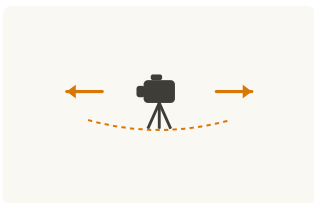


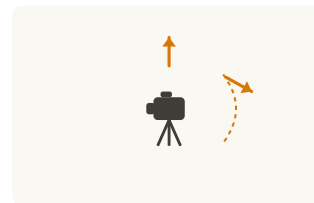
Camera movements & transitions — a prompting reference

Every move and edit below is drawn as a mini-diagram with the phrase to drop into an AI video prompt (in orange). Camera glyph = ■, subject = ●, motion = →.

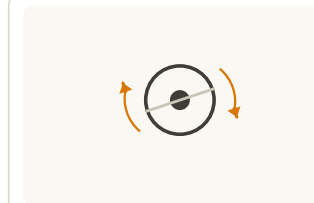
Basic movements — the seven core axes



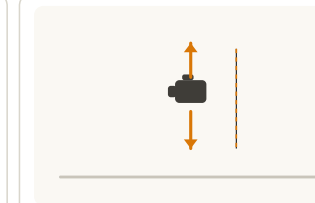
Pan
pan left / pan right
Pivots horizontally on a fixed point. Scans across a space.



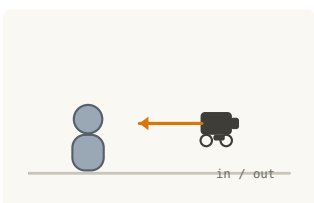
Tilt
tilt up / tilt down
Pivots vertically on a fixed point. Reveals height or drops the gaze.



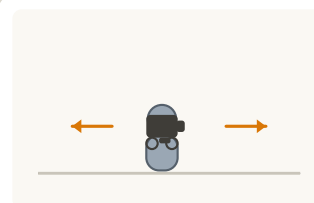
Roll
roll, camera roll
Rotates on the lens axis so the horizon spins. Dizzying, dreamlike.



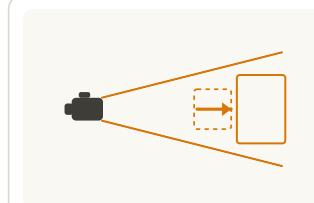
Pedestal
pedestal up / down
Rises or lowers straight up/down without tilting. Elevator move.



Dolly
dolly in / dolly out
The whole camera travels toward or away. Real perspective shift.

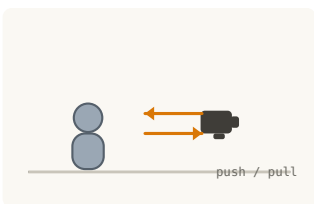


Truck
truck left / truck right
Slides sideways, parallel to the scene. Lateral reveal.

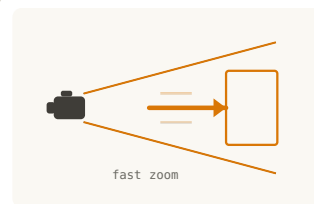


Zoom
zoom in / zoom out
Lens magnifies with no travel. Flatter and faster than a dolly.

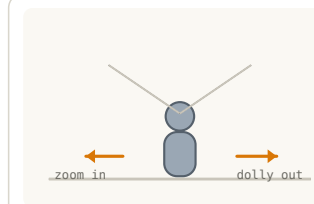
Advanced & rig movements



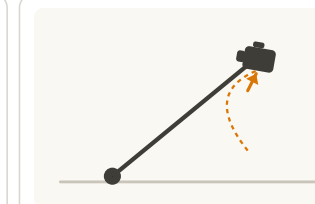
Push in / Pull out
slow push in / pull out
A slow, subtle dolly. Push in draws you closer; pull out reveals context.



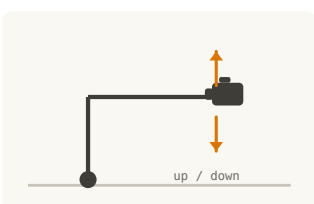
Crash zoom
crash zoom, snap zoom
A violent, instant zoom. Shock, comedy, sudden emphasis.



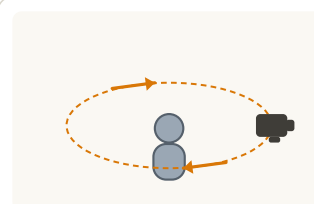
Dolly zoom
dolly zoom, vertigo effect
Dolly one way while zooming the other. Subject stays; world warps.



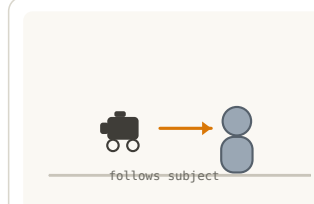
Crane / Jib
crane shot, jib move
Sweeps on an arm — over obstacles, low to high, grand reveals.



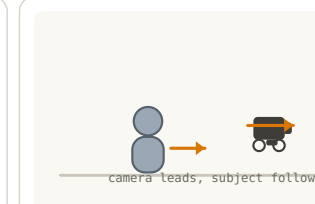
Boom
boom up / boom down
Camera rides a jib straight up or down. Vertical lift or descent.



Orbit / Arc
orbit shot, 360 arc
Circles the subject. Dynamic, wraps the viewer around the scene.



Tracking / Follow
tracking shot, follow shot
Travels alongside a moving subject, keeping pace with them.



Leading shot
leading shot
Camera moves ahead of the subject, who walks toward the lens.



Whip pan

whip pan, swish pan

A pan so fast the image blurs. Snappy energy or a hidden cut.



Handheld

handheld camera

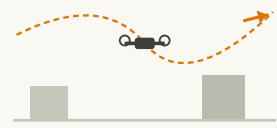
Loose, natural shake. Raw, urgent, documentary immediacy.



Steadicam / Gimbal

steadicam, gimbal glide

Stabilized floating motion through space. Smooth yet mobile.



Drone fly-through

drone fly-through, FPV

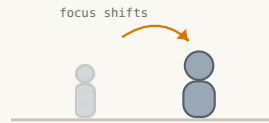
Weaves over and through a space. Sweeping, immersive geography.



Snorricam

snorricam, body-mounted

Rig fixed to the subject — their face stays still, the world reels.



Rack focus

rack focus, focus pull

Focus shifts from one plane to another, guiding the eye in depth.



Parallax move

parallax, dolly parallax

Lateral move where near objects slip past faster than far ones. Depth.

Movement transitions — cutting between shots



Whip pan cut

whip pan transition

Blur out on a fast pan, blur in on the next shot. Seamless snap.



Match cut

match cut

Cut on a matched shape or composition between two different scenes.



Cut on action

match on action

Cut mid-movement so the motion carries across the edit. Invisible.



Crash-zoom cut

crash zoom transition

Zoom hard into a point, then land on the next scene. Punchy.



Speed ramp

speed ramp transition

Ramp from slow to fast (or back) across the cut. Kinetic, stylish.



Invisible cut

invisible cut, seamless cut

Hide the edit behind a passing object or dark frame. Oner illusion.



Morph

morph transition, seamless morph

One shape or scene melts into the next. Fluid, surreal.



Zoom transition

zoom transition, zoom blur

Blur-zoom into the frame center, emerging in a new shot.



Spin transition

spin transition, rotation

Whirl the frame around, resolving into the next scene.



Push / slide

push transition, slide

The new shot slides in and shoves the old one off-frame.



Flash / light leak

flash transition, light leak

A burst of white or a light streak masks the cut. Warm, punchy.

Directing a move in a prompt. Name the move, its direction, and its speed: [speed] [movement] [direction], [subject/scene] — e.g. *slow dolly in on a figure at a window* or *fast whip pan to a neon street*. For transitions, describe the outgoing and incoming shot plus the move that joins them: *whip pan transition from a desert to a city at night*. Keep it to one dominant move per shot — models blur when you stack three at once.