

# Patrician College of Arts and Science

Department of Visual Communication

Subject : Television Production

Subject Code : SAX5B

Odd Semester

Presented By: Abul Faiz



# SHOTS AND CAMERA MOVEMENTS





### Close-Up:

This shows very little background, and concentrates on either a face, or a specific detail of mise en scène. Everything else is just a blur in the background. This shot magnifies the object (think of how big it looks on a cinema screen) and shows the importance of things, be it words written on paper, or the expression on someone's face.



### Extreme Close-Up:

As its name suggests, an extreme version of the close up, generally magnifying beyond what the human eye would experience in reality. An extreme close-up of a face, for instance, would show only the mouth or eyes, with no background detail whatsoever. This is a very artificial shot, and can be used for dramatic effect.





### Medium Shot:

Contains a figure from the knees/waist up and is normally used for dialogue scenes, or to show some detail of action.



Wide Shot:

This is a broader shot than long shot, showing perhaps parts of the set or externals.





### Long Shot:

This is the most difficult to categorise precisely, but is generally one which shows the image as approximately "life" size ie corresponding to the real distance between the audience and the screen in a cinema (the figure of a man would appear as six feet tall). This category includes the **FULL SHOT** showing the entire human body, with the head near the top of the frame and the feet near the bottom.



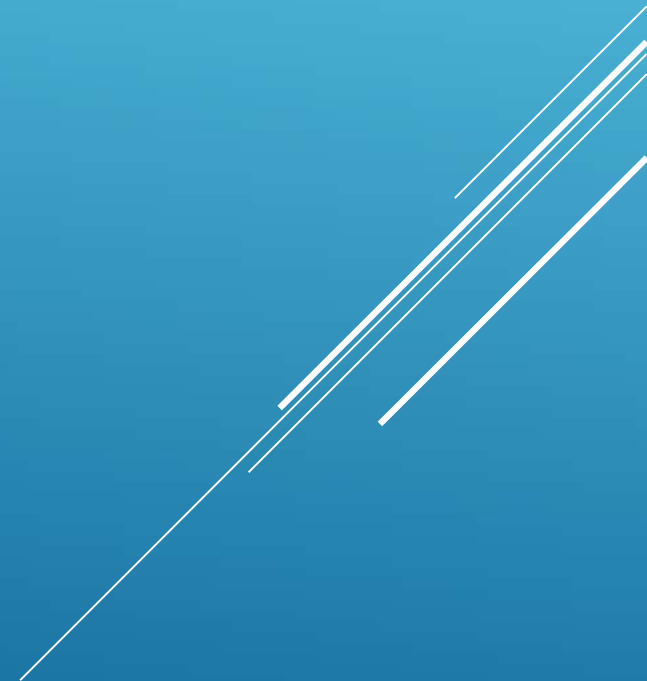
Extreme Long Shot (Establishing shot): This can be taken from as much as a quarter of a mile away, and is generally used as a scene-setting, establishing shot. It normally shows an EXTERIOR, eg the outside of a building, or a landscape, and is often used to show scenes of thrilling action eg in a war film or disaster movie.





### Point of View (POV):

This is the shot where we see what the actors are seeing. This could show us actors limbs (hands and feet), or the action that is on the scene.





## Two Shot:

This shows two actors in the same scene, show conversation and the relationship between the characters, if they're close, they might be friends, if there a bit further away, they might not be as close to each other.



**Vertical Shot:**  
A movement which scans a scene vertically, otherwise similar to a pan.



Over the shoulder shot:  
We see through someone's shoulder,  
this could be a friend's shoulder looking  
at what the person in front of him/her is  
looking.

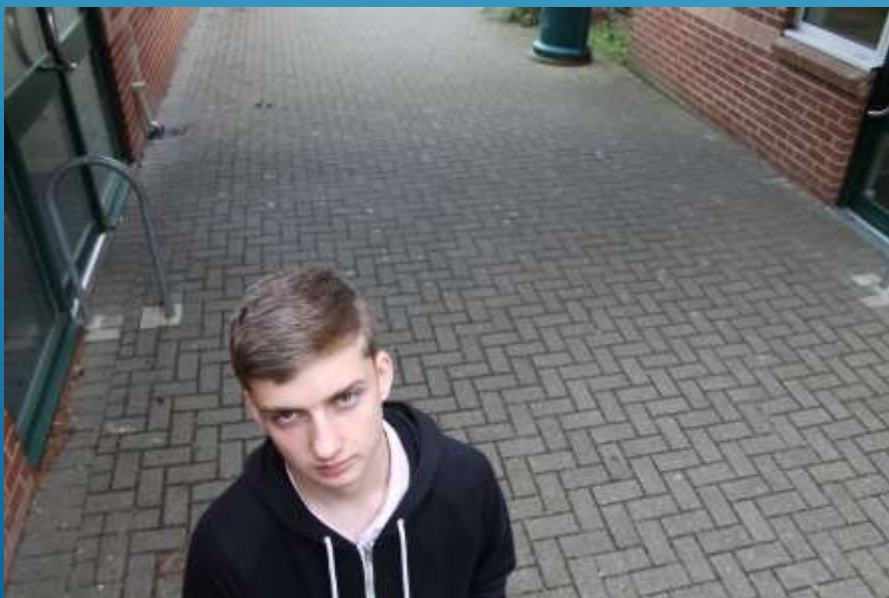




**Zoom/Reverse zoom Shot (Zoom Lenses):**  
A zoom lens contains a mechanism that changes the magnification of an image. On a still camera, this means that the photographer can get a 'close up' shot while still being some distance from the subject. A video zoom lens can change the position of the audience, either very quickly (a smash zoom) or slowly, without moving the camera an inch, thus saving a lot of time and trouble.



Low Angle:  
The shot looks up at the  
action.

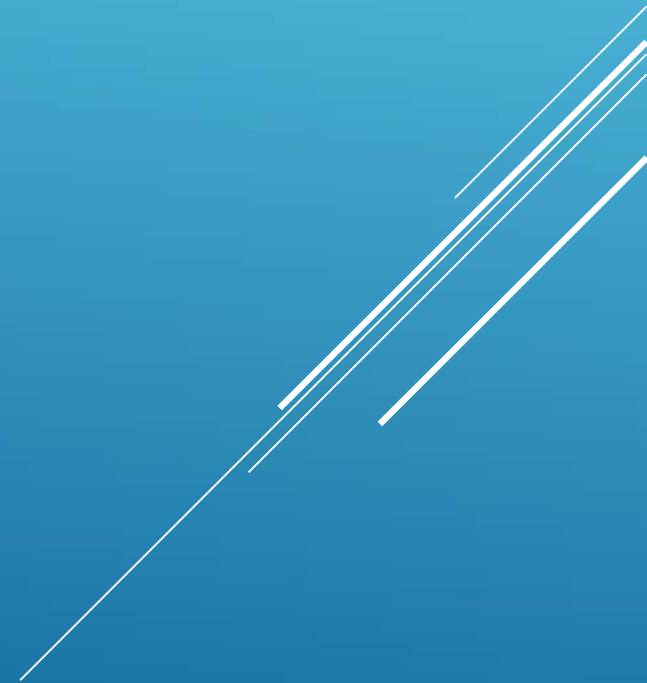


High Angle:  
The shot looks down on the  
action.

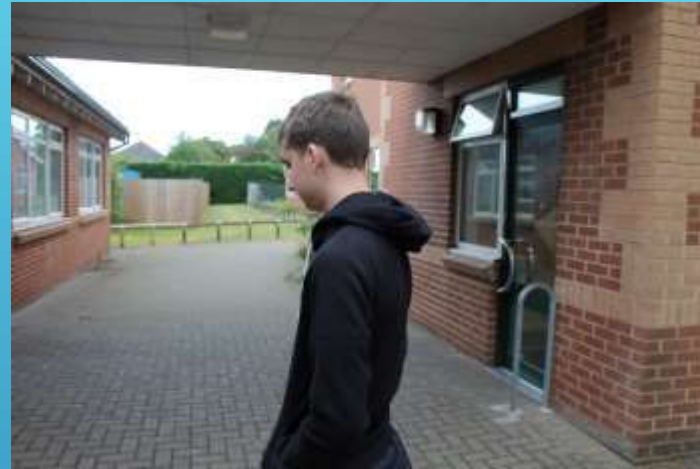




Tilts:  
Camera moves from bottom to top, or other way around.



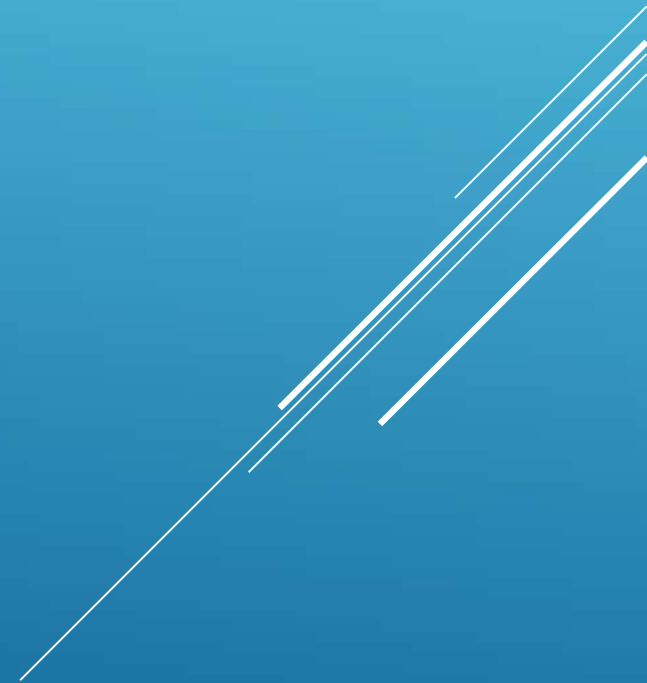




### Pans:

A movement which scans a scene horizontally. The camera is placed on a tripod, which operates as a stationary axis point as the camera is turned, often to follow a moving object which is kept in the middle of the frame.

(Camera pans from left to right or the other way around.)



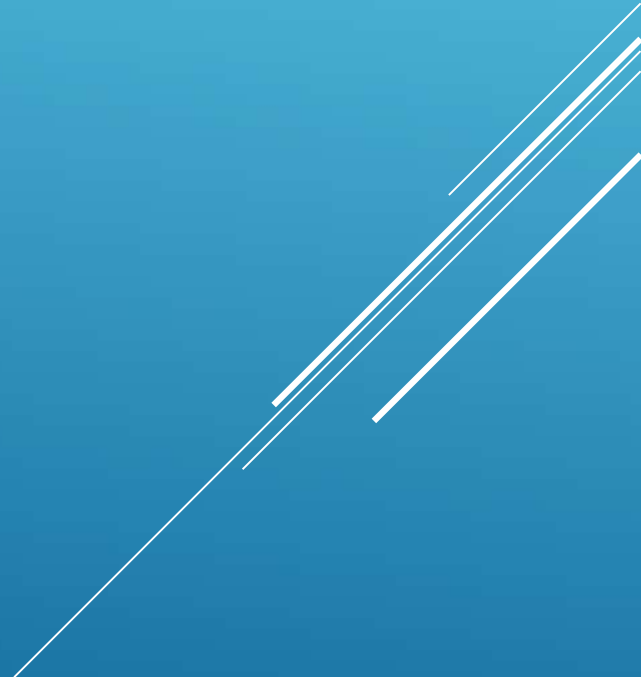




### Tracking Shot:

Camera moves alongside the object(s) it is recording. In cinematography, the term refers to a shot in which the camera is mounted on a camera dolly that is then placed on rails – like a railroad track. The camera is then pushed along the track while the image is being filmed.

(camera moves on wheels.)





Dolly Shot:  
Camera's moving alongside the action.



Crane Shot:  
A shot taken by a camera on a  
moving crane or jib.



# Thank you

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