10 camera moves, *in plain words*

Add one to every video prompt. Say it the way a film crew says it. The last line of each card is the name used in Cinema Studio's Movement list.

Dolly-in

The camera glides slowly towards the subject.

Paste: Slow dolly-in toward [subject]

In Cinema Studio: Dolly in

Dolly-out

The camera glides away and reveals the space around it.

Paste: Slow dolly-out from [subject]

In Cinema Studio: Dolly out

Orbit

The camera arcs around the subject while it stays centred.

Paste: Slow orbit around [subject]

In Cinema Studio: Arc left, Arc right, Drone orbit

Pan

The camera turns left or right from one spot, like turning your head.

Paste: Slow pan from left to right across [scene]

In Cinema Studio: Pan left, Pan right

Tilt

The camera tips up or down from one spot. Good for revealing height.

Paste: Tilt up from [low detail] to [top of subject]

In Cinema Studio: Tilt up, Tilt down

Tracking shot

The camera moves sideways, keeping pace with the subject.

Paste: Tracking shot alongside [subject] walking

In Cinema Studio: Tracking, Side tracking

Crane up

The camera rises and lifts away, showing more of the scene.

Paste: Crane up from [subject] to reveal [scene]

In Cinema Studio: Crane up, Crane down

Rack focus

Focus shifts from something in the foreground to the subject.

Paste: Rack focus from [foreground] to [subject]

In Cinema Studio: Rack focus

Locked-off

The camera does not move. Only the light or the subject moves.

Paste: Locked-off camera, [subject] stays still

In Cinema Studio: Static shot

Handheld

A slight natural sway. It feels like a person filmed it.

Paste: Subtle handheld camera, natural sway

In Cinema Studio: Handheld

"Make it cinematic" tends to get you something generic. A named camera move gives the model something to work with.

Size, angle, *lens and light*

The other words that make a shot look directed.

SHOT SIZE	WHAT IT SHOWS
Wide	The place
Medium	The person or product
Close-up	The detail
Macro	Very close, tiny texture

ANGLE	THE FEELING
Eye-level	Honest and direct
High angle	Looks down on the subject
Low angle	Heroic
Overhead (90 degrees)	Flat lays and food
Three-quarter	Shows depth

LENS	THE LOOK
24 to 35mm	Wide and roomy, phone-like
50mm	Natural, how the eye sees it
85mm and up	Flattering, product-friendly
Macro	Extreme close-up detail

LIGHT	WHAT IT DOES
Key light	The main light
Fill	Softens the shadows
Rim or backlight	A bright edge that separates the subject
Soft or hard	Window and softbox are soft. Flash and midday sun are hard
Warm or cool	About 3000K is warm, 5600K and up is cool

The line: Slow dolly-in toward this exact [subject]. 85mm lens at f/2.8, soft key light from camera-left, warm 3000K, shallow depth of field.

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