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# SHOT SHEET



Name \_\_\_\_\_

Project \_\_\_\_\_

To see sample shots go to:

- <https://www.bit.ly/moviesshot>
- <https://www.videoschoolonline.com/20-types-of-film-shots-you-need-to-know/>
- <https://www.studiobinder.com/blog/>

	Shot Name	Done	Location	Notes
1	<b>Establishing Shot/Extreme Long Shot</b> Used to show the subject from a distance, or the area in which the scene is taking place. This type of shot is particularly useful for establishing a scene in terms of time and place, as well as a character's physical or emotional relationship to the environment and elements within it. The character doesn't necessarily have to be viewable in this shot.			
2	<b>Long Shot (LS)</b> (aka Wide Shot) Shows the subject from top to bottom; for a person, this would be head to toes, though not necessarily filling the frame. The character becomes more of a focus than an Extreme Long Shot, but the shot tends to still be dominated by the scenery. This shot often sets the scene and our character's place in it. This can also serve as an Establishing Shot, in lieu of an Extreme Long Shot.			
3	<b>Medium Shot (MS)</b> Shows part of the subject in more detail. For a person, a medium shot typically frames them from about waist up. This is one of the most common shots seen in films, as it focuses on a character (or characters) in a scene while still showing some environment.			
4	<b>Close-up Shot (CU)</b> Fills the screen with part of the subject, such as a person's head/face. Framed this tightly, the emotions and reaction of a character dominate the scene. Choker: A variant of a Close-Up, this shot frames the subject's face from above the eyebrows to below the mouth			
5	<b>Extreme Close-up Shot (ECU)</b> Emphasizes a small area or detail of the subject, such as the eye(s) or mouth. An Extreme Close Up of just the eyes is sometimes called an Italian Shot, getting its name from Sergio Leone's Italian-Western films that popularized it.			
6	<b>Over the Shoulder</b> A popular shot where a subject is shot from behind the shoulder of another, framing the subject anywhere from a Medium to Close-Up. The shoulder, neck, and/or back of the head of the subject facing away from the camera remains viewable, making the shot useful for showing reactions during conversations. It tends to place more of an emphasis on the connection between two speakers rather than the detachment or isolation that results from single shots.			
7	<b>Bird's Eye View</b> A high-angle shot that's taken from directly overhead and from a distance. The shot gives the audience a wider view and is useful for showing direction and that the subject is moving, to highlight special relations, or reveal to the audience elements outside the boundaries of the character's awareness. The shot is often taken from on a crane or helicopter.			
8	<b>Low Angle</b> Subject is photographed from below eye level. This can have the effect of making the subject look powerful, heroic, or dangerous.			
9	<b>Dutch Angle (Tilt) Shot</b> The dutch angle shot is tilted so that the horizon is not level. Dutch angle shots are using to make the audience feel a bit disoriented.			
10	<b>Depth Staging</b> Features deep perspective, with one character very close and the second farther away.			
11	<b>Planar Staging</b> Characters are aligned in a single line, like they might appear in a theater.			
12	<b>Pull Back Reveal</b> The camera moves backwards to reveal the true extent of a scene. Can be in different contexts ex: scary or funny.			
13	<b>Contract Dolly</b> The contract dolly involves moving the camera forward at the same time as the actor walks towards the camera. Combining two opposite actions increases the intensity of the character's forward movement and makes a simple action more dramatic. IMPORTANT: The talent walks to or past the camera.			
14	<b>Collapse Dolly</b> The collapse dolly starts out with the camera moving backwards while facing an actor. The actor walks faster than the camera, overtaking it. The actor then passes the frame to the left. IMPORTANT: The talent walks past the camera.			
15	<b>Point of View</b> POV is when the audience sees exactly what a character in a film sees. POV can be used to increase the audience's emotional attachment to the character onscreen.			
16	<b>Voyeur</b> Dark Voyeur is the classic horror and psychological thriller gimmick. The technique is used to evoke feelings that the characters in a film are being watched (usually by something or someone with malicious intentions).			
17	<b>Shadow</b> Shooting just the shadows are useful when it is difficult or undesirable to show what is actually taking place in a scene.			
18	<b>Follow Shot</b> a specific camera angle that seems to pursue the subject.			