

Cinema

Important information to know and understand: **Shots**

All shots are subject to four elements that differ in one simple way. The elements either move or they do not move. These elements are:



* **The Lens:** There is different kind of lenses with different characteristics. The content of the shot is influenced if the lens is changed or its setting altered.



* **The Camera:** The camera can be altered to shoot up or down, which is called a tilt, or to the right or left, which is called a pan.

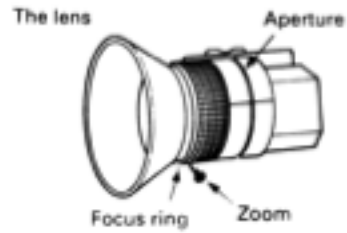


* **The Mounting:** The camera sits on a mounting, which can also be moved up or down, elevate or crane up, depress or crane down. It can be moved to the right or left, called a crab, or the mounting can be moved either towards the subject or away from the subject, called a track in or track out. The mounting can be a number of devices ranging from a camera operator's shoulder or a tripod to a fully automated and mechanized camera crane.

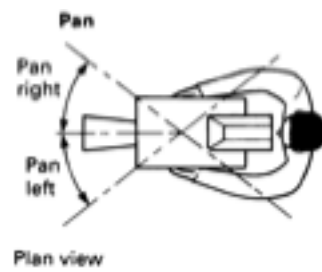
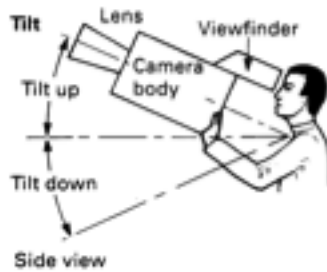


* **The Subject:** The subject can be a person or persons, a living thing, an animate object or an inanimate object. If the subject is an actor or actors, their movements may be planned in a formal way but, alternatively, there may be no movement at all.

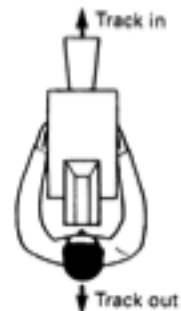
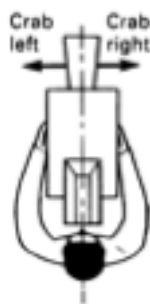
Lens Movements:



Camera Movements:



Mounting Movements:



Mountings:



There are three types of shots. These are:

- * Simple Shots
- * Complex Shots
- * Developing Shots

The Simple Shot -

A simple shot is a shot containing usually one or more persons, or a shot of an animate or an inanimate object.

A simple shot has

* No Lens Movement	NO	
* No Camera Movement	NO	
* No Mounting Movement	NO	
* a Simple Subject Movement	YES	

There are only a limited number of simple shots of a single person, and an equally limited number of simple shots when a number of people are in the frame.

The simple shots are described as:

- | | |
|---------------------------------|----------------------------------|
| * Extreme close up (XCU or ECU) | * Long shot (LS) |
| * Big close up (BCU) | * Very long shot (VLS) |
| * Close up (CU) | * Extreme long shot (XLS or ELS) |
| * Medium close up (MCU) | * Two shot (2S) |
| * Medium shot (MS) | * Over shoulder shot (OSS) |
| * Medium long shot (MLS) | |

These shot descriptions are part of the basic dialogue, which takes place between the editor and other people involved in postproduction. The correct identification of shots should be part of the editor's basic skills.

The Complex Shot -

A complex shot may contain one or more people (or things).

A complex shot has

* a Lens Movement	YES	
* a Camera Movement	YES	
* No Mounting Movement	NO	
* a Subject Movement	YES	

Complex shots are:

- * a pan
- * a tilt
- * a pan and tilt
- * a lens movement (a focus pull or a zoom)
- * a lens movement and pan a lens movement and tilt
- * a subject movement and pan a subject movement and tilt
- or any combination of the three elements:
- * lens movement
- * camera movement
- * subject movement

The complex shot should have a static start and a static end. The shot is composed or framed in such a way that if the action or subject movement were frozen at any single point, then the resulting picture (frame) would resemble a simple shot.

The Developing Shot -

A developing shot may contain one or more subjects.

A developing shot has

* a Lens Movement	YES	
* a Camera Movement	YES	
* a Mounting Movement	YES	
* a Subject Movement	YES	

The developing shot is perhaps the most difficult shot to make. Like the complex shot it should have a static beginning and a static ending. Also, like the complex shot, if the shot were to be frozen at any point in time, it should ideally resemble a simple shot.

It differs from the complex shot mainly in the use of the camera mounting and its relationship to the subject movements.

It is important that the technique of making the shot never interferes with the impact of the visuals. Or, put another way, the good developing shot should never be noticed. Consequently, the good developing shot is complete on its own and often does not need to be edited.

Developing Shot is the most difficult to execute in the process of filmmaking.

All shots are difficult to incorporate into a film when filmmaking.

Different Camera Shots:



1 Extreme close up



2 Big close up



3 Close up



4 Medium close up



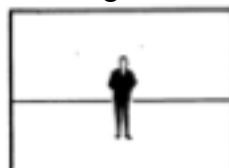
5 Medium shot



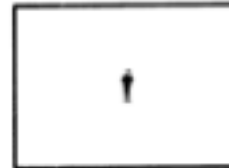
6 Medium long shot



7 Long shot



8 Very long shot



9 Extremely long shot



10 Two shot



11 Over shoulder shot