

SHOT TYPES

Study the definitions of shot types in Column 1 and then attempt to match them to each moment in the ghost story in Column 2.

Shot type	Ghost story moment
1. Extreme long shot is used for views of landscapes or buildings. It might also be the point of view of a character looking out over a vista.	a. This shot would suit the moment when a character is observed from above by another character of entity.
2. Long shot shows a character at some distance. The character will be dominated by his/her surroundings.	b. This shot would work well for showing a character in a setting – close enough to register his/her expression but clearly showing the environment around them.
3. A medium shot shows a character is from the waist upwards. The audience will be able to see his/her reactions but the background is also important.	c. This might be the sort of shot to use to show the point of view of a seated character looking up at someone who is standing.
4. A close up is a shot of a person's head and shoulders. Not much, if any, background detail appears in the frame. This shot is uses to catch a character's emotional response to something or show him/her in thought.	d. This is the shot that could be used to show a character walking in a lonely spot. His figure would be indistinct and the surroundings might appear to dominate him.
5. An extreme close up is used to show an important detail, object, gesture or moment of contact between characters.	e. A panoramic shot of the setting in which the tale will unfold.
6. A 'held' or prolonged close up is when a person's face is held in frame for a long period of time. This shot is helpful for showing a character experience a range of emotions due to something they supposedly are observing out of the frame. It is an ideal shot for increasing suspense.	f. A shot for communicating very detailed information such as when a character handles a small prop and it dominates the frame. g. A shot for showing a character experiencing a moment of strong emotion.
7. A high angle shot is used to communicate the idea that someone is being watched from above or is alone. It usually (but not always) makes characters seem less important.	h. The camera remains fixed on a character's face to show her/him reacting in some way to an out-of-frame event. By revealing her/his emotions before we see things from the character's point of view considerable suspense can be created.
8. A low angle shot makes someone seem larger than life or dominant, or to suggest we are seeing someone through the eyes of someone seated or small – a child looking up to an adult.	