

## SHOT DESCRIPTIONS

ANG	ANGLE	L/SH	LONG SHOT
BG	BACKGROUND	L-R	LEFT TO RIGHT
CAM	CAMERA	LH	LEFT HAND
CL	CAMERA LEFT	LK	LOOK
COMP	COMPLETE	MSTR	MASTER SHOT
CONT	CONTINUED	MCU	MEDIUM CLOSE UP
CR	CAMERA RIGHT	MCS	MEDIUM CLOSE SHOT
CS	CLOSE SHOT	MOS	MIT OUT SOUND (SHOT WITHOUT SOUND)
CU	CLOSE UP		
D/A	DOWN ANGLE	MS	MEDIUM SHOT
D/B	DOLLY BACK	NG	NO GOOD
D/I	DOLLY IN	OC	OFF CAMERA
DIAL	DIALOGUE	OS	OFF SCREEN
DISS	DISSOLVE	OTS	OVER THE SHOULDER
DBL	DOUBLE	P/B	PULLBACK
ECU	EXTREME CLOSE UP	PL/B	PLAYBACK
ENT	ENTER	P/I	PUSH IN
EST	ESTABLISHING	R-L	RIGHT TO LEFT
EX	EXIT	RH	RIGHT HAND
EXT	EXTERIOR	RK/SH	RAKING SHOT
FAV	FAVORING	SC	SCENE
FG	FOREGROUND	SNG/FS	SINGLE FULL SHOT
F/I	FADE IN	SND	SOUND
F/O	FADE OUT	SFX	SOUND EFFECTS
FS	FALSE START	SPFX	SPECIAL EFFECTS
F/SH	FULL SHOT	STD/SH	STEADICAM SHOT
FT	FEET	T/SH	TIGHT SHOT
F/2SH	FULL TWO SHOT	TR/SH	TRACKING SHOT
F/3SH	FULL THREE SHOT	TRV/SH	TRAVELING SHOT
GR/SH	GROUP SHOT	W/A	WIDE ANGLE
H/A	HIGH ANGLE	WT	WILD TRACK
HH	HAND HELD	X/ANG	CROSS ANGLE
INC	INCOMPLETE	XTs	EXITS SHOT
INT	INTERIOR	Z/I	ZOOM IN
INT/EXT	INTERIOR/EXTERIOR	Z/O	ZOOM OUT
L/A	LOW ANGLE		