

# FRAMING SHOTS OR SHOT LENGTHS

## Extreme Long Shot

This is generally used for a scene-setting, establishing shot. It is from a distance and typically shows an exterior (landscape, etc.). Figures are tiny on screen.



## Long or Wide Shot

One which shows the image as approximately “life size” when viewed on a screen. Typically shows the entire object or human figure and is usually intended to place it in some relation to its surroundings.



## Medium Shot

Shows a figure from the waist up and is normally used for dialogue scenes or to show some detail of action.



## Close Up Shot

This shows very little background and concentrates on either a face or a specific detail. Typically, a figure’s shoulders will also be visible in the shot to help orient the viewer.



## Extreme Close Up Shot

An extreme version of the close up; generally magnifying beyond what the human eye would experience in reality.

