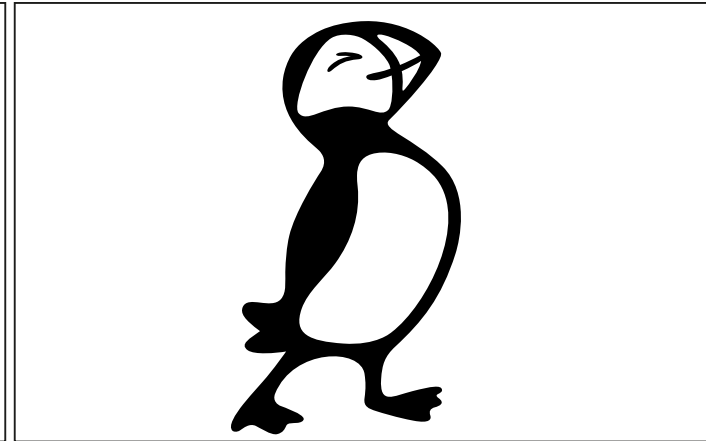




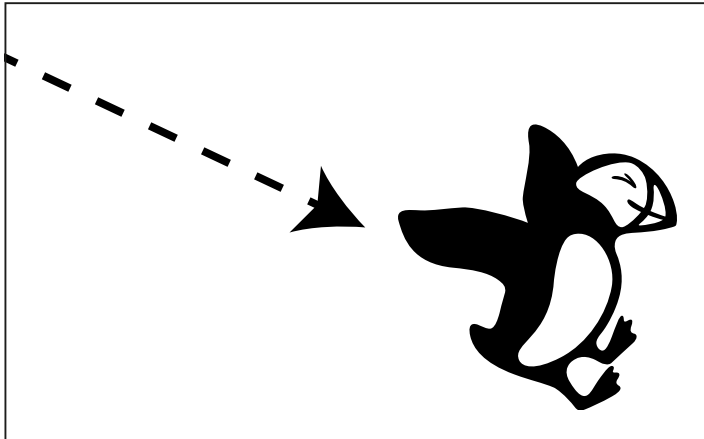
**Wide shot:**

This is used to establish your setting



**Full shot:**

This is used to frame your actors from head to toes and is a great way to introduce your character



**Tracking shot:**

This is a moving shot – draw an arrow to show the camera moving



**Close up:**

This is when you go in really close to the action



**Point of View:**

This is when you see the view from your character's eyes.