### Types of Shots

- **Extreme Wide or Establishing Shot**
- **Long / Far WS**
- **Full FS**
- **Medium MS**
- **Close CU**
- **Extreme Close ECU**

### Angles - Basic

- **Straight On**
- **Up Shot**
- **Down Shot**
- **Worm's Eye View**
- **Bird's Eye View**
- **Over Camera**

### Angles - Various

- **OTS (Over the Shoulder)**
- **Up Shot / 2 Shot**
  - Short character in FG
  - Same character size
- **Down Shot / 2 Shot**
  - Large person in FG
- **View Through OL**
- **View Through (Binocular Mask)**

- **OTS - 2 Shot**
- **OTS - 3 Shot**
- **Low Angle / 2 Shot**
- **POV Shot (Point of View)**
- **Group Shot**
- **Framing with OLs (Overlays)**

### Upshots

Upshots place the viewer beneath the focus and downshots place the viewer above, physically and psychologically. These shots add variety and drama to the sequence. Shot 1 - medium long shot, cut to Shot 2 - downshot (POV), which sets up the upshot (POV).

### Tilt / Dutch Angle

Used when weird, unstable, impressionistic, spooky, or other novel views are needed.

### Dutch Roll

Twist in to a tilt to over-dramatize a reaction.
CAMERA MOVES

PAN: CLEARLY DRAW IN ARROWS OF DIRECTION

PUSH IN / TRUCK IN
SLOW IN / SMASH IN

PUSH OUT / TRUCK OUT
SLOW OUT / SMASH OUT

DRIFT IN:
IF THE CUT TO THE NEXT SHOT COMES BEFORE THE CAMERA STOPS

PUSH IN / CAM. ADJ. LEFT

SLIGHT ADJ. RIGHT

S/A = SAME AS  OL = OVERLAY  ø = CENTRE
BG = BACKGROUND  MG = MIDGEOUND
FG = FOREGROUND  O/S = OFF SCREEN

MULTIPLANE EFFECT

PAN IN (A)  PAN IN (B)  TRUCK IN WHILE PULLING OFF OVERLAYS

SHOW THE DIRECTION AND START & STOP POINTS OF THE PAN.
IF ACTING CHANGES THROUGH THE PAN, SHOW A FEW POSES.
CAMERA MOVES & TRANSITIONS

TRUCK IN
TRUCK OUT
CAMERA SHAKE
CCW ROTATION TRUCK IN
CW ROTATION TRUCK OUT

HORIZONTAL PAN - BG TO FG OR FG TO BG
ANIMATED ROAD BG
ANIMATED GROUND BG

DIAGONAL PAN WITH TRUCK OUT
DIAGONAL PAN

VERTICAL PAN W/ CAMERA AT Φ
HORIZONTAL PAN WITH ACTION
ZIP PAN (SWISH PAN / WHIP PAN)
RACK FOCUS FROM (A) TO (B)

rippled dissolve
FADE IN
FADE OUT
IRIS OUT
CROSS DISSOLVE
WIPE

THINGS TO AVOID: • DEAD CENTER COMPOSITIONS • TILTED/OBLIQUE ANGLES • SPLITTING THE SCREEN IN HALF WITH HORIZONTAL LINES