se·quence

noun: **sequence**; plural noun: **sequences**

1. a particular order in which related events, movements, or things follow each other.

2. a set of related events, movements, or things that follow each other in a particular order.
   - a set of **three or more** playing cards of the same suit next to each other in value, for example 10, 9,8

   verb: **sequence**;

1. arrange in a particular order.

Sequence Shooting Tips:

To shoot a simple sequence you need the minimum of three shots –

- Master Shot (Wide Shot) – Showing the person or thing engaging in their activity
- Medium Shot (MS) – the activity of the person or thing in action.
- Close Up (CU) – Close shot of face or hands or object.

1. The master shot should be wide enough to show the whole action – which (if repeatable) should be recorded from beginning to end. Great way to block out the sequence.
2. Shot a wide variety of shots, WS, MS, CU of the action. Change your lenses or zoom in.
3. Move the camera position. Head on, Overs the shoulder, profile, High Angle, Low angle
4. Overlap Action!!! That looked great let's do it again, from this angle!
5. SHOOT MORE CU's! You're not done, you can never have enough, CU's are always great transition shots for getting into a sequence and leaving a sequence. Also, a great way to fix a continuity problem or helps you cross the axis.
6. CU of your subjects' face, ECU of eyes can be so powerful.
7. Always shoot sound – anything could be a potential sound up!
8. Allow subjects to enter frame or leave frame at the end, acts as a natural wipe or cut point.
9. BE CREATIVE – experiment try new things; the more angles you try the more options you have in the edit bay. Things might not work, but you never know until you try, and then you know.
10. Avoid moving shots such as zooming and panning and titling, Choppy to cut on camera movements.
11. Avoid Crossing the Axis! - By keeping the camera on one side of an imaginary **axis** between two characters, the first character is always frame right of the second character. Moving the camera over the **axis** is called jumping the line or **crossing** the line; breaking the 180-degree rule by shooting on all sides is known as shooting in the round.

180°