



Introduction to Digital Filmmaking

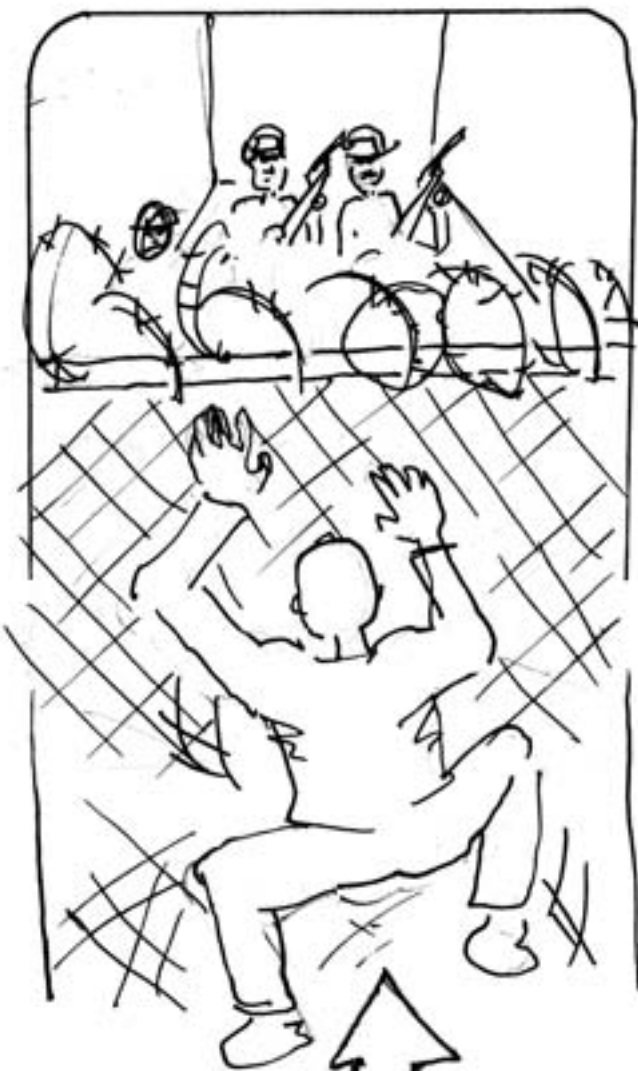
Storyboard Glossary of Common Film Shots



Storyboards are illustrations displayed in sequence for the purpose of crafting a live-action film.

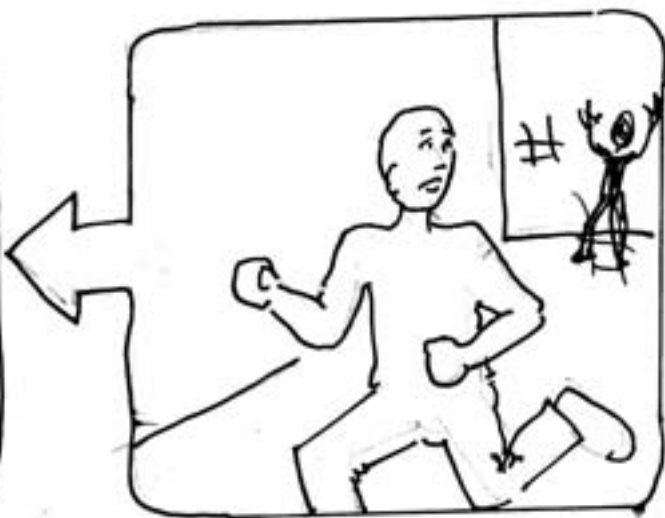
In preparing to shoot a motion picture, a storyboard provides a visual layout of events as they are to be seen through the camera lens. When storyboarding, most technical details involved in crafting a film can be efficiently described in pictures.

A **storyboard** is essentially a large comic of the film or some section of the film, produced before filming to help directors and cinematographers visualize scenes and identify potential problems before they occur.



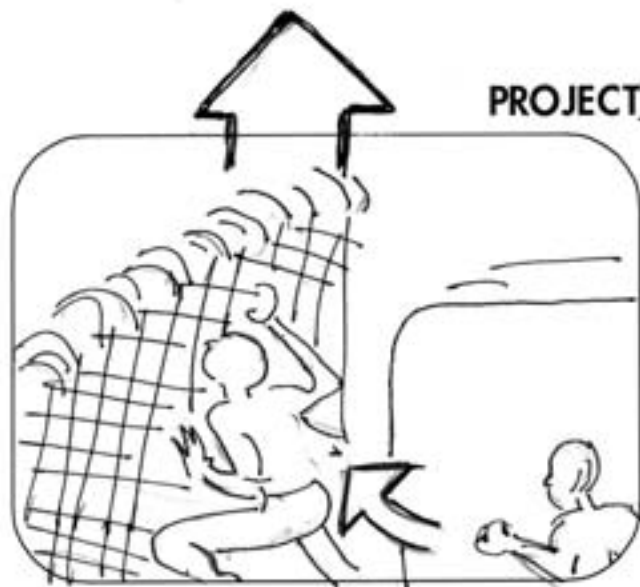
BOOM SHOT

A shot filmed from a moving boom, incorporating different camera angles and levels.



PROJECT _____

SCENE



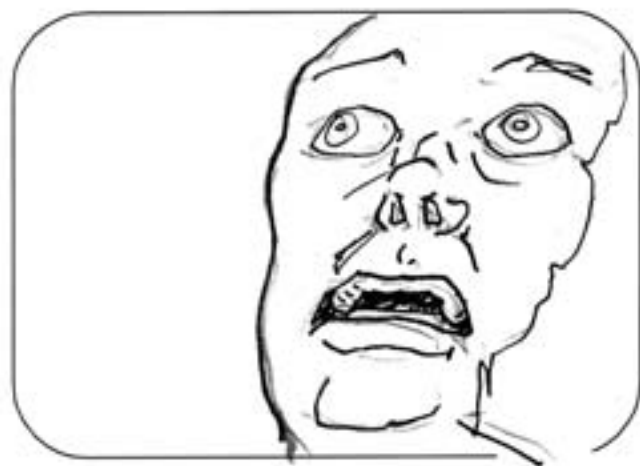
BOOM

A shot filmed from a moving boom, incorporating different camera angles and levels.



CAMEO SHOT

A shot in which the subject is filmed against a black or neutral background.



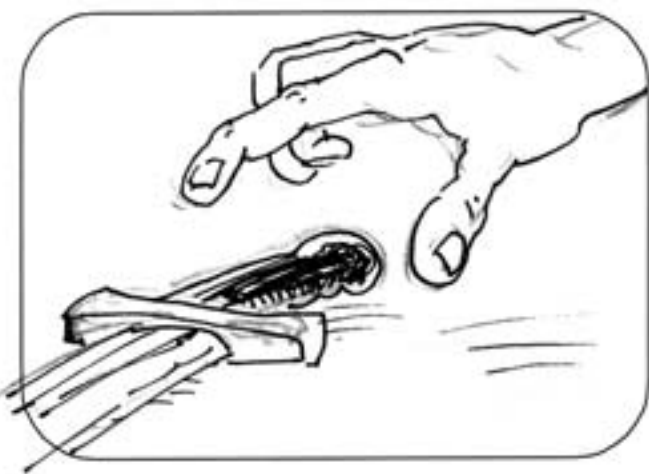
CHOKER

A tight close-up, usually only showing a subject's face.

PROJECT _____

SCENE **CLOSE SHOT (CS)**

A shot in which the subject is shown from the top of the head to mid-waist.

**CLOSE-UP (CU)**

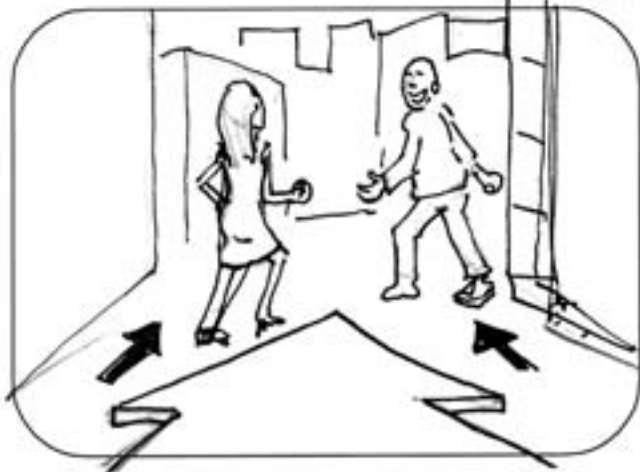
A shot of an isolated part of a subject or object, such as the head or hand.

**CUTAWAY**

A shot that is related to the main action of the scene but briefly leaves it, such as an audience member's reaction to a show.

PROJECT _____

SCENE



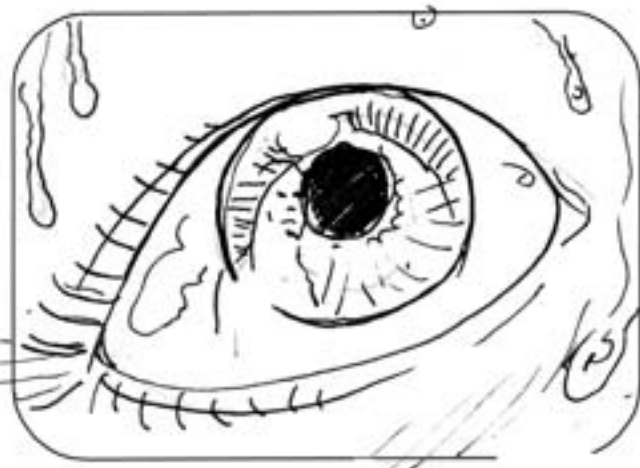
DOLLY SHOT

A moving shot,
accomplished by
moving the camera as
if on a set of tracks.



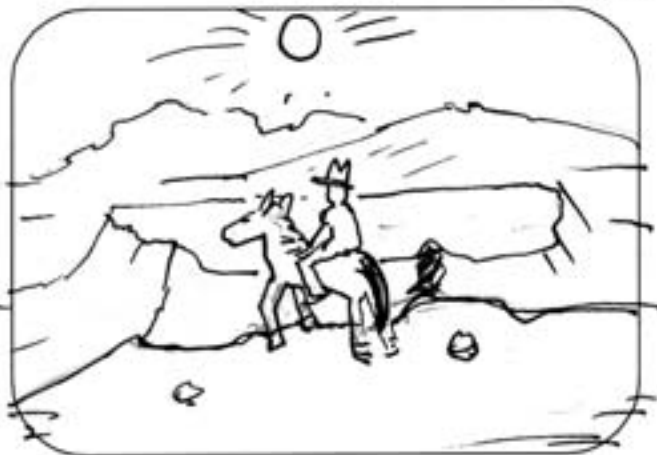
ESTABLISHING SHOT

A long shot that shows
location and mood.



EXTREME CLOSE-UP (ECU, XCU)

A magnified shot of a
small detail, such as a
subject's eyes.

**EXTREME LONG SHOT (ELS, XLS)**

A wide angle shot from a great distance, such as an aerial or high angle shot of a location.

**EYE LEVEL SHOT**

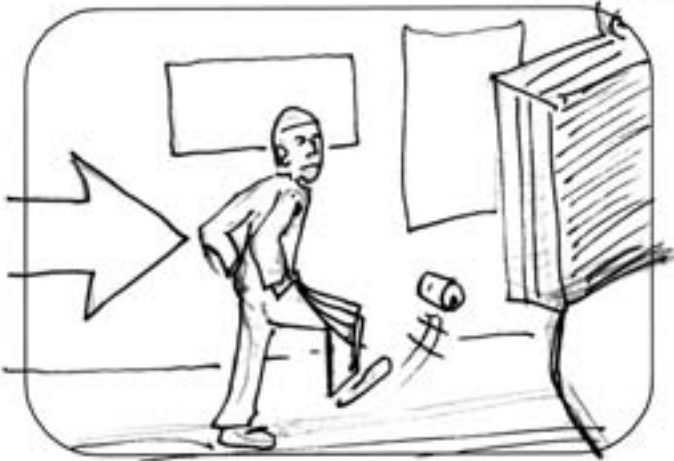
A shot of the subject at eye level.

**FLASH**

A very brief shot, often for shock effect.

PROJECT _____

SCENE



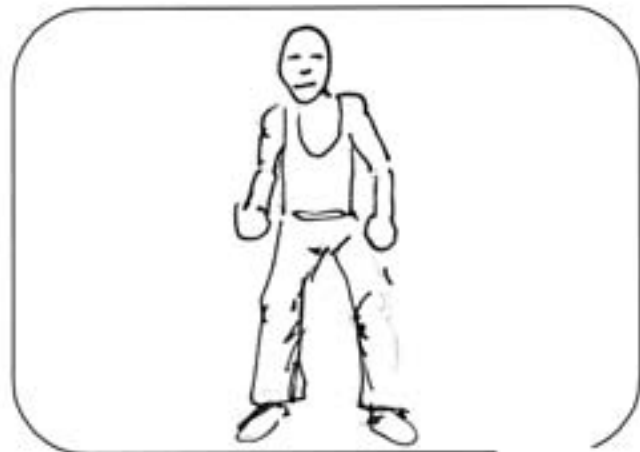
FOLLOW SHOT

A shot in which the camera follows the subject.



FREEZE FRAME

A shot that results from repeating the same frame so the subject appears frozen.

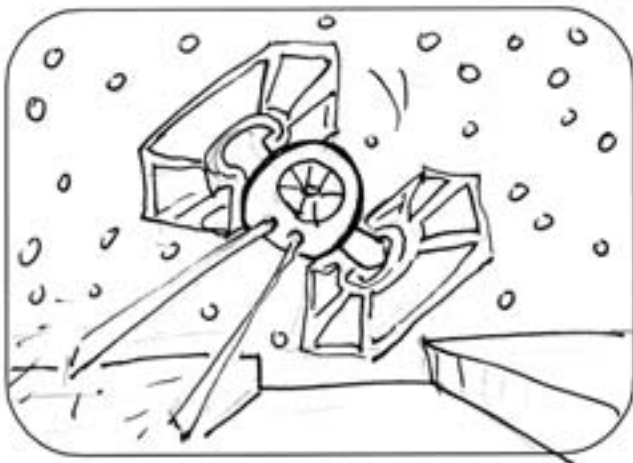


FULL SHOT (FS)

A long shot that captures the subject's entire body head to toe.

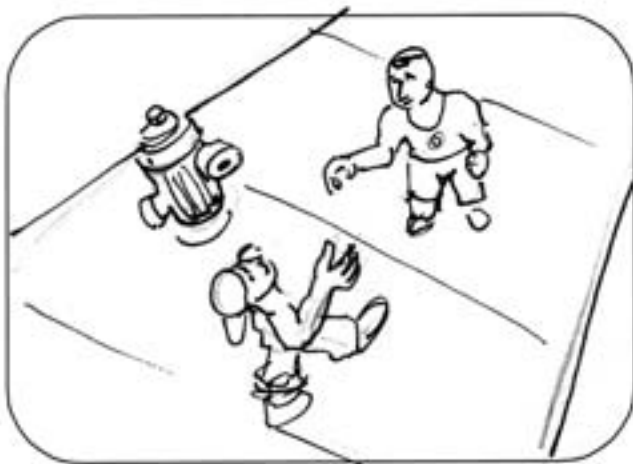
PROJECT _____

SCENE



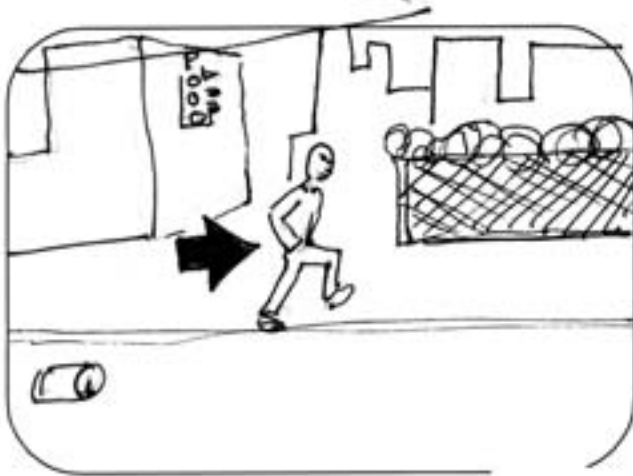
HEAD-ON SHOT

A shot where the action comes directly at the camera.



HIGH ANGLE SHOT

A shot filmed from high above the subject(s).



LONG SHOT (LS)

A shot in which the subject(s) is at a distance, often showing surroundings.

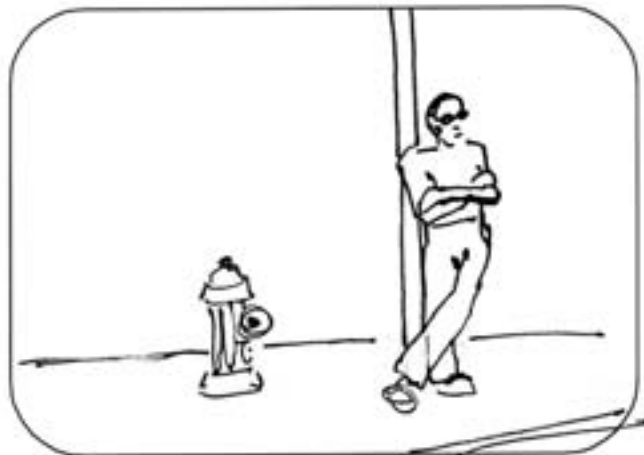
PROJECT _____

SCENE



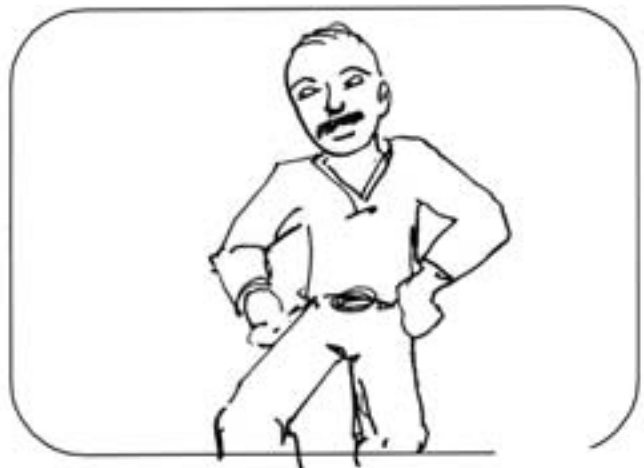
LOW-ANGLE SHOT

A shot filmed down low,
often looking up at
the subject(s).



MEDIUM-LONG SHOT (MLS)

A shot wider than a
medium shot but longer
than a wide shot.



MEDIUM SHOT (MS)

A shot where the
subject(s) is shown from
the knees up.

PROJECT _____

SCENE



POINT-OF-VIEW SHOT (P.O.V.)

A shot from the character's point of view.



REACTION SHOT

A close shot of a character reacting to something off camera.



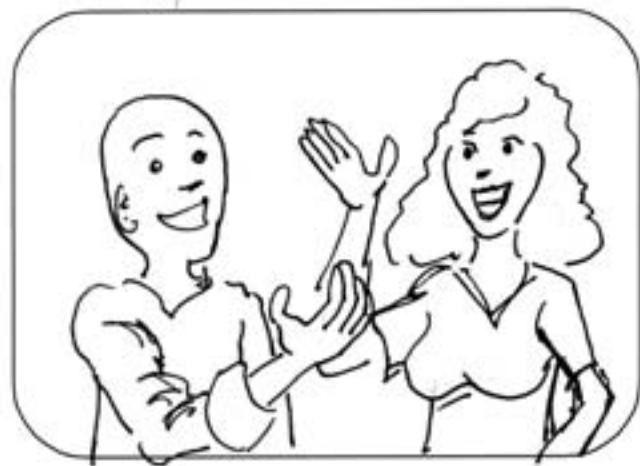
REVERSE-ANGLE SHOT

A shot that is the opposite of the preceding shot such as two characters in conversation.

PROJECT _____

SCENE **TIGHT SHOT**

A shot where the subject fills the whole frame.

**TWO-SHOT**

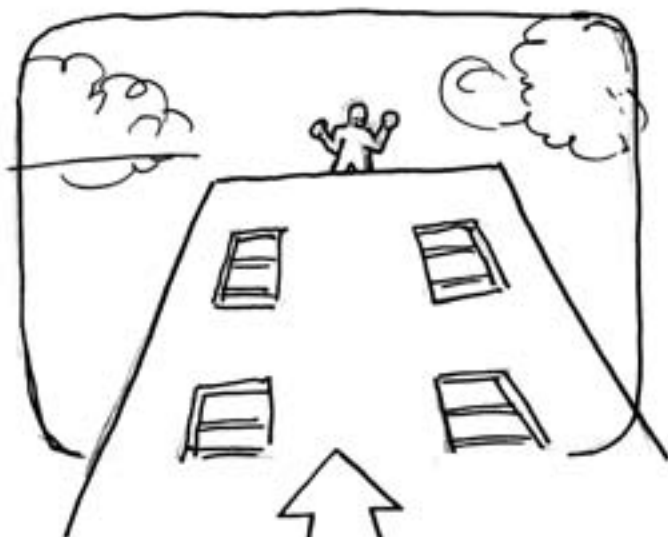
A medium or close shot wide enough for two people, often used to film a conversation.

**OVER-THE-SHOULDER (OTS)**

A shot that shows us a character's point of view, but includes part of that character's shoulder or side of their head in the shot.



PAN SHOT A shot in which the camera moves horizontally around a fixed axis from one part of a scene to another.



TILT SHOT

A shot where the camera moves up or down along a vertical axis, as when it looks at a building from bottom to top.