

Camera shot types

There are many different names for each of these shots. Some people will use different nomenclature, or have fewer or more shot types, but these are the widely accepted shot styles used. These are adapted from the [Media College](#) website.

Note that these are in reference to an actual person/subject being in the shot.

****You must give yourself some extra room at the top and bottom of your frame to account for footage lost in different editing suites!****

***You will be giving a still or moving example of each of the following shots. You will narrate, or subtitle each shot after having it introduced with a title.**

Before we begin, it is important to note what an **establishing shot** is. This is used to inform the viewer where the characters are in a shot, and/or where the following close up scenes will take place.

Extreme wide shot: used as an establishing shot to set the scene. Your subject will be insignificant, if able to be seen at all

Wide or Long Shot: Can be used as an establishing shot, but with the subject visible Wide angle Shot. the viewer is able to see the whole subject, from below the feet to above the head*

Medium shot: a shot that has the subject from below the waistline to above the head. It is important to show below the belt line*

Medium close up, or bust shot: the bottom of the frame is just below the subject's armpits, while there is still a full shot of the head.

Close-up: this is where a subject's feature, either their head, hand foot, etc. fills the frame. When it is a head, remember the rule of thirds!

Extreme close-up: any shot that shows the detail of an appendage or extremity (foot, hand, head). Quite often this will be a close up of the eyes.

Macro: Not required, and not usually referred to, but useful to know. This is an extreme, extreme close-up, and is used more for showing detail in scientific or documentary films, or as a creative shot. Some examples would be bacteria in a Petri dish, or a shot of blood coursing through veins.

Included are the following commonly used shots.

Over the shoulder: Used to establish distance between the subjects. (Think of gunslinger shots.) You will be able to see both the subject in the background, as well as the main character's head and shoulder.

POV (Point Of View) shot: This is to show the action from the perspective of the subject in the film. This is from a first person point of view, and may include camera shake. It might include shots of their own limbs.

Cut-away shot: This is a shot that is of something other than the subjects. It can be used to reinforce an establishing shot, but also to create mood or tension and suspense. It can be used in conjunction with audio in an “L” or “J” cut to show a reaction.

- You will be creating and recording one of each of these shots.
- You will have the choice of adding background music, as well as making sure that the subject matter is appropriate for each shot.
- You can make this a narrative if you wish.
- Projects must be handed in in the appropriate file format and location

Note that you may choose the same, or different camera angles for this project, as learned in the Camera Angles project.

	1	2	3	4
Storyboard (complete and scanned properly) Weight: 1.0	Does not meet expectations	Approaching expectations	Meeting expectations	Exceeds expectations
Shots (shows understanding of concept) Weight: 2.0	Does not meet expectations	Approaching expectations	Meeting expectations	Exceeds expectations
Creativity Weight: 1.0	Does not meet expectations	Approaching expectations	Meeting expectations	Exceeds expectations
Submitted correctly (correct format and location) Weight: 1.0	Does not meet expectations	Approaching expectations	Meeting expectations	Exceeds expectations