

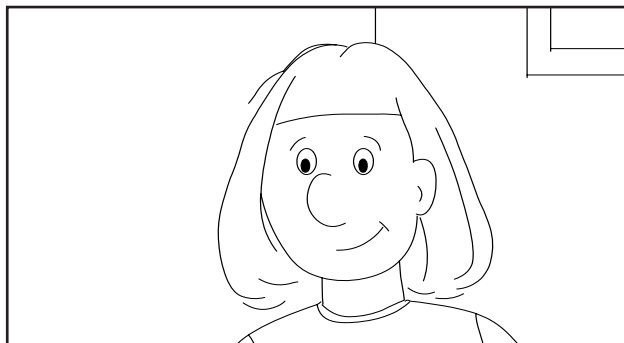
# SHOT LIST

There are several popular types of shot that are used frequently in storyboarding. These are illustrated below.



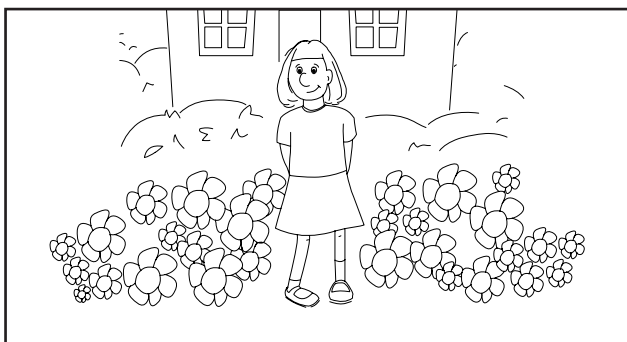
**WS (wide shot):**

A wide view of the scene often used as an establishing shot



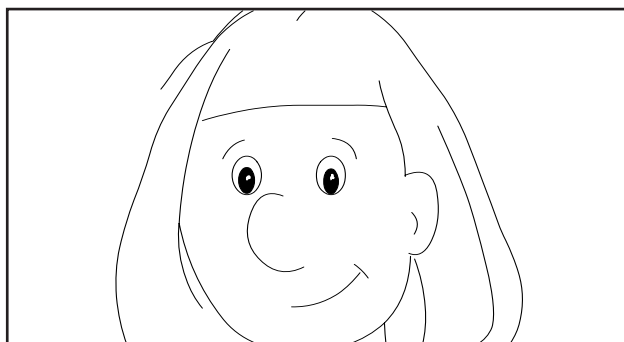
**CU (close-up):**

Just above head down to upper chest



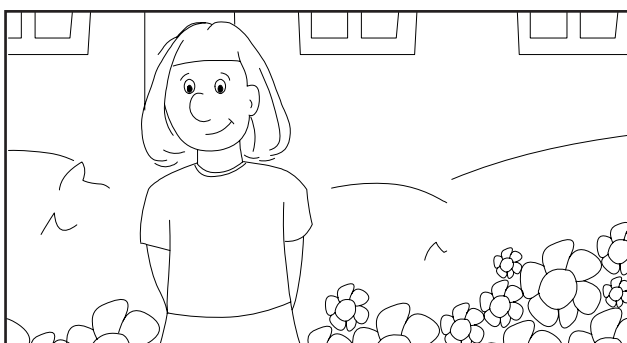
**LS (long shot):**

Person occupies 3/4 to 1/3 of screen height



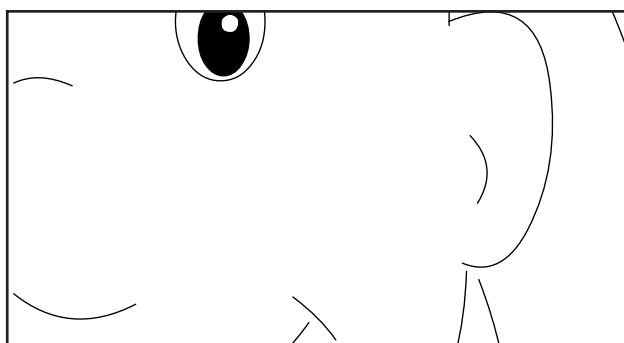
**VCU (very close-up):**

Mid forehead to above chin



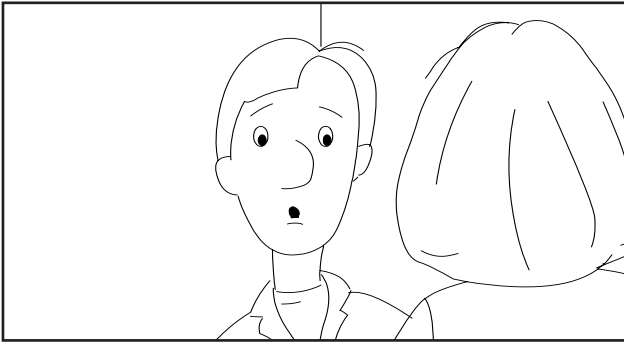
**MS (medium shot):**

Cuts body just below waist



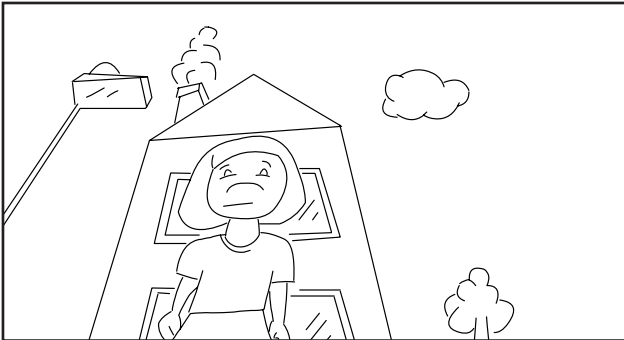
**ECU (extreme close-up):**

Focus on detail.



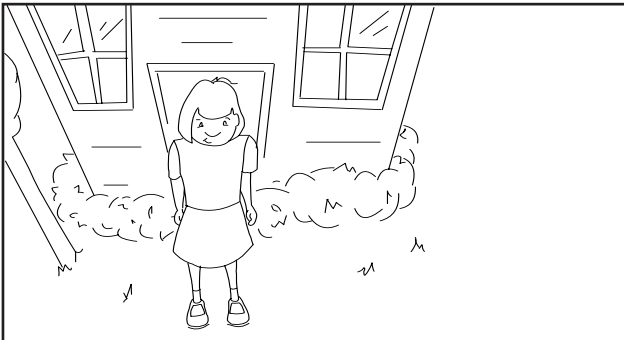
### OTS (over-the-shoulder shot)

The camera is positioned behind the character as if looking over the shoulder



### Low angle

Camera is positioned at the foot of an object and looks upwards. This can be used to create the impression of great height or, when used as the character's point of view, the smallness of the character



### High angle

Camera is positioned above an object and looks downwards. When used as the character's point of view this creates the impression of great height of the character or the smallness of the object looked at