

What is a Shot?

- A shot is a basic building block of visual information
- Captures person, object, event or action
- Is defined by
 - **Frame** (which has top, bottom and side edges)
 - **Camera position** (front, side, rear)
 - **Angle** (high, neutral, low)
 - **Space** (foreground, middle ground, background)
 - **Point in time** (moment of action)



North By Northwest



Casino



The Searchers

Aspect Ratio

- Boundaries of frame create aspect ratio
- Aspect ratio is the ratio of width to height
- Digital television aspect ratio is 16:9
- Old analogue aspect ration was 4:3

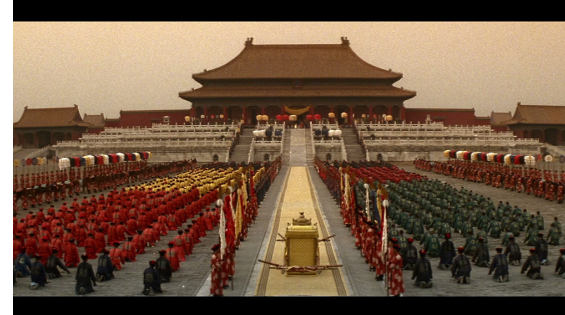


Star Wars

Shot types

Three shot types that create the building blocks of cinematic technique

- **Wide shot (WS):** Shows the environment or location and places the subject in context
- **Medium shot (MS):** A medium shot or waist shot is a camera angle shot from a medium distance
- **Close up (CU):** A shot which tightly frames a person or object focusing on a specific aspect or feature



The Last Emperor



Pulp Fiction



The Realm of the Tiger

Shot types

Extreme wide shot (EWS)

- Used as establishing shot
- New location or start of sequence
- Generally exterior
- Shows context and relationship of people or objects to a place
- Shows the viewer scale, distance and size



Breaking Bad

Shot types

Big wide shot (BWS)

- Establishing shot, used to set atmosphere
- Subject slightly closer than EWS
- Shows space and context and provides details on relationship of subjects or objects
- Shows location and extra detail of where action is taking place



Apocalypse Now

Shot types

Wide shot (WS)

- Brings the subject closer to the viewer
- Can be used as an establishing shot
- The attention is becoming more about the subject or object rather than just the environment
- A wide shot of a person generally shows their full body in the frame



Apocalypse Now

Shot types

Medium long shot (MLS)

- The subject or object is now closer to the frame and becoming a dominant part of the frame
- If the shot is of a person the frame starts below the knees to just above head
- Conveys more detail about subject to the audience



The Good The Bad and The Ugly

Shot types

Medium shot (MS)

- Closer to the subject which is now dominant within the frame
- With shot of person the frame starts just below the waist to just above head
- Conveys more detail about subject to the audience. Body language and facial expressions are clear to the viewer



Breaking Bad

Shot types

Medium close up (MCU)

- The subject is now the point of interest. The environment and background are incidental interest
- If the shot is a person the framing is from mid-upper arm to just above the head
- Eyes and facial expressions are clearly visible. Commonly used for conversations between people
- This is a standard framing for news interviews



The Italian Job 2003



O Brother Where Art Thou

Shot types

Close up (CU)

- A close head shot of the subject framed from the top of shoulders to just above the head
- Can be used to film an object at close range
- Conveys intimate detail about a character or object
- Displays expressions and emotion with the focus on the eyes and mouth



Moebius



The Hateful Eight

Shot types

Big close up (BCU)

- The shot is very close on the subject or object revealing great detail
- If a person, the frame is filled with the face
- The focus becomes the emotion and feeling of the subject or the detail of an object



Carol



Shot types

Extreme close up (ECU)

- Focus on particular detail of subject or object
- Context is removed with no information on relationships or environment
- The focus can be on one feature such as eyes, mouth, hands, feet



Once Upon A Time In The West



Image: <https://au.pinterest.com/maximfadeev/extreme-close-up/>



Image: <https://www.shutterstock.com/video/clip-2717882-stock-footage-film-projector-in-retro-style.html>