

Modern Media
Camera Shots and Camera Movements

1. CU – (close-up) A shot framed from the top of the head to the neck line.

Focus is mainly on expressions and eyes.



2. ECU – (Extreme close-up) a shot zoomed all the way in to catch expressions such as crying. Mostly used in soap operas.



3. MCU – (medium close-up) shot framed from the top of the head to mid chest.

Most used shot. Rule of thirds with eyes with tags below.



4. Med or MS – (medium shot) shot framed from top of head to belt. 2nd most used shot.



5. LS or WS – (long shot or full shot) shot framed from the top of the head to the feet.

Used to show some background. Sports.



6. ELS or EWS – (extreme long shot or cover shot) establishing shot used to show location or background.

Camera is zoomed all the way out.

Ex. Football games.



7. Knee shot – shot from top of head to knees. Used when someone is sitting most often in talk shows.

8. O/S – (over the shoulder) version of the long shot. Framed with one subjects shoulder visible in the shot.

Option to alter shots.



9. Bust shot – very similar to MCU. Shot is framed from the top of the head to just below chest line.



10. 2-S (Two shot) – framing of two subjects in a shot maintaining proper nose room, head room, and lead room.



11. 3-S (Three shot) – framing of three or more subjects in a shot maintaining proper nose room, head room, and lead room.

12. high angle shot – positioning the camera on a higher level than subject and shoot downward. Designed to make someone look smaller, weaker or inferior.

13. low angle shot – positioning the camera on a lower level than the subject and shoot upward. Designed to make the subject appear larger, more powerful, and superior.

14. X/S – (cross shot) the camera looks alternately at one or the other person, with the camera near person completely out of the shot.

15. POV – (point of view) as seen from a specific character’s perspective.



Composition

1. Head room – space given between the top of subject’s head and top of the frame. Considered in EVERY shot with the exception of ECU.

2. Nose room – space given to the left or right of the subject when they are looking off camera. Mostly used with interviews.

3. Lead room – space given to the left and right of the subject when it is in motion.

Similar to nose room, most often used with sports.

Camera Movements

1. Dolly – to **physically move** a camera backward and forward.
2. Truck (track) – to **physically move** a camera left and right.
3. Arc - to **physically move** a camera in a half circle direction.
4. Pan – move the camera left or right.
5. Tilt – angling a camera up or down.
6. Pedestal up/down – to take a camera tripod or pedestal and move it up or down.
7. Zoom – camera instruction to either close in on or draw away from a subject. Used to establish initial focus.
8. Focus – camera instruction to adjust picture clarity. **MUST** be adjusted each time the distance between you and subject changes.
9. Online zoom – zooming in or out with caution while camera is ON AIR.

Shot Angles



Low



Eye-level



High



Worm's eye



Canted



Bird's eye

Shot Sizes



XLS



LS



MLS



MS



MCU



CU



BCU



XCU