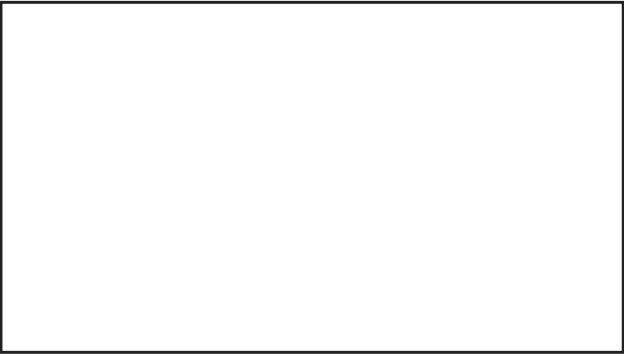
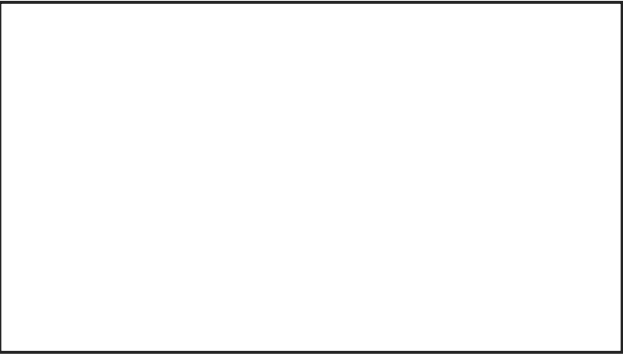




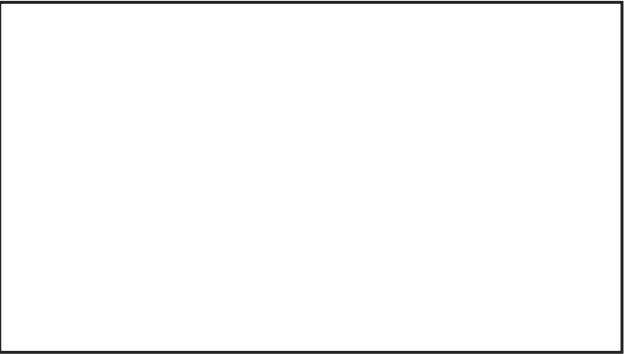
Shot _____ Size _____ Angle _____ Move _____

Action / dialogue _____



Shot _____ Size _____ Angle _____ Move _____

Action / dialogue _____



Shot _____ Size _____ Angle _____ Move _____

Action / dialogue _____



Shot _____ Size _____ Angle _____ Move _____

Action / dialogue _____



Shot _____ Size _____ Angle _____ Move _____

Action / dialogue _____



Shot _____ Size _____ Angle _____ Move _____

Action / dialogue _____

STORYBOARD SHORTHAND

Write these in the Size, Angle and Move boxes under each frame. Draw arrows in the frame for movement.

SHOT SIZE

EWS

Extreme wide shot

WS

Wide shot

FS

Full shot

MS

Medium shot

MCU

Medium close-up

CU

Close-up

ECU

Extreme close-up

OTS

Over the shoulder

2S

Two shot

INS

Insert

ANGLE

EL

Eye level

HA

High angle

LA

Low angle

BEV

Bird's-eye view

DA

Dutch angle

POV

Point of view

MOVEMENT

STATIC

Locked off

PAN L/R

Pivot left or right

TILT U/D

Pivot up or down

DOLLY IN/OUT

Camera moves in or out

TRACK

Camera moves alongside

CRANE

Camera rises or falls

HH

Handheld

STEADI

Steadicam

ZOOM

Lens zooms in or out

ARROWS AND NOTES

Solid arrow

Camera movement

Outline arrow

Actor movement

Number in circle

Order of actions

X

Where an actor stops

Dotted frame

End frame of a move

CUT TO / DISSOLVE

Transition to next panel

SFX

Sound effect

VO / OS

Voice-over / off screen