

Elements of Film Form

Angles		Shot Size		Movement	
High	The camera is above the subject	Extreme Long Shot (XLS)	Subject is far away	Pan	Camera moves left or right (shaking)
Low	The camera is below the subject	Long Shot (LS)	Whole subject	Tilt	Camera moves up and down (nodding)
Canted	The subject appears tilted	Medium Long Shot (MLS)	Top of head to thighs	Ped	Camera slides up and down
Eye-level	Camera is level with the subject's eyes	Mid Shot (MS)	Top of head to waist	Dolly	Camera moves forward, fixed position on rails
Bird's Eye	Camera is high in the air	Medium Close-up (MCU)	Top of head to chest	Track	Smooth sideways shot (crab)
Worm's Eye	Camera is low on the ground	Close-up (CU)	Head and shoulders	Zoom	Camera lens moves forward or back
		Big Close-up (BCU)	Whole head	Crane	Big overhead sweep
		Extreme Close-up (ECU)	Part of the head	Steadicam	Handheld camera; no tripod
				POV	Point of view; from character's perspective
Lighting & Colour					
High-key = bright and clear		Low-key = dark and shadowy		Chiaroscuro = single beam or shaft of light	
Colour = connotations (eg. red means danger)					
Editing		Mise-en-Scene		Sound	
Transition	moving from one shot to the next	Costume & make-up	how the characters look	Diegetic	characters can hear the sound
Straight cut	jumps straight to next shot	Action & gesture	what the characters are doing	Non-diegetic	characters cannot hear the sound
Dissolve	gradual transition to next shot	Facial expression	how the actors move their faces	Soundtrack	existing songs
Cut away	film cuts to something else off screen	Body language	and bodies to express emotion	Score	music written especially for the film
Fade	one shot fades into the next	Props	the accessories in the scene	Parallel	music which matches the mood of the scene
Wipe	shot wipes across the screen to the next shot	Setting	the time and place of the film	Contrapuntal	music which contrasts with the mood
Match-on-action	the cut shows two views of the same action	Positioning	where people and objects are placed	Liefmotif	music associated with one character