

4:1a Basic Shots

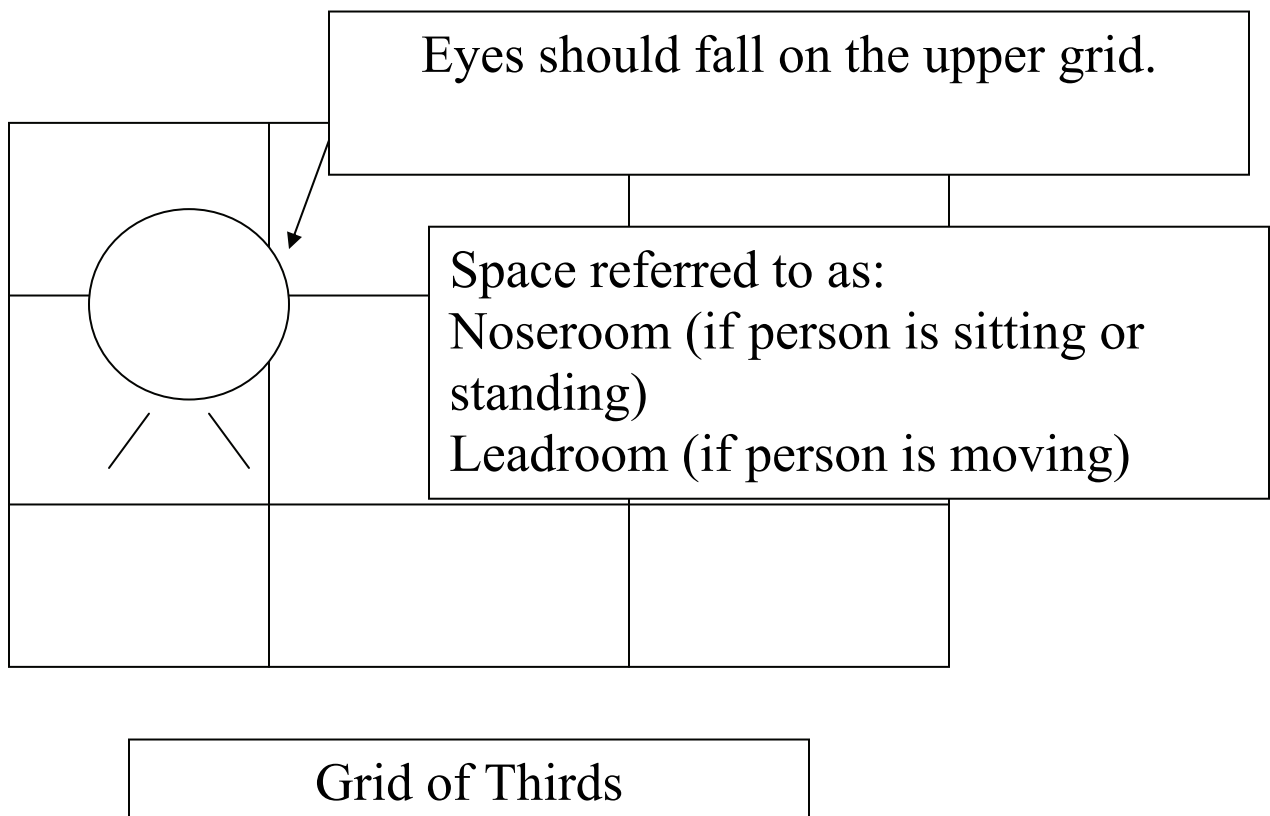
The space above the head is referred to as **headroom**. Headroom decreases when shots are closer. (less area seen=less headroom).

The space that is used when a person is sitting or standing in profile is called **noseroom**. You will use this “space” when shooting OTS shots.

The space that is used when a subject is moving is called **leadroom**.

In using this space properly—refer to the grid of thirds concept---Draw a tic-tac-toe board and you’ll get the picture!

1/3 subject; 2/3 space.



4:1b Basic Shots

This is a rundown of the BASIC SHOTS used in productions.

LS=long shot

FS=full shot

In people, this is a shot from the top of their heads to their feet. Leave the same amount of space above & below the subject.

MS=medium shot

When referring to an on-camera talent, this is normally from the knees, hips or waist up leaving a small amount of headroom. This is the shot that is typically used for a stand up (when the reporter is seen on camera).

BS=bust shot (also referred to as a medium close up)

This shot is taken of the talent from the chest area up to the top of the head. The amount of headroom decreases. Anchors are sometimes seen at the news desk using this shot.

4:1c Basic Shots

CU=close up

Close ups are also used at the news desk. This shot is from the shoulders up using very little headroom. Changing facial expressions, which are essential to understanding a conversation, can be easily seen. CU's are also commonly used for cutaway or insert shots of objects when important details need to be seen.

OTS=over the shoulder shot

This shot is desirable for shooting sound bites. Not only can the audience see facial expressions. The subject looks in the direction of the camera while talking to the reporter. The important thing for the videographer to remember is that noseroom should be in the direction that the person is looking. This shot is taken over the shoulder of the reporter and typically it is a CU of the person being interviewed. (Thus sometimes being referred to as an OSS/CU)

XCU=extreme close ups

On people this type of shot is reserved for dramatic impact. The XCU may show just the eyes of an individual. With objects an XCU is often necessary to reveal important detail.