

TYPES OF SHOTS

Framing Shots

1. **Wide shot (WS)**- used to establish the location or setting, sets the stage, and can also be used to introduce action, shows the whole scene, orientates the viewer
2. **Full shot (FS)**- frame a person from head to toe or completely frame an object. A full shot is used either to establish or follow a character.
3. **Medium shot (MS)**- frame a person from the waist up. A medium shot is used to provide new visual information or show a closer view of the action. It also adds visual variety in editing.
4. **Three quarter shot (3/4)** - frame a person from the knees up. This shot is a variation between the medium and full shot and provides visual variety.
5. **Long shot (LS)** - are full shots, but show the person at a greater distance.
6. **Head and shoulder shot (H & S)** - frames a person from the chest up. The head and shoulders shot provides a closer view of a character and can be used as a listening or reaction shot. This is the standard framing for most interviews where there are two subjects engaged in conversation.
7. **Close-up (CU)** - head shot, just above the shoulders. This shot is used to provide a more intimate view of a character or show expression. The close-up can also be used as a listening or reaction shot, or to show the details of an object.
8. **Extreme close-up (XCU)** - frames a head shot from the tip of the chin to the middle of the forehead, or any other equivalent space on an object, animal, etc. This shot shows drama or tension in a character's face or allows the viewer to see specific details on an object.
9. **Two shot (2-SHOT)** - frames two people in a full shot. This can be expanded to include however many people are framed in the shot (three shot, four shot, etc.)
10. **Medium shot (MED 2-SHOT)** - frames two people in a medium shot and can be expanded to a medium three shot, four shot, etc.

Framing Faces

1. Rule of thirds - position the eyes about one third of the way from the top of the frame
2. The eyes are the centre of attention in face shots.
3. Headroom should be consistent for the same-sized shots.
4. The closer the shot, the less headroom there will be; crop out the top of the head rather than the chin if cropping is necessary.
5. Profile shots are flat on screen.
6. Always give space in the direction of people's looks and movement.

Camera Movements

1. **Tilt** - camera tilts in sync with a moving object
2. **Pan** - camera goes from one object or subject to interest to another
3. **Zoom** - camera pulls in or out to reveal information
4. **Dolly** - is a long continuous shot which requires the camera and operator to move physically on a cart to complete the full range of motion.

Other Shots

1. **Introductory Shot** - shoot at least one sequence of your subject doing other things, when added to the final edited video, it makes the person seem much more interesting.
2. **Cutaways** - happens when an interviewer appears on the screen nodding wisely as the person being interviewed carries on talking.
3. **Wallpaper Shot** - any shot used to fill the screen while a narrator is talking.
4. **Inserts** - tiny sections of close-up action used to illustrate specific points - like a finger dialling a telephone - which would get lost in a wider view.
5. **Jump Cuts** - Two shots that follow each other but don't follow the logical order of the story, or don't make apparent sense. Used to take the viewer into another scene or piece of action which might be going on at the same time as you main action.
6. **B-roll Footage** - adds texture, not main elements, "beauty shots"

Shooting Angle

The angle is also another variation to be considered:

1. **Eye Level** - used most of the time, shoot at eye level whether standing or sitting, short or tall.
2. **Low Angle** - camera is well below the main part of interest of the subject and is aimed up, exaggerates height, power or authoritativeness, consider your background - probably ceiling, sky or foliage.
3. **High Angle** - camera is will above the main interest and is aimed down, reduces apparent height, makes subject appear small, weak, or insignificant, creates dramatic impact.
4. **Over-the-Shoulder** - used when shooting conversation between two people, speaker's full face is shown while camera is aimed over the shoulder of the listener

Tips:

- Shoot groups at a diagonal
- Use the Rule of Thirds
- Don't cut people at the natural joints (neck, elbows, knees, ankles), use cut-off points in between these points.
- Leave extra space on the side of the frame toward which your subject is looking.
- Leave space in front of a moving subject.
- Avoid distracting backgrounds (branches behind someone's head).
- Shoot with the light source behind you, never shoot into the sun.
- Use the tripod as much as possible

SHOT QUESTIONS

1. Describe a wide shot. Give an example of how it may be used.
2. Why would someone choose to do a close up when video taping? Give an example.
3. What is a "cutaway" shot? Give an example.
4. What is the Rule of Thirds?
5. What is "headroom"? Why would you use headroom when video taping?
6. When you zoom in with a video camera what takes place?
7. Why would you use an establishing shot?
8. What does a medium shot allow the audience to see?
9. Explain the difference between a low angle shot and a high angle shot.
10. Give an example of a cut in.
11. What is b-roll footage?