

Visual Grammer

What is Shot?

- In video, We Normally work Not with Still Images but With a Stream of images
- The Video Camera helps us record our shots.
- The basic unit of a shot a frame

A Shot Means

A series of frames together constitute a shot, In other, the number of frames you shoot between the switching on and switching off the record button on your camera constitutes a shot

- A Frame is the basic unit of a shot
- Let us assume that each word is frame

Compare a film to a book

- A series of words form a sentence- book
- A series of frame form a shot- Film
- A series of sentence form a Paragraph- Book
- A series of shots form a scene- Film
- A series of Paragraph form a chapter- book
- A series of scene s form a sequence- Film
- A number of chapters constitute a book
- A number of sequences constitute a film

Seven Primary factors decide the Setting of a shot

- Camera angle
- Lence angle
- Camera Distance
- Camera height
- Camera Movement
- Frame
- Depth of Field

Categorizing the seven basic shots

- Extreme Close-Up (ECU)

Captures from mid fore-head to just above the chin, or closer

Purpose: Used to show details up close ,to emphasize facial expression .



- Close-Up (CU)
- Just above the head to the upper chest
- Purpose : Used as reaction shots, to show emotion and feeling



- Medium Close-Up (MCU)

The typical passport-size photograph. Cuts the body at the lower chest, just below the armpit.

Purpose: Used to show reactions and indicate what the subject is feeling



- Medium Shot (mid-shot).
- From the waist to the head. Cuts the body /below the waist

Purpose: Used to help Viewers easily recognize the subjects and also see what they are doing with their hands



- Medium Long Shot (MLS)

From head to below the knees

Purpose: Used to show bodily gestures, especially the arms



- Long Shot
- Shows the entire body and very short and below

Purpose :

Used to establish the location and enable Viewers to follow action within the frame, this is a shot in which the Subject can be seen in full.



- Extreme long shot
- The background dominating the individual
- Purpose: Often used the beginning of film or sequence as an establishing shot to show where the action is taking place.



Shots classified by camera Movement

Camera movement

There are two basic camera movements

1. Pan

2. Tilt

Pan

The simplest camera movement is the pan. the horizontal movement of the camera-left and right

Shots beginning with a pan would be well-balanced and continue to do so until the pan ends

Tilt

Another simple camera movement is the tilt. the vertical movement of the camera-up and down.

Track in/Track out ('Dolly in' and 'Dolly out')

track in/track out is the combined physical movement of the Camera with the pedestal.

The camera and the pedestal are mounted on a track and trolley that moves the camera either towards or away from the principle object.

Moving the camera towards or away from the subject alters the size relationship between foreground and background objects

- Truk Left/ truck right also called 'Crab left and Crab right'

In this case, the camera moves sideways on its mount along with subject

It is mainly used to follow the subject moving across the screen.

It is Important to keep the frame steady and maintain the same shot size all along the shot

Shots classified by usage

- Directors, Camera persons, and Editors also Classify shots as Master Shot, Point-of-view(POV)Shot, Over-the-shoulder

Master Shot

The Master shot is normally the long shot in which the entire scene is played out

Point of-View(POV)Shot

The POV Shot is from the Viewpoint of the Performers in Scene. It is also called a subjective shot

Over-the-Shoulder Shot (OTS)

The OTS may usefully link two or more participants in a conversation ;the camera looks at someone over the shoulder of the camera near Person. this is also a subjective shot

Principles of visual Grammar

- There are a few factors we need to keep in mind while shooting. the edges of the frame are important and play a vital role in composing a visual.

Headroom

The space above an object within a frame is called the headroom.

Noseroom/Leadroom.

Somebody looking or Pointing in a particular direction other than straight into the camera creates an area of interest outside the screen area. Providing this space within the frame helps the viewer to connect to this outside the frame interest area. this space within the frame that connects to an outside space of interest is called the noseroom or leadroom.

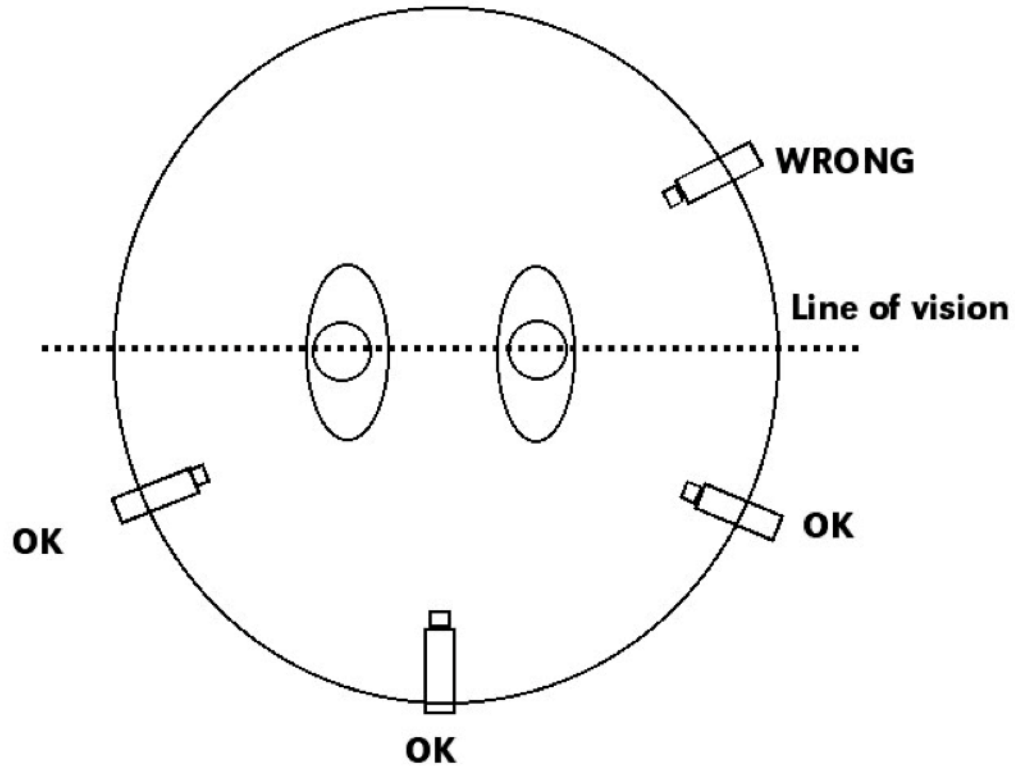
Headroom



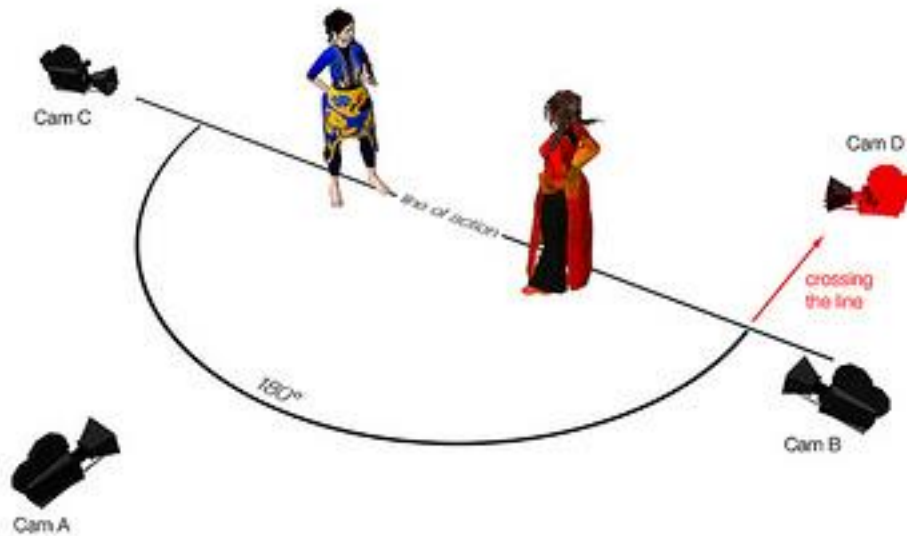
Leadroom



180 degree rule



LINE OF ACTION (180 degree Rule)



Cam A



Cam B



Cam C



Cam D

180° rule

- The **180°** rule is a cinematography guideline that states that two characters in a scene should maintain the same left/right relationship to one another .