

# Elements of Film Form

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