

## FilmMaking Workshop - Quick Reference Guide

### Shots

Facets of a story	Shot options
Where (environment)	Establishing (or wide) shot
Who (the subject)	Close up
What (drama/actions performed by or on subject)	Long or wide shot
When (time period, at a point in a given story)	-Continuous shot or long take (representing space + time), -Close up of symbolic objects (sun, moon, clock...) or actions (walking feet, reaching for a door knob...) <i>-see Pacing /Shot to Shot below</i>
Why (internal decisions making of the subject, or emotional effect upon)	Extreme close up, sequence of other shots explaining back story

### Motions / Perspectives

Action	Description and Use
<b>Static</b>	The camera remains completely still, capturing a fixed frame. <b>Use:</b> Used for stability, to establish a scene, or create a sense of normalcy.
<b>Pan</b>	The camera rotates horizontally from a fixed position. <b>Use:</b> Used to reveal or follow action horizontally, or to connect different elements in a scene.
<b>Whip Pan</b>	A rapid and abrupt pan movement, creating a blur effect. <b>Use:</b> Used for transitions between shots, to convey disorientation or sudden change.

<b>Gimble</b>	The camera is attached to a stabilizing device, allowing for smooth handheld-like movement. <b>Use:</b> Used for fluid and dynamic shots (e.g., following a subject) while maintaining stability.
<b>Handheld</b>	The camera is held by the operator without stabilization, resulting in a shaky, documentary-style look. <b>Use:</b> Used to create a sense of immediacy, chaos, or realism.
<b>Zoom in / out</b>	Combines a zoom with a physical camera movement, often called a "zolly" or "dolly zoom." <b>Use:</b> Creates a surreal or disorienting effect, often used to convey a character's emotional state.
<b>Pull Focus</b>	The focus shifts smoothly from one subject to another within a shot. <b>Use:</b> Draws attention to different elements in the frame, guiding the viewer's focus.

## Pacing / Shot to Shot

Strategy	Description
Single take (continuous shot)	All the action takes place in <b>one long take</b> , may involve significant camera movement, implying continuous action
<b>Cutaway shots</b> (hard / standard cuts)	<b>Cutting from clip A to clip B</b> within the same scene <b>or between scenes</b> – can be used to convey a narrative or cover mistakes. Spoken parts may sometime overlap across cuts (from “talking head” to “action shot + voice over)
Jump cuts	<b>Jumping to a later point</b> in the same scene, usually from the same or slightly different composition, giving the effect of jumping forward in time
Cross dissolves	Gradual (fast or slow) <b>fade</b> from one shot to another, denoting a significant change in time/space