

FRAMING GUIDE

Master the art of storytelling through framing. This guide tackles filming tools needed to create a visual impact. Learn about different shot sizes, explore layout rules, and discover how framing drives and shapes narratives. Dive in and start crafting your visual masterpiece!



Extreme Wide Shot (EWS)

Definition: Shows the subject in the entire environment, making them appear very small.

Use: Establishes the setting, conveys isolation, emphasizes vastness.



Wide Shot (WS)

Definition: Shows most of the subject and their immediate surroundings.

Use: Establishes location and context, shows characters in relation to their surroundings.



Medium Shot (MS)

Definition: Shows the subject from the waist or knees up.

Use: Focuses on conversation, interaction, and body language.



Medium Close Up (MCU)

Definition: Frames the subject closer, typically from the chest or shoulders up.

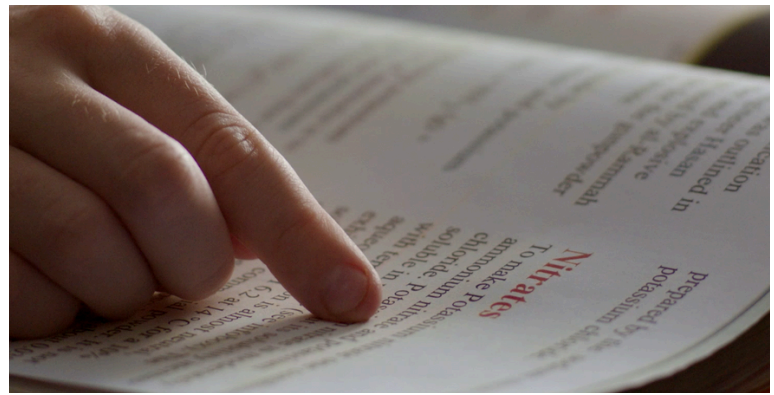
Use: Emphasizes facial expressions, emotions, and reactions.



Close Up (CU)

Definition: Features the subject up close, usually focusing only on the face.

Use: Draws attention to specific details, emotions, or actions.



Extreme Close Up (ECU)

Definition: Focuses on a very small detail, until nothing else is visible.

Use: Creates intense focus, emphasizes small details, conveys strong emotions.

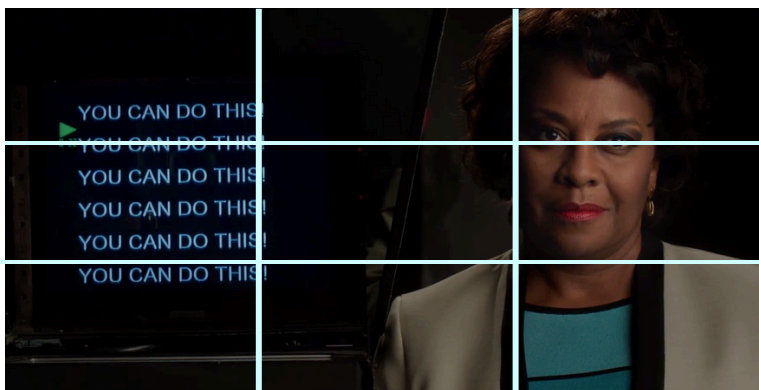
High Angle Shot

When you place the camera above the subject and look down, it makes them appear smaller and more vulnerable in the frame.



Low Angle Shot

When you place the camera in a lower position, looking up at the subject, it will make them appear more powerful, dominant, or intimidating.



Rule of Thirds

To create an engaging shot draw three imaginary lines both horizontally and vertically on your screen, creating a grid with nine equal squares. Place key elements such as subjects or props on the lines or meeting points of the grid. This will help create a more visually appealing frame.