

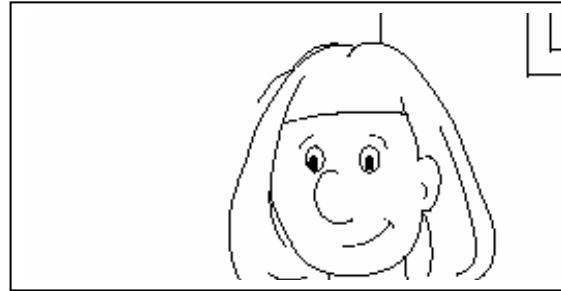
Shot list

There are several popular types of shots that are used frequently in storyboarding. These are illustrated below.



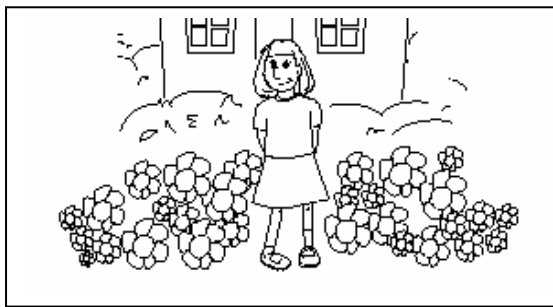
Wide shot (WS)

A wide view of the scene often used as an established shot



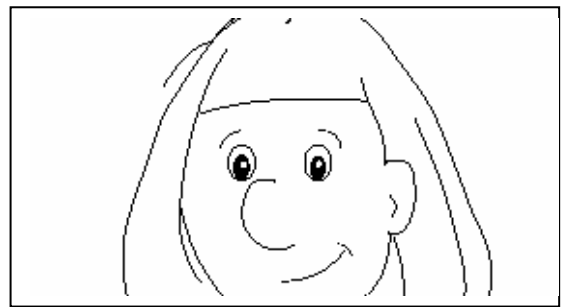
Close up (CU)

Just above head down to upper chest



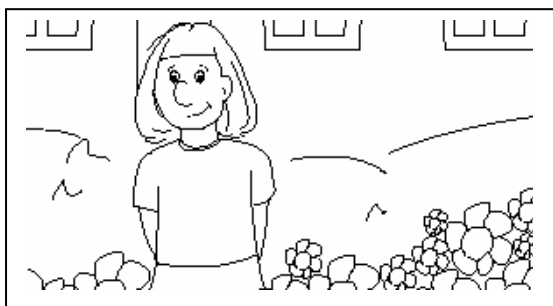
Long Shot (LS)

Person occupies 3/4 to 1/3 of the screen height



Very close up (VCU)

Mid forehead to above chin



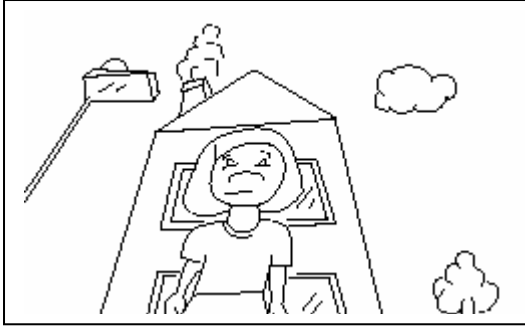
Medium shot (MS)

Cuts body just below waist

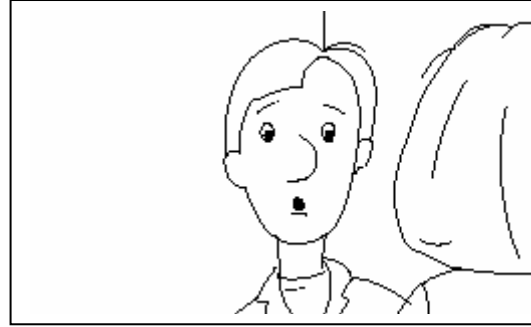


Extremely close up (ECU)

Focus on detail

**Low angle (LA)**

Camera is positioned at the foot of an object and looks upwards. This can be used to create the impression of great height or; when it used as the character's point of view, the smallness of the character

**Over-the-shoulder-shot (OTS)**

The camera is positioned behind the character as looking over the shoulder

**High angle (HA)**

Camera is positioned above an object and looks downwards. When used as the character's point of view this creates an impression of great height of the character or the smallness of the object looked at