

# Film Terminology

Vocabulary for talking about Movies  
Film Grammar





# Extreme Close Up

Usually used for dramatic effect.

Magnifies beyond what the human eye would normally experience in reality.





# Close Up

Concentrates on the character's face or a specific detail in a scene.  
Magnifies the importance of specific target items.  
May be used to make us feel comfortable or very uncomfortable - it is an intimate shot as we do not usually get this close to others





## Medium Close Up

A medium close up is halfway between a medium shot and a close up.

This shot allows the view of the face to have more clarity without getting uncomfortably close. Shows the head to shoulders.





## Medium Shot

Contains figures from the waist up, usually used for dialogue or some detail of action.

Background detail is minimal as the audience already knows where they are.





# Long Shot

Shows full body of the characters. Generally has good background detail to ensure the audience is aware of where they are.

Shows a 'life-size' representation of characters on screen.





# Extreme Long Shot

Generally used as a scene establishing shot. It usually shows an exterior of a building or landscape. Can also be used to show large action scenes like in a war or disaster film.

There is very little detail in the shot as it is meant to give a general impression of where the scene takes place.





## Low Angle Shot

Camera is low to the ground looking up at the characters, giving them a larger than life appearance, and giving the audience a feeling of helplessness and/or insecurity.

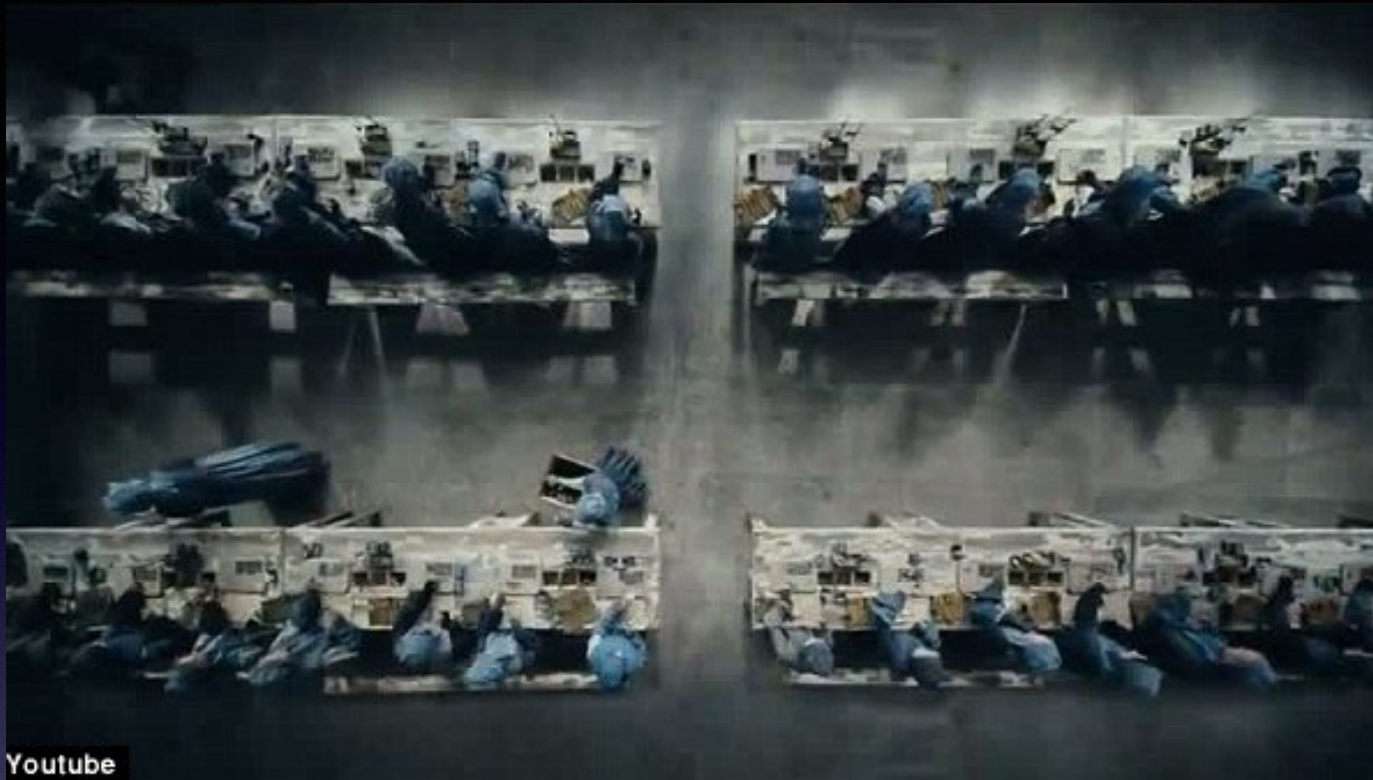




# High Angle Shot

Camera is elevated above the character, making them seem smaller and less significant.





## Bird's Eye Shot

Shown directly (or near directly) over head. Places the audience in a god-like position viewing the action.

The characters in the shot are made to seem very insignificant and ant-like.

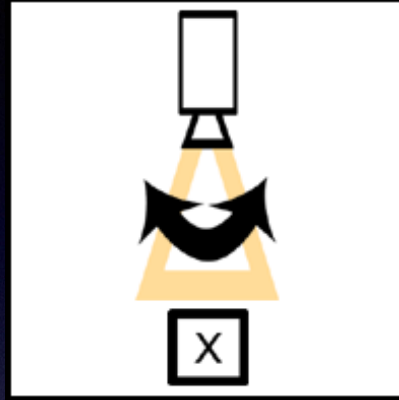




# Oblique Shot

Also called "Dutch Angle". Creates unease in the mind of the viewer by making the world look lopsided. It is also used to give the impression of distortion, either in the story or a character's mind.

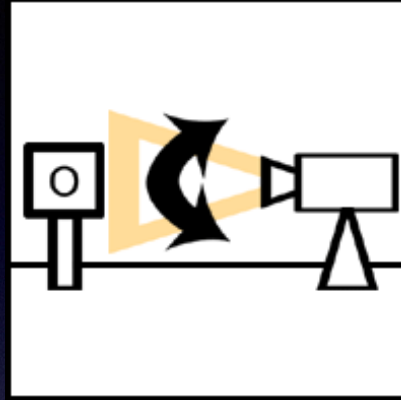




# Pan

Camera is stationary and moves from side to side, revealing more of the scene.





# Tilt

The same as a "pan", but done vertically.





# Zoom

The camera seemingly moves towards or away from an object.  
Can evoke many emotions.

Zoom in: fear, claustrophobia, being watched.

Zoom out: being alone, or lost in a crowd. Realization of something bigger.



## Crane Shot - High Noon

# Crane Shot

The camera moves up and down through space, often through the use of a crane.

Gives an idea of scope, largeness, isolation or vastness.



## Tracking Shot - The Shining

# Tracking Shot

SHOT NOT AVAILABLE

The camera is placed on a track, or on or attached to a vehicle and moved around the set.

Simple tracking shots are shots that move from the left to the right of a scene. More complex ones - like the one above- follow a character through the set.



## Dolly Zoom Shot - Jaws

# Dolly Zoom Shot

Combining a "tracking shot" and a "zoom", this shot is made when the camera tracks forward while simultaneously coming out.

It's the cinematic equivalent of saying 'uh-oh', creating dramatic irony.



## Whip Pan - Hot Fuzz

# Whip Pan Shot

A pan shot that is so fast (mostly artificially so) that it blurs the picture beyond recognition. Meant to connect two scenes through time and or space.

Commonly accompanied by a 'whoosh' sound.



# Scene Transitions

The changing of scenes from one shot to another. They add up to tell the story.

The most important cut is a literal **cut** in the film.

There are a lot of different transitions and cuts:

Cutting on Action

Cut Away

Cross Cut

Jump Cut

Match Cut

Fade in/Fade out

Dissolve

Smash Cut

Iris

Wipe

L-Cut

J-Cut



# Works Cited

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- Jezwot, M. New Media 11 Curriculum. Sir Winston Churchill Secondary. 2021.