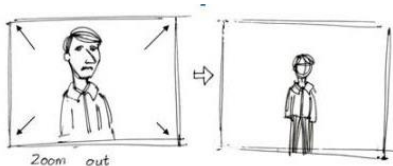
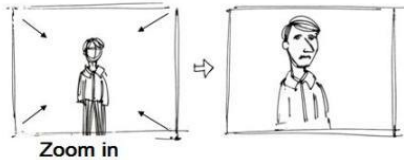


Name:

R081: Story boards

A	Story boards: Content
1	Camera Shots
2	Camera Angles
3	Camera Movements
4	Scene content (what's happening)
5	Annotations (showing...)
6	Timings
7	Lighting effects
8	Sound effects
9	Location
10	Camera Type
B	Story boards: Purpose
1	Show how a moving visual product will look
2	Help to plan camera positions, scenery, setting and props in production

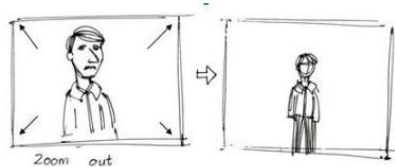
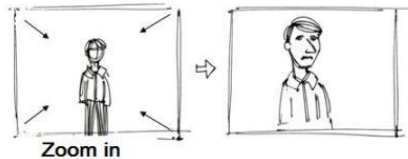


C	Camera Vocab
Camera Shots	
Establishing shot	Wide angle including characters and setting
Two shot	Shot including two characters in dialogue
Close up	Shot of one character's whole head
Extreme close up	Shot of a particular detail (should be used sparingly)
Camera Angles	
Low angle	Shot from below, looking up at a character
High angle	Shot from above, looking down at a character
Mid angle	Shot showing the upper body and head of a character
Wide angle	Shot including the whole body of a character
Over shoulder	Shot with the back of a character's shoulder and head in the foreground, putting the viewer in the scene
Point of View	(normally hand held) shot as if the camera is the eyes of a character, putting the viewer in the position of the character
Camera Movements	
Zoom in	Camera stays still, but the image gets bigger
Zoom out	Camera stays still, but the image gets smaller
Pan	Camera stays still, but twists left or right
Camera Type	
Still	A still shot would not be moving
Video	A normal moving image
Virtual	An animated image

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