

# SHOT LIST EXAMPLE

Shot #	Shot Size	Camera Angle	Camera Movement	Description	Staging/Blocking
1A	LS	eye level	dolly across then static	B sits on couch A enters, walks to couch	B sits bottom left, A enters from right of frame
1B	MS	high angle	static	B looks up at A, says "hey" while looking away	B turns head left and looks up to camera
1C	MS	eye level	static	A sits next to B and leans in. A lifts hand to touch B's shoulder, B gets up and leaves, A sits on couch	Master shot, two shot, A sits to left of B, A lifts hand, makes to move toward B, B stands and crosses right out of frame, A watches
1D	MCU	eye level	static	"umm...listen" B looks up till "yeah"	B turns head to left to look at A
1E	MCU	eye level	static	"it's no..." A looks at B	A looks at B
1F	CU	eye level	static	B moves arm away from A's hand	A's hand crosses couch "line" B moves away
1G	MLS	high angle	static	B walks out door as A watches, A then follows	B walks up right of frame and out door
2A	LS ->MCU	high angle	dolly & pan to MCU	A goes out door and calls to B	B crosses out of frame right, A crosses from left to right
2B	MCU	low angle	static	B stops and turns	B stops in the right third and turns
2C	MCU	high angle	static	A catches up to B "you forgot..."	A enters from frame left, OTS
2D	MS	eye level	static	A hugs B, B pulls A back, turns and leaves	two shot, A hugs B, B turns and exits frame right
2E	LS	high angle	dolly out	A watches B leave	A stands center, dolly out with A still centered