

KEY GIMBAL MOVES AND THEIR CINEMATIC MEANINGS

CAMERA MOVEMENT IS A VISUAL LANGUAGE

Move with Purpose.

PEOPLE
PLACES
STORIES
IN MOTION

A
DIFFERENT
PERSPECTIVE
A STRONGER
STORY.



1 PUSH-IN



- Camera moves forward towards the subject.
- Builds anticipation or tension
- Increases emotional connection
- Highlights an important moment
- Draws attention to detail

Tip

Move slowly for a more emotional feel. Faster movement feels urgent.

2 PULL-OUT

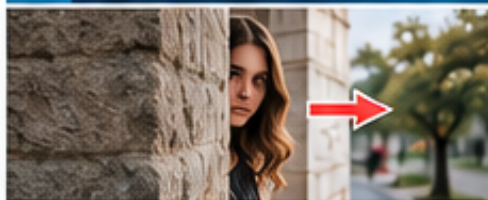


- Camera moves backwards away from the subject.
- Reveals context or environment
- Creates distance
- Shows isolation or vulnerability
- Ends a scene

Tip

Keep the movement smooth and steady.

3 REVEAL SHOT



- Camera moves from behind or around an object to reveal the subject.
- Creates curiosity or surprise
- Introduces a character or location
- Adds dramatic impact
- Builds anticipation

Tip

Use foreground elements (walls, trees, doors) to hide and then reveal.

4 ORBIT (ARC) SHOT



- Camera moves in a circular or curved path around the subject.
- Creates intimacy and connection
- Adds energy and visual interest
- Can feel romantic, dramatic or tense
- Shows the subject from multiple angles

Tip

Keep a consistent distance and speed. The subject remains the focus.

5 UNDERSLUNG SHOT



- Camera is held low, often close to the ground.
- Adds drama and power
- Makes subjects appear larger or heroic
- Creates a unique perspective
- Great for action sequences

Tip

Watch your footing. Use a flip-out screen or monitor.

6 FOLLOW SHOT



- Camera follows behind, beside or in front of a moving subject.
- Creates immersion
- Provides a personal point of view
- Follows action or movement
- Great for storytelling and documentaries

Tip

Match the subject's speed and keep your movement smooth.

7 JIB SHOT



- Camera moves vertically from low to high (or high to low), often while moving forward.
- Reveals scale and environment
- Shows the relationship between subject and scene
- Creates dramatic transitions
- Adds a cinematic feel

Tip

Move gradually. Combine vertical and forward/backward movement for greater impact.

8 FLY-THROUGH



- Camera travels continuously through a space.
- Creates movement and exploration
- Enhances immersion
- Great for location tours or transitions
- Adds energy and flow

Tip

Plan the route, remove obstacles and practice the move.

9 360° PAN (ROTATION)



- Camera stays in one position and rotates horizontally 360°.
- Showcases the surroundings
- Adds spatial awareness
- Can create tension or disorientation
- Useful for establishing locations

Tip Keep the tripod/gimbal in place. Rotate slowly and evenly.

10 TILT / PAN / PARALLAX



TILT
Moves up or down
(reveals height/scale)



PAN
Moves left or right
(follows action)



PARALLAX
Sideways movement
creates depth

- Tilt, pan and parallax add depth and visual interest.
- Reveal information and guide the viewer's eye
- Parallax creates a 3D feeling through foreground and background movement

Tip Use objects at different distances for stronger parallax. Keep movements smooth.

11 THE HANDOFF



- Camera is passed between operators while maintaining continuous motion.
- Allows for long, uninterrupted shots
- Enhances flow and creativity
- Useful for complex one-take sequences
- Great for moving through spaces

Tip Rehearse timing and communication between operators.

12 SQUEEZE THROUGH



- Camera moves through a narrow space or crowd.
- Creates urgency or a sense of closeness
- Adds intimacy or pressure
- Great for tight spaces
- Increases tension and energy

Tip Use a wide-angle lens and watch for obstacles.

13 CLASSIC PUSH-IN



- A slow, controlled forward movement.
- Intensifies emotional moments
- Draws the audience in
- Often used in dramatic scenes
- Highlights facial expressions

Tip Time the movement with the emotional beat.

14 CLASSIC PULL-OUT



- A slow, controlled backward movement.
- Provides a broader perspective
- Reveals context
- Creates emotional distance
- Often used to end a scene

Tip Move slowly and keep the motion smooth and deliberate.

15 THE WOODPECKER



- Short, repeated forward movements towards the subject.
- Adds humour or dramatic emphasis
- Creates energy or nervousness
- Often used in comedy or music videos
- Use sparingly

Tip Keep the movements small. Too much can be distracting.

16 UNDERSLUNG PUSH-IN



- Camera moves forward while held low.
- Combines a low angle with forward movement
- Introduces subjects in a grand and powerful way
- Great for hero shots and action
- Creates a dynamic, dramatic introduction

Tip Keep movement smooth and watch your footing.

HOW TO MOVE WITH A GIMBAL

THE NINJA WALK



- ✓ Bend your knees slightly
- ✓ Walk slowly, heel-to-toe
- ✓ Keep your upper body stable
- ✓ Move from your hips
- ✓ Avoid sudden movements
- ✓ Maintain a consistent speed

BEFORE YOU PRESS RECORD

- 1 **Why is the camera moving?**
Does it have a purpose?
- 2 **What is being revealed?**
What information will the audience gain?
- 3 **How should the audience feel?**
Excited? Nervous? Curious? Emotional?
- 4 **Where does the movement begin and end?**
Plan your shot.
- 5 **Does the movement serve the story?**
If not, consider a static shot.

QUICK REFERENCE

1	Push-In	9	360° Pan (Rotation)
2	Pull-Out	10	Tilt / Pan / Parallax
3	Reveal Shot	11	The Handoff
4	Orbit (Arc)	12	Squeeze Through
5	Underslung	13	Classic Push-In
6	Follow Shot	14	Classic Pull-Out
7	Jib Shot	15	The Woodpecker
8	Fly-Through	16	Underslung Push-In