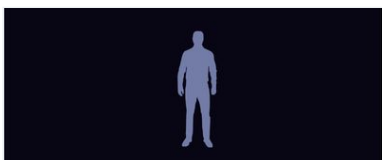
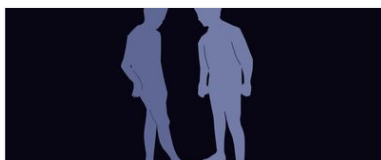


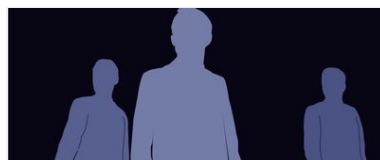
CAMERA FRAMING



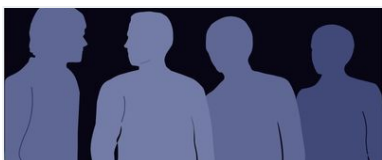
Single Shot (1S)



Two Shot (2S)



Three Shot (3S)



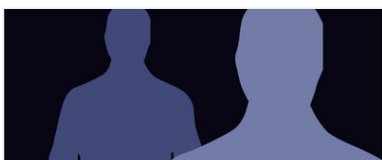
Four Shot (4S)



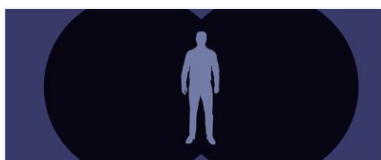
Five Shot (5S)



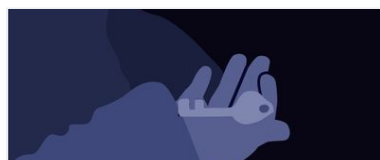
Crowd Shot (CRD)



Over The Shoulder (OTS)



Point Of View (POV)



Insertion Shot (INS)

SHOT SIZE (S)



Establishing Shot (ET)



Master Shot



Wide Shot (WIDE)



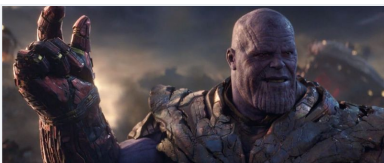
Full Shot (FULL)



Medium Full Shot (MFS)



Medium Shot (MID)



Medium Close Up (MCU)

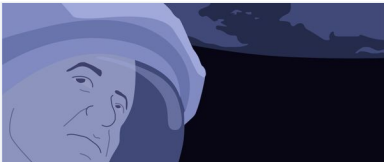


Close Up (CU)

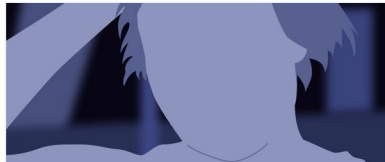


Extreme Close Up (ECU)

FOCUS (F)



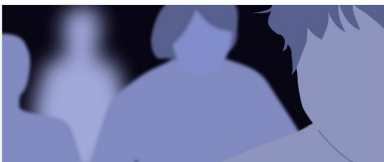
Deep Focus (DEEP)



Shallow Focus (SHA)



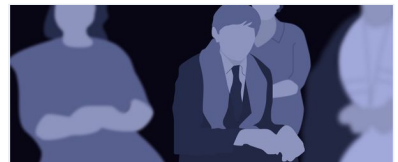
Soft Focus (SOFT)



Rack Focus (RACK)



Spit Diopter (SPLIT)



Tilt Shift (TILT)

CAMERA ANGLE (A)



Low Angle (LOW)



High Angle (HIGH)



Shoulder Level (EYE)



Overhead Shot (BIRD)



Dutch Angle (DUTCH)



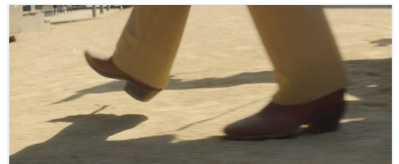
Sky Level (SKY)



Hip Level (HIP)

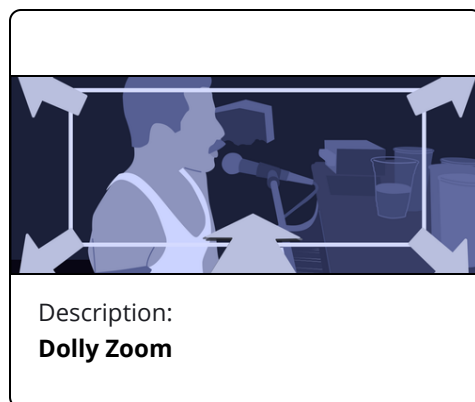
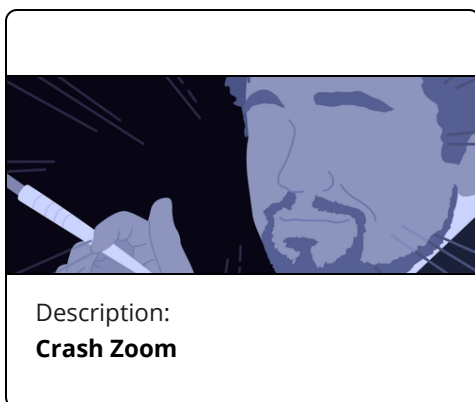
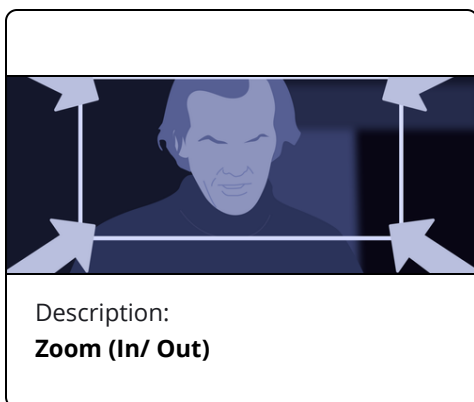
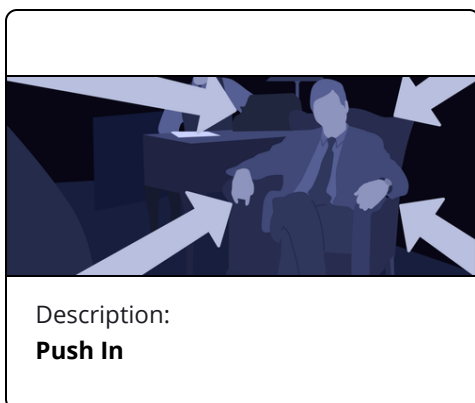
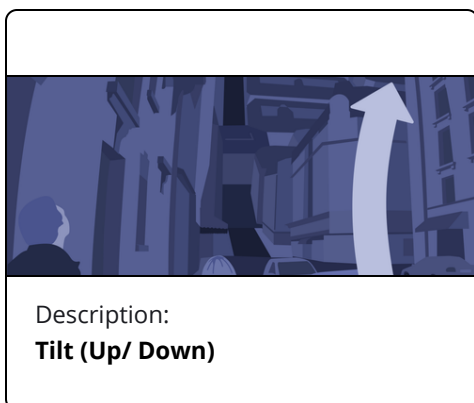


Knee Level (KNEE)



Ground Level (GRD)

CAMERA MOVEMENT





Description:
Camera Roll



Description:
Tracking



Description:
Trucking



Description:
Arc



Description:
Boom



Description:
Camera Shake