

## VOCABULARY LIST: FILM SHOTS AND TECHNIQUES

### FRAMING/SHOTS:

1. *long shot* (LS): a shot from some distance. The full body or the scene around an object is shown.
2. *establishing shot* (ES): often a long shot or series of shots that sets the scene or shows the space of a scene.
3. *close-up* (CS): the image shot takes up at least 80% of the frame. There is also the extreme close-up that would be one part of the body or a portion of an object.
4. *medium shot* (MS): in between LS and CS; people are seen from the waist up.

### CAMERA ANGLES:

5. *low angle* (LA): camera shoots subject from below. Has the effect of making subject look larger than normal: strong, powerful, threatening
  6. *high angle* (HA): camera is above the subject. Usually has the effect of making subject look smaller than normal: weak, powerless, trapped.
  7. *eye-level* (EL): 90-95% of the shots seen because it is most natural. Camera is even with the characters' eyes.
- Dutch angle: shots that are tilted sideways on the horizontal line. Used to add tension to a static frame. Creates a sinister or distorted view of a character.

### LIGHTING:

8. *low key*: scene is flooded with shadows and darkness. Creates suspense/suspicion.
9. *high key*: scene is flooded with light. Bright and open looking scene.
10. *neutral*: not either bright or dark; even lighting throughout shot.
11. *bottom lighting/side lighting*: direct lighting from below or from one side; often dangerous/evil looking; split personality/morally unclear
12. *front/rear lighting*: soft, direct lighting on face or behind of subject: innocence.

**EDITING TECHNIQUES:** the most common is a "cut" to another image, others are:

13. *fade*: scene fades to black or white. Often implies that time has passed.
14. *dissolve*: an image fades into another. Can create a connection between images
15. *cross cutting*: cut to action that is happening simultaneously
16. *flashback*: movement into action that has happened previously. Often signified by a change in music, voice over narration, dissolve.
17. *eye-line match*: shot of person looking, then cut to what he/she saw, then back for a reaction.

### SOUND:

18. *diegetic*: sound that could be heard logically by the characters within the film.
19. *non-diegetic*: sound that could not be heard by characters.

### CAMERA MOVEMENT:

20. *Pan*: stationary camera moves left or right. *Tilt*: stationary camera moves up or down.
21. *Zoom*: camera remains stationary, but lens moves, making objects appear larger/smaller
23. *Dolly*: camera itself is moving: on a track, wheels, or held in hand. Moves with the action. Often called "trucking" when the camera moves left or right.