

Cinematic Techniques

<i>Shots and Framing</i>	<i>Camera Angles</i>	<i>Camera Movements</i>	<i>Lighting</i>	<i>Editing</i>	<i>Music/Sound</i>
Shot A single piece of film that is uninterrupted by cuts.	Eye Level Shot taken from characters' eye level (normal height).	Pan Camera does not move except to look side to side.	High Key The scene is flooded with light, creating a bright and open scene.	Cut Most common; two pieces of film are spliced together to "cut" to another image.	Diegetic Sounds that can logically be heard by the characters in the film.
Establishing Shot A long shot or a series of shots that sets the scene; used to establish setting and show transitions between places.	High Angle The camera is above the subject, looking down.	Tilt Camera does not move except to look up or down.	Low Key The scene is flooded with shadows and darkness.	Fade Slowly fade to black or start with black and fade to picture.	Non-diegetic Sounds that cannot be heard by the characters, such as background music or voice narration.
Long Shot A shot from a distance; if the shot is a person, the whole body is shown.	Low Angle Camera is below the subject, looking up.	Zoom Camera does not move, only lens does; it makes the object seem closer or further away.	Bottom or Side Lighting Direct light comes from the side or the bottom of the object.	Dissolve/Wipe One image slowly replaces another/a new image wipes off previous image.	
Medium Shot Most common. Camera is medium distance from the object being filmed; if the shot is a person, the waist up is shown.		Dolly/Tracking Camera moves on a track that allows it to move smoothly with the action. Also refers to the cameras mounted on cars, helicopters, etc.	Front or Back Lighting Soft lighting on an actor's face or from behind.	Flashback A cut or dissolve to something that happened in the past.	
Close-up The object takes up 80% of the frame.		Boom/Crane The camera is on a crane over the action.		Shot-reverse-shot Shot of one subject, then another, then back to the first.	
Extreme Close-up The image is so close that only part of a whole is shown, like an eyeball or a hand.				Cross Cutting A cut into action that is happening simultaneously; also called parallel editing.	
Two Shot A scene between two people shot from an angle in which both characters can be seen equally.				Eye-line Match A cut from an object to a person.	