

Overview of camera operations


Basic vocabulary

shot uninterrupted piece of film from one point of view


cut switch from one shot to the next

segment, sequence, scene increasingly larger units in a film composed of a number of shots


Field size
(Bildausschnitt/Bildgröße)




long shot (*Totale*): people / objects shown from a distance




full shot: shot of the whole body/object



medium shot: upper body/part of an object




close-up (*Nahaufnahme*): head and shoulder

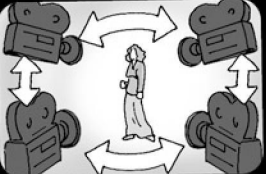


extreme close-up (*Detailaufnahme*): face only; detailed shot

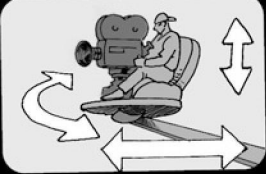
Camera movements



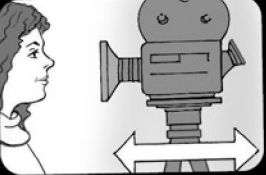
static shot: camera does not move



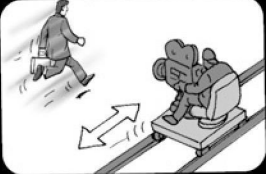
to pan left/right
(horizontal schwenken)
to tilt up/down
(vertikal schwenken)



crane shot (*Kranfahrt*): camera moves flexibly in all directions on a crane



to zoom in on/away from s.th.
(e.g. a face)

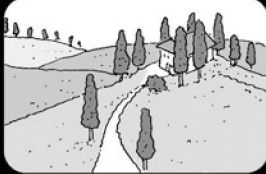


tracking shot (*Kamerafahrt*): camera is on a vehicle moving on the ground


Camera positions

E.g. point-of-view shot: s shot as seen through a character's eyes.


Other examples are:




establishing shot (long shot/pan): shows location at the start of a scene



overhead shot: bird's eye view



over-the-shoulder shot



reverse-angle shot: from the opposite side, usu. shows a dialogue partner

Camera angles



high-angle shot (from above)



eye-level shot



low-angle shot (from below)