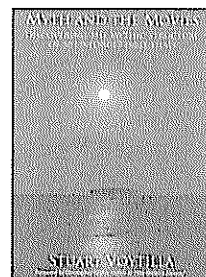
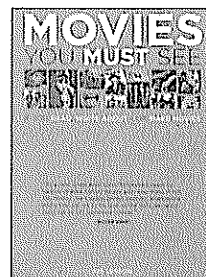
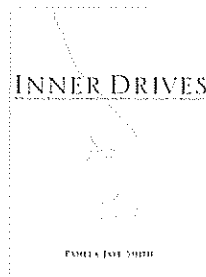
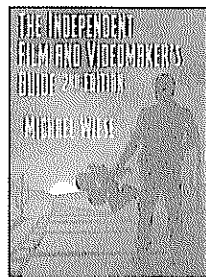
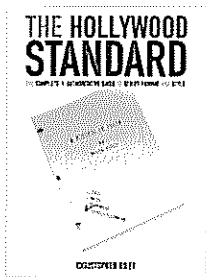
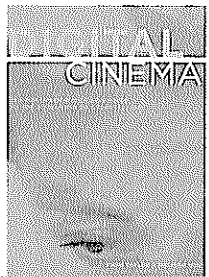
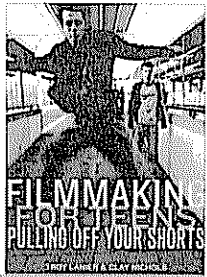
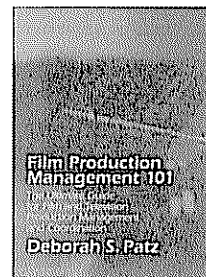
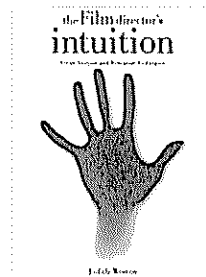
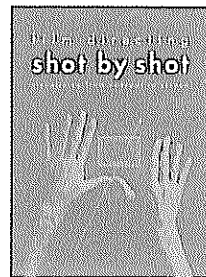
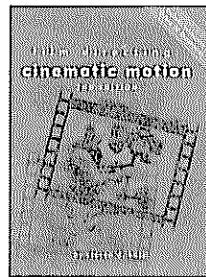
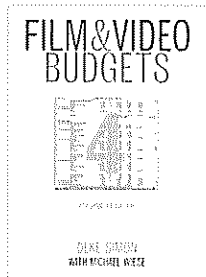
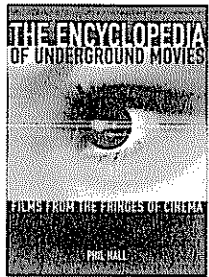
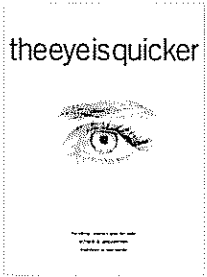
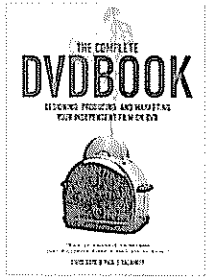
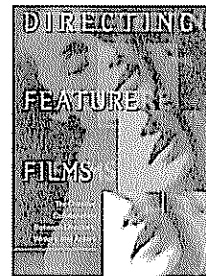
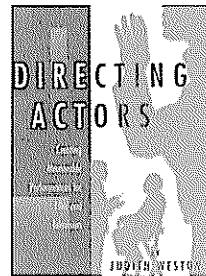
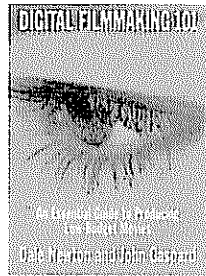
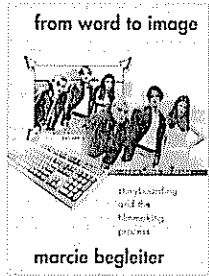
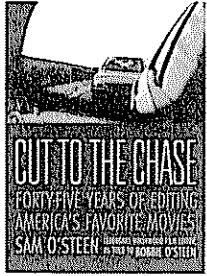
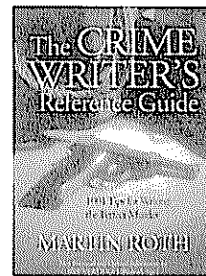
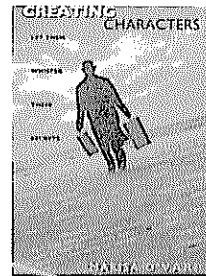
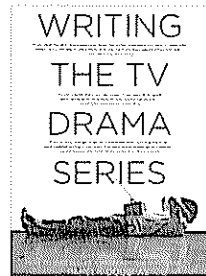
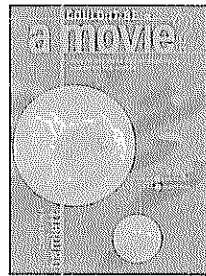
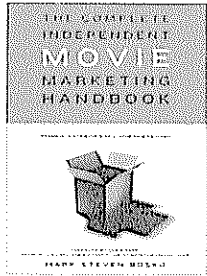
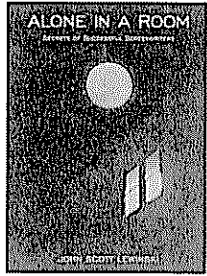


SETTING UP YOUR SHOTS

Great Camera Moves Every Filmmaker Should Know

By Jeremy Vineyard

Illustrated by Jose Cruz



The World's Best-Selling Books for Independent Filmmakers

"Perfect for any film enthusiast looking for the secrets behind creating film... it is a great addition to the collection of students and film pros alike."

Ross Otterman

Directed By magazine

"Setting Up Your Shots is a great book for defining the shots of today. The storyboard examples on every page make it a valuable reference book for directors and DP's alike! Great learning tool. Should be a boon for writers who want to choose the most effective shot and clearly show it in their boards for the maximum impact."

Paul Clatworthy

Creator of Storyboard Artist and Storyboard Quick software

"This book is for both beginning and experienced filmmakers. It's a great reference tool, a quick reminder of the most commonly used shots by the greatest filmmakers of all time."

Cory Williams

President, Alternative Productions

Setting Up Your Shots

Great Camera Moves Every Filmmaker Should Know

Published by Michael Wiese Productions, 11288 Ventura Blvd., Suite 621,
Studio City, CA 91604, (818) 379-8799 Fax (818) 986-3408.

E-mail: wiese@earthlink.net

<http://www.mwp.com>

Cover design by The Art Hotel

Printed and Manufactured in the United States of America

Copyright 1999 by Jeremy Vineyard

First Printing January 2000

All rights reserved. No part of this book may be reproduced in any form or by any means
without permission in writing from the author, except for the inclusion of brief quotations in
a review.

ISBN 0-941188-73-6

Library of Congress Cataloging-in-Publication Data

Vineyard, Jeremy, 1977-

Setting up your shots: great camera moves every filmmaker should know / by
Jeremy Vineyard.

p. cm.

Includes index.

ISBN 0-941188-73-6

1. Cinematography. I. Title.

TR850. V56 1999

99-38020

778.5'3--dc21

CIP

ACKNOWLEDGMENTS

I would like to thank those who contributed to the content of this book with their ideas, comments, and suggestions: Jose Cruz, Stephen Greenfield, Alon Hartuv, JD Cochran, and Chris Huntley. I would especially like to thank Jose Cruz for donating so much of his time over the last year to create his excellent illustrations.

I found the Internet Movie Database to be invaluable when researching this book. The IMDB is an on-line database with information about thousands of films, television shows, actors, directors, writers, and more. The Internet address for their Web site is: www.imdb.com.

Also, thanks to the video rental chains out there that carry foreign films and alternative fare. Watching movies is kept interesting by their selections.

HOW TO USE THIS BOOK

If you are a new filmmaker, this book is perfect for you. You can browse through the pages in any order, discovering new cinematic techniques. You can use those techniques in your own films, watch the movies that are listed to see how the professionals use them, and grow as a filmmaker.

If you are a film buff, you'll find that this book is very easy to understand, even for those who don't know anything about the film industry. If you want to know more about how movies work, learn the techniques and watch for them in your favorite films. Learn to enjoy the moviegoing experience more fully by understanding how cinema really works.

If you are an experienced filmmaker, a storyboard artist, or an animator, use this book as a reference. It is the culmination of hundreds of hours of research. Why should you have to spend that amount of time when it's already been done for you?

Please enjoy.

CONTENTS

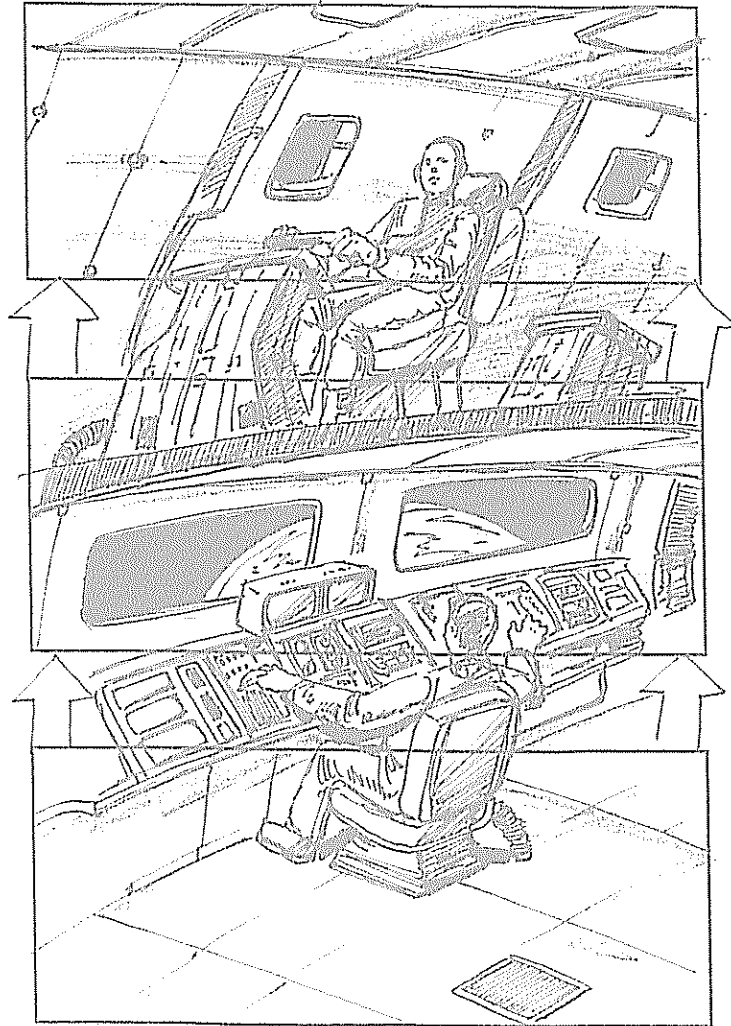
Basic Cinematic Techniques	1
Pan	2
Tilt	3
Dolly	4
Mechanical	5
Pull Focus	6
Zoom	7
Transition	8
Montage	9
Framing Terms	10
Exercises	11
Composition Techniques	13
Camera Height	14
Dramatic Angle	15
Extreme Angle	15
Bird's-Eye View	15
Screen Direction	16
Tilted Horizon	17
Extreme Close-Up	18
Staging	19
Depth Staging	20
Planar Staging	20
Multi-Level Action	21
Exercises	22

Crane Techniques	23
Crane Up, Move Away	24
Crane Down, Move Toward	24
Searching Crane	25
Rise Up	26
Fall Down	27
Crane Front-To-Top	28
Crane Up Entrance	29
Crane Up Expression	30
Crane Up, Look Down	31
Crane Down, Look Up	32
Exercises	33
Techniques of Movement	35
Character Dolly	36
Discovery	37
Pull Back Retraction	38
Pull Back Reveal	39
Spin Around	40
Fly Over	41
Depth Dolly	42
Dolly Up	43
Dolly Down	43
Spin Look	44
Track Through Solid	45
Vertigo	46
Expand Dolly	47
Contract Dolly	48
Collapse Dolly	49
Exercises	50

Techniques of Perspective	51
POV	52
Inventory POV	53
POV Object	54
POV Projectile	54
Voyeur	55
Dark Voyeur	56
Mask	57
Vignette	57
Reflection	58
Portal	59
Shadow	60
Silhouette	61
Subjective	62
Exercises	63
Camera Techniques	65
Whip Pan	66
Whip Cut	66
Whip Zoom Look	67
Search Up	68
Back To Front	69
Focus Out, Pass Out	70
Focus Transition	71
Overexpose Fade	72
Underexpose Fade	72
Ceiling Twist	73
Flip Over	74
Shifting Angle	75
Sleepover	76
Exercises	77

Editing Techniques	79
Jump Cut	80
Match Cut	81
Subliminal Cut	82
Cross Cut	83
Cutaway	85
Freeze Frame	86
Look At	87
Multi-Take	88
Cut Zoom In	89
Cut Zoom Out	90
Montage Sequence	91
Jump Cut Sequence	92
Split Screen	93
Sub-Clip	94
Superimposition	95
Fill, Reveal Frame	96
Walk, Reveal Frame	97
Collage	98
Camera Snap	99
Photo To Scene	100
Impact Flash	101
Flashed Cut	101
Flashed Jump Cut	101
Exercises	102
 Miscellaneous Techniques	 103
Slow Motion	104
Fast Motion	104
Motion Mixer	104
Split Focus	105

Chroma Keying	106
Color Seep	107
Journey Through Eye	108
Rear Projection	109
Global Zoom	110
Slice Of Life	111
Strobe	112
Thematic Filter	113
Negative	113
Imagery	114
Kinetic Energy	115
Lens	116
Mixed Media	117
Mixing Stocks	118
Sound Design	119
Voiceover	119
CGI Cinema	120
Exercises	121
Summary	123
About the Authors	124
Movies Reference	125



INTRODUCTION

This book began several years ago, when I became interested in how movies work. I started to re-view movie scenes in order to learn, jotting down cinematic techniques that I saw. Eventually, I began to recognize common techniques that were used in many different films. I continued to find and record cinematic techniques until that research formed the genesis of this book.

By reading this book, you will soon be able to identify many of the techniques used in films, commercials, and music videos. This knowledge is invaluable for film students, and should be helpful for anyone who wants to find out how movies “work.” Of course there is no way that I could cover every possible filmmaking technique, so only some of the most common are included here.

Each cinematic technique has been given a unique name— a condensed version of the technique’s purpose and description. The names are arbitrary— you can call them whatever you want. The advantage to a label is that it gives you a tool to identify techniques used in the films you watch. This skill will greatly enhance your ability to learn from other people’s films.

I have listed example films for many of these techniques, as well as storyboards. The disadvantage of illustrations is that they cannot fully represent a cinematic technique. If you are interested in a particular technique, rent one of the example films and watch it. You may even find yourself watching films that wouldn’t have interested you before.

Filmmaking is much more than a technical skill. It’s about establishing relationships with the cast and crew, becoming a leader, and pursuing your vision. Technical knowledge alone won’t guarantee that you’ll become a great filmmaker, but it will help you become more fluent in the language of cinema.