Use this page to talk about film in general and those frames in particular.

A Shot x (suitable heading) – Use 1-3 words to identify this frame.			
B Frame: – Add information here that you see in comics, such as "Meanwhile, back at the ranch", "Later the same day". You can also use arrows indicating movement.			
C Action – Briefly describe what is going on in the present progressive.			
D Dialogue / thought - Fill in speeches or thoughts.  Oh!			
E Camera	Effect on Viewer		
zooming <u>out</u>	← from a detail shown close-up zooming <u>out</u> to a long shot ←		
zooming <u>in</u>	$\rightarrow$ from a long shot, zooming in to show a detail shown from close-up $\rightarrow$		
	©		
Field Size	long shot	medium shot	close-up
	an overview of the setting e.g. Big Ben chiming five o'clock	mainly characters from head to toe, <b>focusing</b> or (inter-) action	· · · · · · · · · · · · · · · · · · ·
Camera Angles	a low angle - shot from below It makes things/people look big and it makes viewers feel small	high angle - shot from above It makes things/people look small, and it makes viewers feel powerful	
Camera Movements	panning left and right shows where things are, e.g. furniture in a room	tilting up or down vertical movement, e.g. tracking things falling down	a <u>static</u> shot shows what characters are doing, what they look like.
Cut	This is where one shot ends and another begins.  Examples: 1st shot: medium shot of someone crossing the road.  Cross-cut to 2nd shot: a car coming near at high speed.  Cross cut to 3rd shot: close-up of someone looking shocked.  This means: The viewers put these shots together and understand them as a story. When Mr X was crossing the street, a speeding car was zooming towards him. He saw it would hit him and		

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