

## TERMS AND ABBREVIATIONS TO BE USED IN THE “DESCRIPTION” FIELD

### SHOT FRAMING

<b>ECU</b>	<i>Extreme close up</i> reveals subject in extreme detail.
<b>CU</b>	<i>Close up</i> reveals subject in detail, takes up most if not the entire screen.
<b>MCU</b>	<i>Medium close up</i> takes up about 3/4 of the screen.
<b>MS</b>	<i>Medium shot</i> shows subject as well as part of its surroundings. This is the broadest shot type, encompassing shots from a variety of distances.
<b>WS</b>	<i>Wide shot</i> is taken from a relatively long distance; main subject appears small in respect to the entire frame.
<b>EWS</b>	Extreme wide shot is taken from a very long distance; main subject appears very small in respect to the entire frame and is basically reduced to a small dot on the screen.

### CAMERA MOVEMENT

<b>AER</b>	<i>Aerial</i> view, may be LOW (as in close to the ground) or HIGH (above or right below the clouds)
<b>CRANE</b>	Shot from above the subject, the mounting that supports the camera rises.
<b>DOLLY IN</b>	Entire camera moves toward the subject, generally slower than a zoom.
<b>DOLLY OUT</b>	Entire camera moves away from the subject, generally is lower than a zoom.
<b>PAN LEFT</b>	Camera rotates to the left.
<b>PAN RIGHT</b>	Camera rotates to the right.

<b>POV</b>	<i>Point of view</i> reflects the view as seen from a specific station (e.g. prow of a boat) or by a specific view (e.g. dog) in a specific location. The point of view makes you feel as if you were moving through the shot yourself. For example, POV <u>dog's eye view</u> or POV from <u>prow of boat</u> .
<b>RACK FOCUS</b>	Objects in the F/G and B/G move alternately in and out of focus.
<b>SHAKY CAMERA</b>	Camera is excessively unsteady, image shakes.
<b>TILT DOWN</b>	Camera tilts down.
<b>TILT UP</b>	Camera tilts up.
<b>TRK</b>	<i>Tracking shot</i> is a moving shot in which the camera is perpendicular and runs parallel to the subject.
<b>TS</b>	<i>Traveling shot</i> is taken from a moving location (plane, boat, car, etc.).
<b>UW</b>	<i>Underwater</i> shots of the subject are taken underwater or appear as if they were (e.g. shots of fish through aquarium glass).
<b>ZOOM IN</b>	Camera's focal length from the subject is shortened, the camera remains stationary.
<b>ZOOM OUT</b>	Camera's focal length from the subject is lengthened, the camera remains stationary.
<b><u>SPEED</u></b>	
<b>REAL TIME</b>	The action on the screen is the same speed as the action when photographed. You would only note this is it was significant to the material. For example, REAL TIME sun sets behind snow-capped mountain.
<b>SLO MO</b>	<i>Slow motion</i> , the action on the screen is slower than the action when photographed.
<b>STOP ACTION</b>	An animation method whereby apparent motion of objects is obtained on the film by exposing single frames and moving the object to simulate continuous motion.

**TIME LAPSE**

One frame of the film is exposed at regularly delayed intervals. Motion too slow to be detected by the naked eye can thus be sped up on the screen (e.g. plants growing).

**ANGLE****FA**

*Front angle* is taken from directly in front of the subject, head-on view.

**HA**

*High angle* shot is taken from angle above the subject (not necessarily from directly above).

**LA**

*Low angle* shot is taken from low angle, relative to the subject (as if you were looking up at the subject).

**RA**

*Rear angle* reveals the rear view of a subject.

**SA**

*Side angle* views the profile of the subject.

**LIGHT****BACKLIT**

Light source is behind the subject.

**CHROMA KEY**

Image shot on specific color background, usually blue or green, that can be electronically cut out and inserted over a new background.

**CAMERA FLASH**

First or last frame or frames of a shot that are overexposed due to time lag in the camera motor reaching the correct speed.

**HEAT SHIMMER**

Causes a wavering sometimes distorted visual image. Usually results from heat induced changes in atmospheric refraction.

**LENS FLARE**

Light resulting from reflection between lens surfaces or the effect of this light

**OVEREXPOSED**

Too much light on the film, making the subjects look washed out, non-distinguishable. Only take shots with this problem if the subject matter is more significant than the technical quality.

**SILHOUETTE**

Subject appears in silhouette.

**UNDEREXPOSED** Too little light on the film, making the subjects look very dark and very indistinct.

### **OTHER TERMS USED TO ADD FURTHER CLIP DETAIL**

**APPROACHES CAMERA** *Approaches camera* is used when the subject of the shot is clearly approaching the camera. The subject(s) may even bump into the camera. This should be used in conjunction *FA, front angle*.

**B/G** *Background* is used to identify something in the background of a shot.

**DISSOLVE** One shot blends into the next.

**EST** *Establishing shot* sets up the scene, establishes it. They are signature shots, “postcard” views.

**F/G** *Foreground* is used to identify something in the foreground of a shot.

**JUMP CUT** A cut between two edited shots that seems abrupt and calls attention to itself because of some obvious jump in time or space. At times the cut is consciously made during editing for some desired effect.

**LANDSCAPE** A good overall view of a landscape, natural setting.

**LOCKED DOWN** Looks like a still (no action or movement)

**OUT OF FOCUS** Blurry shot

**PORTRAIT** Typifies a certain concept, nationality, ethnicity, or political view

**REENACTMENT** Dramatization of the actions associated with an earlier event or incident

**SCENIC** A picturesque view or landscape

**SOFT FOCUS** The subject has no harshly defined lines and is slightly out of focus (for effect)

**SFX** Used to indicate a special effect. Special effects include...star filters, prismatic cameras, and under cranked

work (action on the screen is faster than the action when photographed...not the same as time lapse...similar to old time picture shows). For example, SFX MS star filter used on sun.

**VARIOUS**

Placed in front of specific shot types to signify a grouping of shots of similar subject matter of the stated type. For example, VARIOUS MCU CU bear walks in forest.  
VARIOUS LS leopard stalks impala.

**SIGNIFICANT TERMS USED IN DESCRIPTION FIELD**

**Conversing** - For animals that look like they are talking.

**Circa 19\_\_** - For a shot that looks particularly dated (e.g. from the 60's, 70's, or 80's).

**Great for Advertising** - A shot perfect for advertising.

**Mangy** - For an animal that is shedding or has the mange

**Mountain Range** - To describe a range of mountains

**Only** - As in "sky only" or "water only"

**Reacts/Reacting** -Used for people or animals that are reacting to the camera

**Scruffy** - Animals that looks roughed up, not to be used for shedding animals

**Single** - To signify a shot showing only a single animals. Use instead of "one" or "lone"

**Sleepy** - To describe an animal or person which looks particularly sleepy

**Snow-capped Mountain** - Use to describe a classic snowy mountain

**Startled** - An animal or person which looks surprised

**Sudden Predation** - Use to describe an unexpected attack on prey by a predator

**Sun Dappled** - Use to describe sunlight reflection off the water

**Sunrise and Sunset** - Use only when the sun's disk is visible, otherwise use Twilight

**Twilight** - The light between full night and sunrise or between sunset and full night produced by diffusion of sunlight through the atmosphere and its dust

**Unusual Looking Behavior** - Animals behaving in a way that may be perfectly natural to them, but that may look strange to us

**SIGNIFICANT TERMS USED IN DESCRIPTION FIELD THAT VARY WITH SUBJECT**

- Use the appropriate terms for young animals (e.g. pup, chick, duckling)
- Animals of different genders sometimes look differently. Identify the sex of the animal when possible.
- If the male and female have different names, “lion” or “lioness” for example, use those names