

✓	SCENE	SHOT	DESCRIPTION / ACTION	SIZE	ANGLE	MOVE	LENS	CAST / PROPS	SOUND	ORDER	EST. TIME	NOTES
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SHOT LIST SHORTHAND

Write these in the Size, Angle, Move and Sound columns. The Order column is the order you shoot in, not the order in the script.

SHOT SIZE	ANGLE	MOVEMENT	SOUND	OTHER NOTES
EWS Extreme wide shot	EL Eye level	STATIC Locked off	SYNC Sound recorded with picture	PU Pickup, part of a shot redone
WS Wide shot	HA High angle	PAN L/R Pivot left or right	MOS No sound recorded	B-CAM Second camera
FS Full shot	LA Low angle	TILT U/D Pivot up or down	WILD Sound recorded without picture	VFX Visual effects shot
MS Medium shot	BEV Bird's-eye view	PUSH IN / PULL OUT Camera moves in or out	VO Voice-over, recorded later	SPFX Practical effect on set
MCU Medium close-up	DA Dutch angle	TRACK Camera moves alongside	PB Playback, music on set	INT / EXT Interior or exterior
CU Close-up	POV Point of view	CRANE Camera rises or falls	RT Room tone, 30 seconds of silence	D / N Day or night
ECU Extreme close-up		HH Handheld		
OTS Over the shoulder		STEADI Steadicam		
2S Two shot		ZOOM Lens zooms in or out		
INS Insert				

HOW TO SET THE SHOOTING ORDER

1. Group shots that share a camera position and lighting setup. Every new setup costs time.
2. Shoot the wide shot of each setup first. It locks in continuity for the closer shots.
3. Move from wide to tight in one direction, then turn the camera around once.
4. Save inserts and cutaways for the end. A small crew can grab them while the rest wrap.