

Commonly used during conversation scene, indicating a reverse Over-the-Shoulder Shot, for example.



Cut-In

Shows a Close-Up shot of something visible in the main scene.



Cutaway

A shot of something other than the subject and away from the main scene.