

SCRIPTING/STORYBOARDING

Terms & Abbreviations

SCRIPT & STORYBOARD

View:	INT:	Interior Shot
	EXT:	Exterior Shot
	EST:	Establishing Shot (used to establish setting)
	XCU:	Extreme Close Up (section of the face)
	CU:	Close Up (head and shoulders)
	MS:	Medium or Mid Shot (figure cropped at waist)
	WS:	Wide Shot (vista showing expansive scenery)
	FS:	Full Shot (full figure in frame)
	POV:	Point of View (shows action from the perspective of a character)
	OC/OS:	Off Camera/Off Screen (character not seen in shot)
	ONE SHOT:	Single Character in Frame
	TWO SHOT:	Two Characters in Frame
	REACTION SHOT:	Character's reaction to events
Audio:	VO:	Voice Over (voice heard but not seen)
	SFX:	Sound Effects
	CONT:	Continued (same character continues speaking)
Misc:	SPFX:	Special Effects

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CAMERA ANGLES

- Master Shot: Primary framing which runs for the duration of the action. May be interspersed with other shots.
- Aerial Shot: Very high angle, usually from helicopter or plane, often with motion.
- High Angle: (Down Shot) Camera looks down from above.
- Low Angle: (Up Shot) Camera looks up at subject.
- Worm's Eye: Camera is placed at or below ground level (extreme).
- Profile: Shot from side angle.
- Frontal: (Straight On) Camera looks directly at subject.
- ¾ Shot: Midway between Frontal and Profile.
- OTS: Over the Shoulder (of one character at another).
- Canted Frame: (Dutch Angle) Camera is tilted sideways.
- Reverse Angle: Shot 180° from preceding shot.
- Car Mount: Looking inside of a vehicle or replicating the view of vehicle occupants.

CAMERA MOVEMENT

- Hand Held: Camera shake and tilt.
- Pan: Camera swivels right or left on a horizontal axis (usually to follow action).
- Zip Pan: Very fast pan that causes blurring.
- Tilt: Fixed camera pivots up or down.
- Zoom: Fixed camera changes focal length to move in or out on a subject.
- Dolly/Truck: Camera physically moves toward or away from action or follows subject.
- Zolly: Dollying with counter zoom to change perspective (creates vertiginous effect).
- Follow: Any camera movement that keeps a moving subject in frame.

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EDITING COMMANDS

- Cutaway: Changing to another piece of film not in master shot.
- Jump Cut: Successive edits to shots on the same axis with similar views and scale (can disrupt flow of time).
- Flashback: Scene changes to a time before main action that is taking place.
- Dissolve: One scene fades into another.
- Match Cut: Edit between two camera views of objects which have similar shapes and positioning.
- Match
- Dissolve: Smoother version of Match Cut (one object fades into another).
- Fade: A dissolve which fades to a solid color (usually to finish a scene).
- Flash Fade: Fade to white.
- Fade To/From Black