

Glossary

Following definitions have been used, referring to *Film Art* by Bordwell and Thompson, 2008;

1. **Shot duration**- length of a single shot in seconds (or in minutes)
2. **Shot scale**- The framing of the image positions us at a certain distance from the object, which is the camera distance or the scale. Shot scale categories used are; very long shot, long shot, medium long shot, medium shot, medium close up, close up and big close up.

In long shot, figures are important but background dominates, but in close up, the camera usually focuses on the finer details of the object, eg. facial expressions etc. Rest all scales are used relatively.

3. **Shot angle**- The frame positions us at certain angle looking on to the object and mostly three angle categories are used; straight on angle is at the eye-level (neutral angle), high angle positions us looking down at the object and low angle positions us looking up at the object.
4. **Camera movement**- It refers to the movement of the camera on the tripod; moving on its horizontal axis (pan), or on its vertical axis (tilt). If the camera as a whole does change position, travelling in any direction, it is called tracking.

Sometimes the filmmaker does not want smooth camera movements preferring a bumpy image which is achieved through use of hand-held camera, also called the shaky shots.