

Storyboarding Key Terms

SHOTS:

CU (*close up shot*): A close range of distance between the camera and the subject, used to show small details and expressions.

WS (*widescreen shot*): A long range of distance between the camera and the subject, often providing a broader range of the setting and background.

POV (*point of view shot*): A shot which is understood to be seen from the point of view of a character within the scene.

OTS (*over the shoulder*): A shot which is understood to be seen from the point of view of a character within the scene.

ANGLES:

HIGH ANGLE: A camera angle which looks down on its subject making it look small, weak or unimportant.

LEVEL ANGLE: A camera angle which is even with the subject; it may be used as a neutral shot.

LOW ANGLE: A camera angle which looks up at its subject; it makes the subject seem important and powerful.

CAMERA MOVEMENTS:

PAN: A steady, sweeping movement from one point in a scene to another.

TILT: With camera on a tripod, the camera moves up or down to follow the action.

ZOOM: Use of the camera lens to move closely towards the subject.

RULE OF THIRDS:

Instead of always placing the subject directly in the center, try to place them over one of the four intersections to create a more dramatic scene.

