

# bloodfest

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## Cinematography

<b>Establishing Shot</b>	Usually the first shot of a scene, this is used to establish the location and environment. It can also be used to establish mood and give the audience visual clues regarding the time (night/day, year) and the general situation. Because they need to provide a great deal of information, Establishing Shots are usually Extreme Long Shots or Long Shots.
<b>Dirty Shot/ over the shoulder</b>	A popular shot where a subject is shot from behind the shoulder of another, framing the subject anywhere from a Medium to Close-Up. The shoulder, neck, and/or back of the head of the subject facing away from the camera remains viewable, making the shot useful for showing reactions during conversations. It tends to place more of an emphasis on the connection between two speakers rather than the detachment or isolation that results from single shots.
<b>Close up shot</b>	a type of shot, which tightly frames a person or an object. Close-ups are one of the standard shots used regularly with medium shots and long shots .
<b>Mid shot</b>	a general, all-purpose shot. Medium shots are used for dialogue sequences, and they allow the viewer to pick up on the character's movements and gestures. Body language is important to conveying emotion, and the medium shot remains close enough to capture that emotion.
<b>Long/Wide shot</b>	typically shows the entire object or human figure and is usually intended to place it in some relation to its surroundings.

<b>Birds eye view</b>	(aka Top Shot) A high-angle shot that's taken from directly overhead and from a distance. The shot gives the audience a wider view and is useful for showing direction and that the subject is moving, to highlight special relations, or reveal to the audience elements outside the boundaries of the character's awareness. The shot is often taken from on a crane or helicopter.
<b>High angle</b>	Subject is photographed from above eye level. This can have the effect of making the subject seem vulnerable, weak, or frightened.
<b>Eye level angle</b>	Shot taken with the camera approximately at human eye level, resulting in a neutral effect on the audience.
<b>Low angle</b>	Subject is photographed from below eye level. This can have the effect of making the subject look powerful, heroic, or dangerous.
<b>Oblique/ canted angle</b>	a type of camera shot where the camera is set at an angle on its roll axis so that the shot is composed with vertical lines at an angle to the side of the frame, or so that the horizon line of the shot is not parallel with the bottom of the camera frame. This produces a viewpoint akin to tilting one's head to the side.
<b>Point of view shots</b>	(POV) Shot intended to mimic what a particular character in a scene is seeing. This puts the audience directly into the head of the character, letting them experience their emotional state. Common examples are of a character waking up, drifting into unconsciousness, or looking through a scope or binoculars.
<b>Cutaway</b>	A shot of something other than the subject and away from the main scene. It is usually followed by a cut back to the first shot and is useful for avoiding a jump cut when editing down a section of dialogue, or editing together two separate takes.