

Communications Technology

Camera Shot Terminology

Shots:

There are 5 types of shots:

- **LS** – Long Shot – Shows the total setting of the scene
 - *best used as first shot of a scene to let viewer know where action is taking place*
 - *used at end of scene to indicate that the action is going to take place somewhere else*
- **MLS** – Medium Long Shot – Whole person is shown – must show feet – used when running or action (ie fights) is taking place – *if two people are walking while talking, the first shot must be an MLS to show the feet moving, then the camera can switch to an MS*
- **MS** – Medium Shot – Shows people waist up – Great for 2 people talking (ie news cast)
- **CU** – Close Up – Head shot with shoulders – *little space above head - the classic portrait shot – to show talking or basic reactions*
- **ECU** – Extreme Close Up – To show extreme facial reactions – *cut off top of hair to just below chin*

Angles:

There are 2 types of Angles:

- **Low** – camera shoots from low angle – subject looks larger – *scan up a building – view from a victim*
- **High** – camera shoots from high angle – subject looks smaller – *view from “killer’s” eyes, etc*

Motions:

There are 5 types of motions:

- **Pan** (left or right) – camera pivots horizontally on tripod – *scan a room, tennis match, conversation back and forth*
- **Tilt** (up or down) – camera pivots vertically on tripod – *up a building, scan up an imposing figure, somebody drops something*
- **Dolly** (in or out) camera rolls on dolly (or walking) towards or away from subject – *gives feeling of movement to viewer – follow conversation; chase, etc.*
- **Truck** (left or right) camera rolls past subject – *gives feeling of movement different from a pan*
- **Zoom** (in or out) camera uses lens to bring subject closer or further

Other Items on the Storyboard:

Audio: this space ***describes*** the audio that you hear ie “conversation between A and B”; “car starts”; “birds singing” etc.

- *do not* list lines of characters, that is for the script

Shots and Scenes: *always confusing!*

Scene= a physical location

Shot= camera shots

So, first shot in classroom is Scene 1 Shot 1, next is Scene 1 Shot 2, etc. When action moves to hall it is now Scene 2 Shot 1, Scene 2 Shot 2 etc. If return to classroom, should use Scene 3 (to keep sequence in order)

Shot Length: Student to estimate length of shot

Anything longer than 10 seconds *must* have movement

Text on screen must be on long enough to read **3** times

Text:

If text appears on top of a shot, then the shot must be identified (S,A,M, etc)

If text appears by itself (fully generated) it does not need an identification, but the shot description should indicate it is a title, etc.

Title: The student project should not have the title “Storyboard Project” etc. They should be titled based on the particular project ie “One Fine Day” etc

All boxes on the Storyboard must have something in them