

long shot (*Totale*): people/objects shown from a distance; usually to introduce a new setting (see establishing shot)



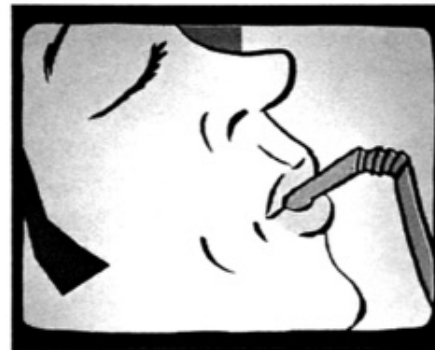
full shot: shot of the whole body/object and not much else; to emphasize action and the constellation of characters



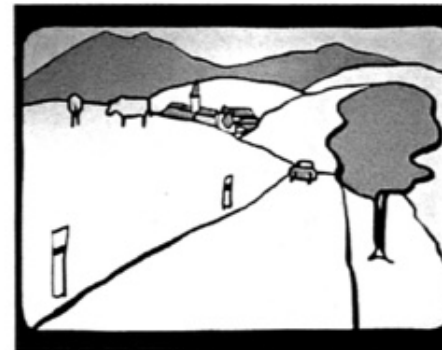
medium shot: upper body/part of an object; usually to show one or two characters in action



close-up (*Nahaufnahme*): head, face and shoulders of a person are shown; focus is on the expression of the face (*Mimik*) e.g. to show emotions



extreme close-up (*Detailaufnahme*): detailed shot of parts of the face/the object; often used to create suspense



point-of-view shot: a shot seen through a character's eyes; e.g. an establishing shot at the start of a scene

Camera Operations

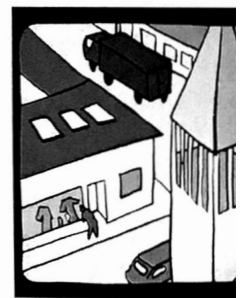
Camera perspectives/camera positions



over-the-shoulder shot: taken with the camera behind a person, looking over his or her shoulder; usually used in dialogue scenes



reverse-angle shot: shot opposite to that in the preceding scene, showing the dialogue partner

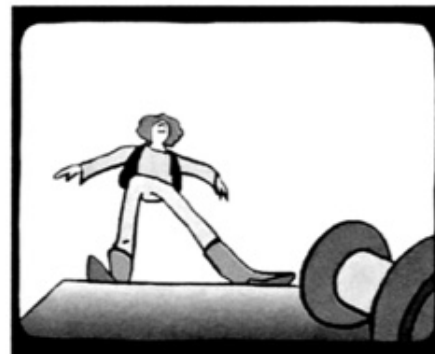


overhead shot (bird's eye view): makes an object less personal; gives orientation

Camera angle



high-angle shot (bird's eye view, shot from above): used to make people seem smaller, weak, helpless, humiliated, less important



low-angle shot (worm's eye view, shot from below): used to make people seem bigger, stronger, superior, self-confident, powerful, threatening



eye-level shot (straight-on angle): relatively neutral and restrained