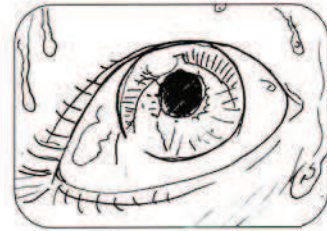


## AFI SCREEN EDUCATION

### STORYBOARD GLOSSARY OF COMMON FILM SHOTS

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Illustrated by  
Scott Hardman



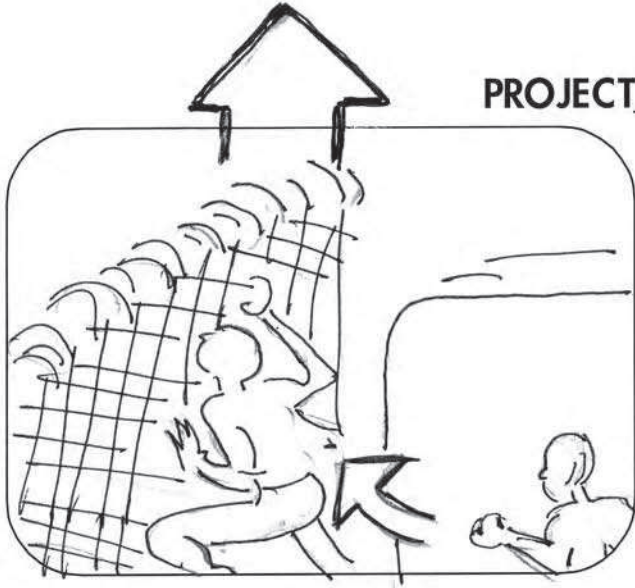
## BOOM SHOT

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A shot filmed from a moving boom, incorporating different camera angles and levels.

PROJECT \_\_\_\_\_

SCENE



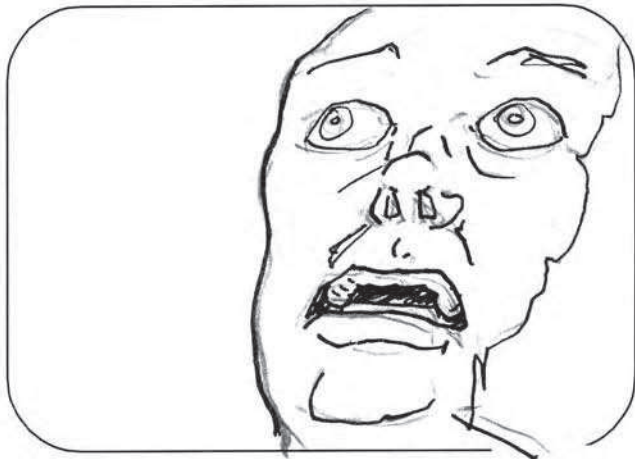
### BOOM

A shot filmed from a moving boom, incorporating different camera angles and levels.



### CAMEO SHOT

A shot in which the subject is filmed against a black or neutral background.



### CHOKER

A tight close-up, usually only showing a subject's face.



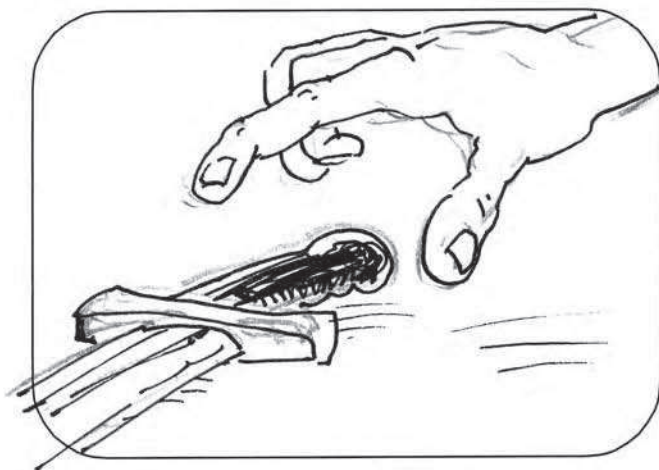
PROJECT \_\_\_\_\_

SCENE



	<b>CLOSE SHOT (CS)</b>
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	A shot in which the subject is shown from the top of the head to mid-waist.
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	<b>CLOSE-UP (CU)</b>
--	----------------------

	A shot of an isolated part of a subject or object, such as the head or hand.
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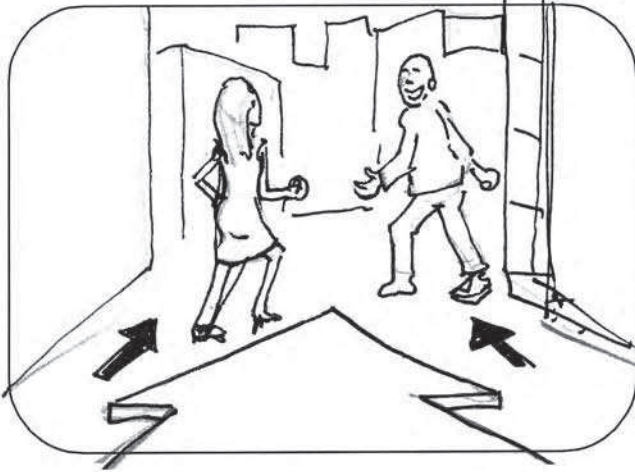


	<b>CUTAWAY</b>
--	----------------

	A shot that is related to the main action of the scene but briefly leaves it, such as an audience member's reaction to a show.
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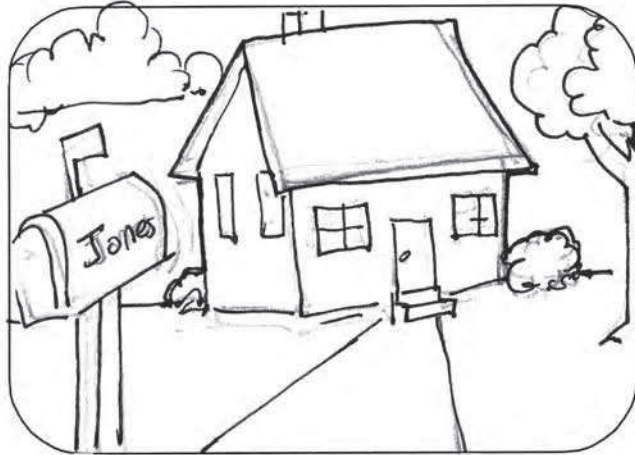
PROJECT \_\_\_\_\_

SCENE



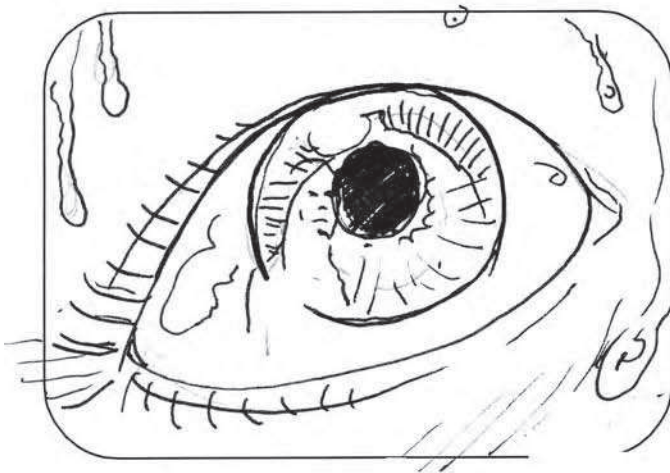
**DOLLY SHOT**

A moving shot,  
accomplished by  
moving the camera as  
if on a set of tracks.



**ESTABLISHING SHOT**

A long shot that shows  
location and mood.

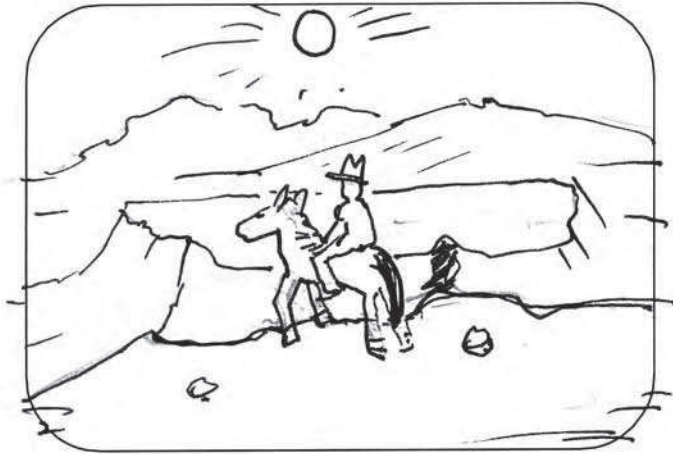


**EXTREME CLOSE-UP (ECU, XCU)**

A magnified shot of a  
small detail, such as a  
subject's eyes.

PROJECT \_\_\_\_\_

SCENE



**EXTREME LONG SHOT (ELS, XLS)**

**A wide angle shot from a great distance, such as an aerial or high angle shot of a location.**



**EYE LEVEL SHOT**

**A shot of the subject at eye level.**



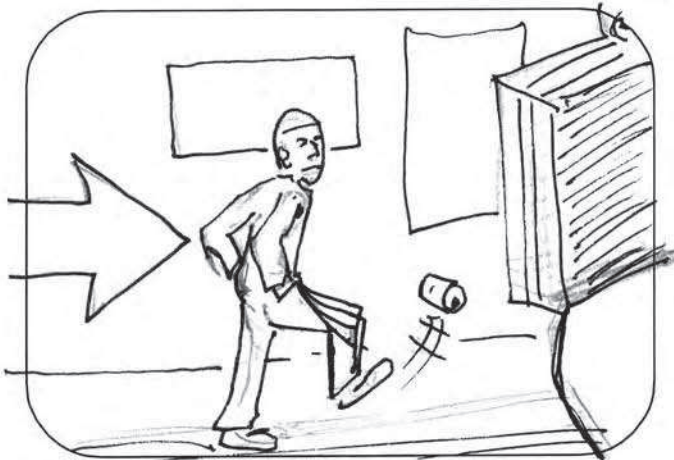
**FLASH**

**A very brief shot, often for shock effect.**



PROJECT \_\_\_\_\_

SCENE



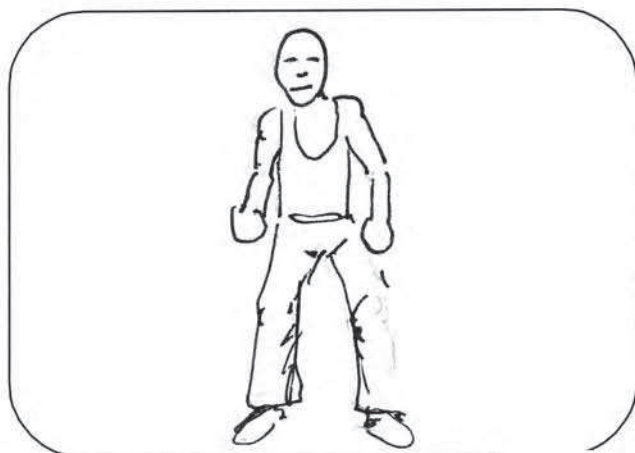
**FOLLOW SHOT**

A shot in which the camera follows the subject.



**FREEZE FRAME**

A shot that results from repeating the same frame so the subject appears frozen.

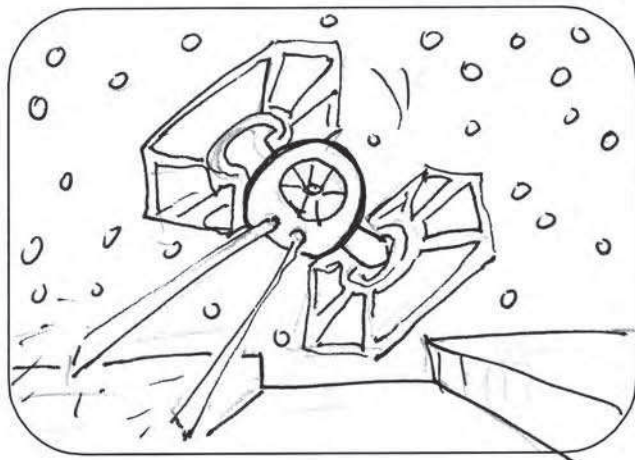


**FULL SHOT (FS)**

A long shot that captures the subject's entire body head to toe.

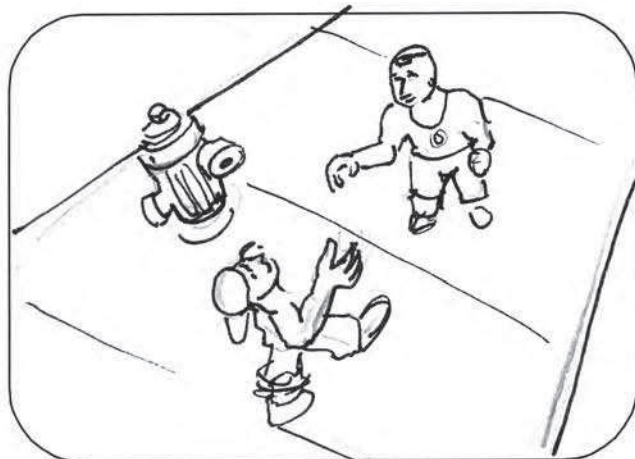
PROJECT \_\_\_\_\_

SCENE



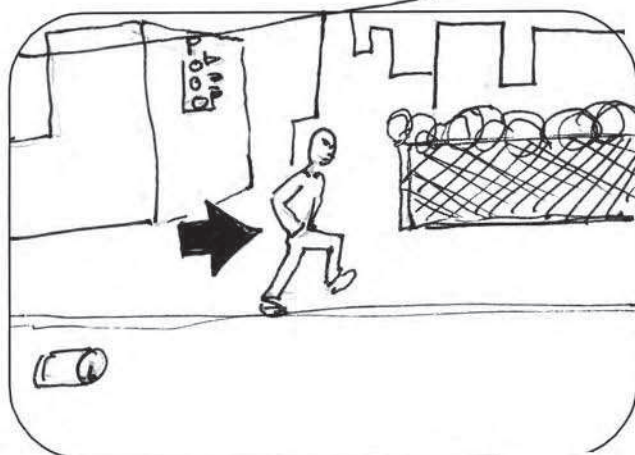
### HEAD-ON SHOT

A shot where the action comes directly at the camera.



### HIGH ANGLE SHOT

A shot filmed from high above the subject(s).



### LONG SHOT (LS)

A shot in which the subject(s) is at a distance, often showing surroundings.



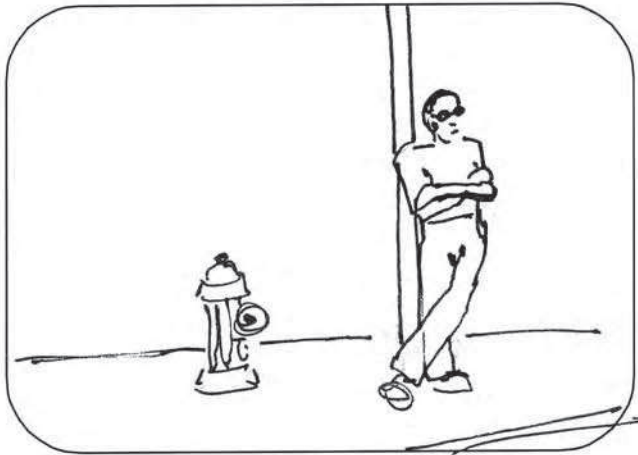
PROJECT \_\_\_\_\_

SCENE



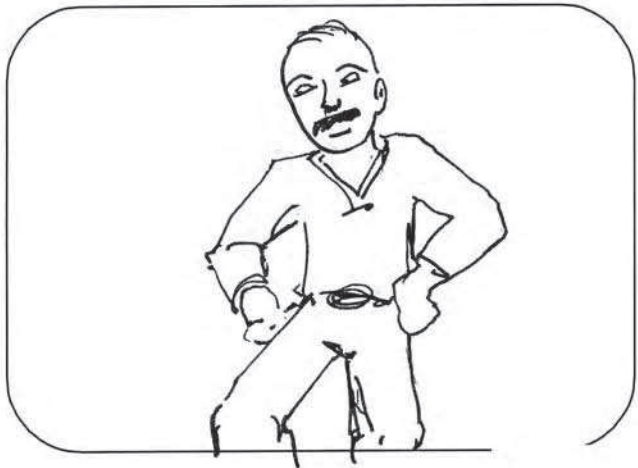
**LOW-ANGLE SHOT**

A shot filmed down low, often looking up at the subject(s).



**MEDIUM-LONG SHOT (MLS)**

A shot wider than a medium shot but longer than a wide shot.



**MEDIUM SHOT (MS)**

A shot where the subject(s) is shown from the knees up.

PROJECT \_\_\_\_\_ SCENE



**POINT-OF-VIEW SHOT (P.O.V.)**

A shot from the character's point of view.



**REACTION SHOT**

A close shot of a character reacting to something off camera.



**REVERSE-ANGLE SHOT**

A shot that is the opposite of the preceding shot such as two characters in conversation.

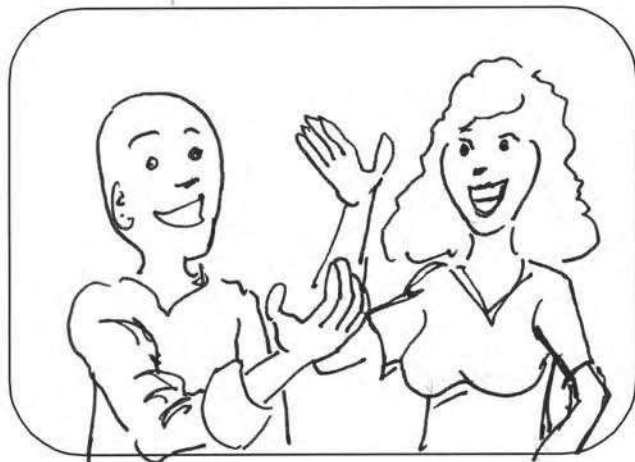
PROJECT \_\_\_\_\_

SCENE



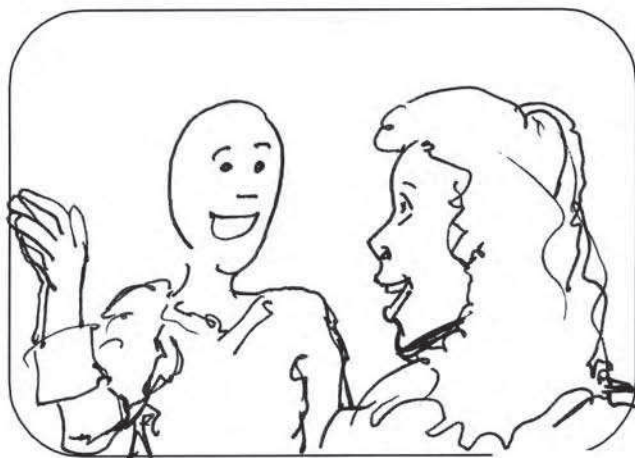
### TIGHT SHOT

A shot where the subject fills the whole frame.



### TWO-SHOT

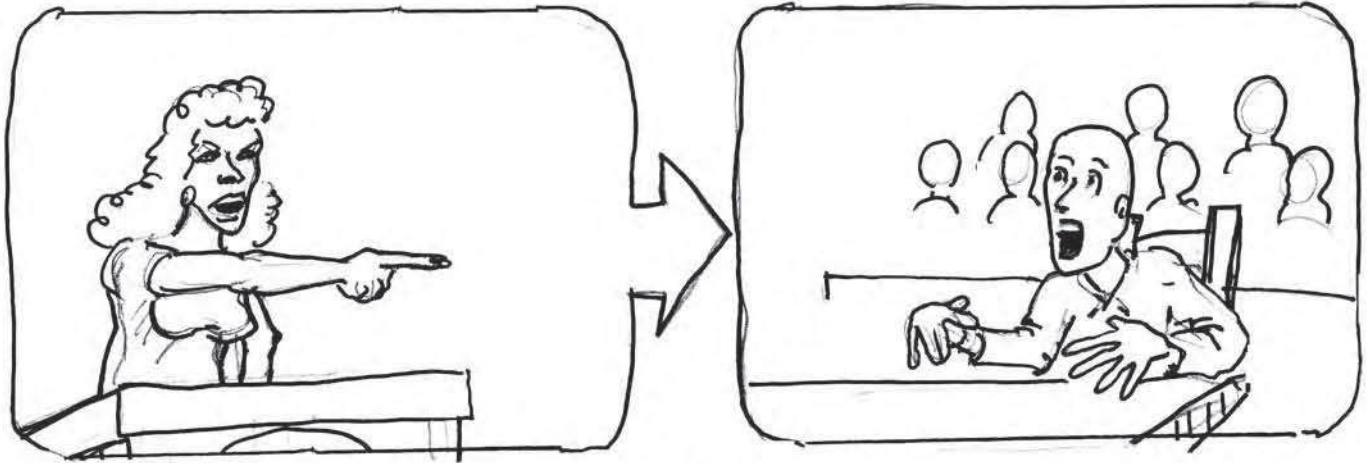
A medium or close shot wide enough for two people, often used to film a conversation.



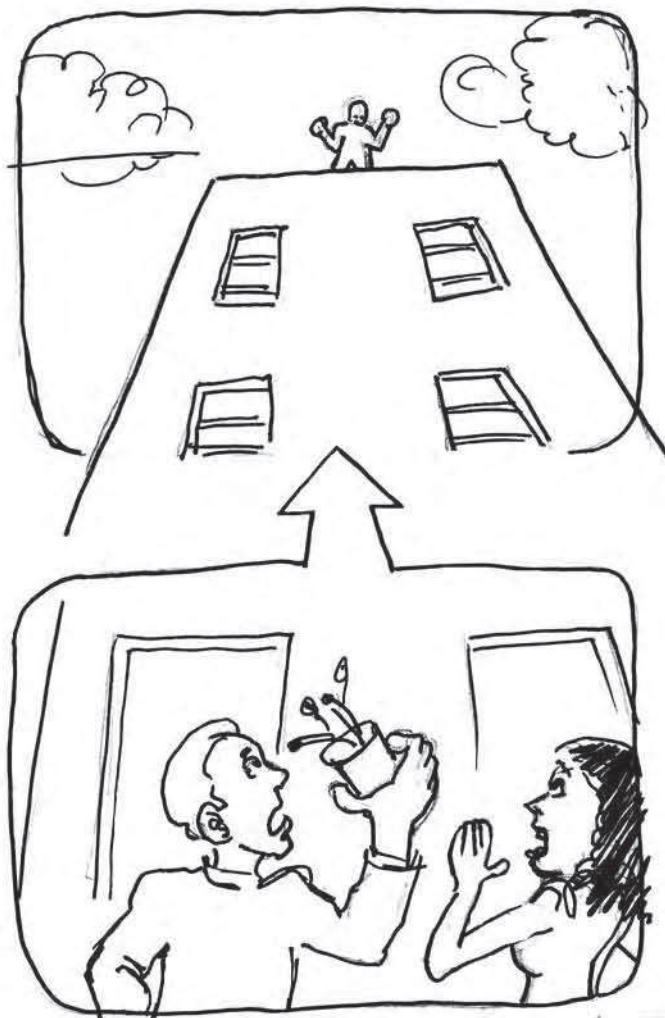
### OVER-THE-SHOULDER (OTS)

A shot that shows us a character's point of view, but includes part of that character's shoulder or side of their head in the shot.





**PAN SHOT** A shot in which the camera moves horizontally around a fixed axis from one part of a scene to another.



**TILT SHOT**

A shot where the camera moves up or down along a vertical axis, as when it looks at a building from bottom to top.