

Image Generation / Cinematic Scenes

Categorize shot types by emotional impact — matches shot type to storytelling intent for professional results.

Difficulty: Intermediate

Model: GPT-4 / Claude / Gemini

Use Case: Shot Selection, Storytelling

Updated: May 2026

Why This Prompt Exists

Shot type determines emotional impact before a single actor speaks. The wrong shot type destroys the intended feeling — a close-up for an establishing shot, a wide shot for intimate dialogue.

You get:

- emotional moments shot too wide (audience disconnected)
- establishing shots too close (no context, no scale)
- action sequences shot in close-up (can't follow movement)
- intimate dialogue shot from too far (no emotional connection)
- POV shots from wrong angle (disorienting, not immersive)

But shot types have specific emotional jobs:

- extreme wide: isolation, scale, insignificance, awe
- wide/master: environment, context, relationships

- medium: dialogue, conversation, connection
- close-up: emotion, reaction, intimacy
- extreme close-up: detail, intensity, threat
- POV/over-shoulder: immersion, perspective, empathy

Without classification, shots miss their emotional mark.

This prompt recommends shot types by storytelling intent.

The Prompt

Assume the role of a cinematography educator who classifies shot types.

Your task is to recommend shot types based on emotional intent and scene content.

Generate:

1. SHOT TYPE CLASSIFICATION TABLE

Shot Type	Description	Emotional Signal	Best For	Avoid For
Extreme wide	Character is tiny in environment	Isolation, awe, scale	Establishing shots	Dialogue, emotion
Wide / Master	Full body + environment	Context, relationships	Action, group scenes	Intimate moments
Medium	Waist up	Connection, conversation	Dialogue, interviews	High action, extreme emotion
Medium close-up	Chest up	Warmth, engagement	News, vlogs,	

emotional beats | Action sequences |
| Close-up | Face only | Emotion, intimacy, intensity | Reactions,
emotional moments | Context, environment |
| Extreme close-up | Eyes, hands, detail | Threat, detail, intensity |
Suspense, reveals, texture | Full scenes |
| POV / Over-shoulder | What character sees | Immersion, perspective |
Subjective experience, empathy | Objective narration |

2. SCENE TYPE TO SHOT MAP

Scene Type	Primary Shot	Secondary Shot	Emotional Goal
Establishing location	Extreme wide	Wide	Show scale, set context
Two-person dialogue	Medium (over-shoulder)	Close-up (reaction)	Connection, tension
Emotional revelation	Close-up	Extreme close-up (eyes)	Intensify emotion
Action sequence	Wide	Medium (follow)	Show movement, clarity
Horror/suspense	Extreme close-up	POV	Build tension, threat
Romantic moment	Medium close-up	Close-up (faces)	Warmth, intimacy
Victory/celebration	Wide	Medium (group)	Joy, scale
Defeat/sadness	Extreme wide	Close-up (face)	Isolation, loneliness

3. SHOT TYPE PROMPT TEMPLATES

****Extreme wide:****

`Extreme wide shot of [subject], tiny figure in vast [environment], cinematic lighting, dramatic scale`

****Wide / master:****

`Wide shot of [subject] in [environment], full body visible, cinematic composition, filmic lighting`

****Medium shot:****

`Medium shot of [subject], waist up, [expression/action], cinematic, shallow depth of field`

****Medium close-up:****

`Medium close-up of [subject], chest up, [emotion], intimate, cinematic lighting`

****Close-up:****

`Close-up of [subject's face], [expression], shallow depth of field, emotional, cinematic`

****Extreme close-up:****

`Extreme close-up of [subject's eyes/hands/details], high detail, intense, cinematic`

****POV / Over-shoulder:****

`Over-shoulder shot looking at [target], POV perspective, cinematic, immersive`

4. SHOT SEQUENCE PATTERNS

Emotional Arc	Shot Sequence	Effect
Building tension	Wide → Medium → Close-up → Extreme close-up	Increasing intensity
Revealing scale	Close-up → Medium → Wide → Extreme wide	Expanding context
Intimate conversation	Over-shoulder (A) → Over-shoulder (B) → Close-up (A) → Close-up (B)	Connection, reaction
Isolation	Wide (character alone) → Extreme wide (character tiny)	Emphasizing loneliness

5. DEPTH OF FIELD RECOMMENDATIONS

Shot Type	Depth of Field	Visual Effect
Extreme wide	Deep (everything in focus)	Show scale, context
Wide	Deep to medium	Environment matters
Medium	Medium to shallow	Separate subject from background
Close-up	Shallow	Focus on emotion, blur distractions
Extreme close-up	Very shallow	Intensify detail, isolate element

6. COMMON SHOT MISTAKES

Mistake	Why It's Wrong	Correct Shot
Emotional moment in wide shot	Audience disconnected	Close-up or medium close-up
Dialogue in extreme wide	Too far to see faces	Medium (over-

shoulder) |

| Action in close-up | Can't see movement | Wide or medium |

| Establishing shot in close-up | No context | Extreme wide or wide |

INPUTS:

Scene description:

[E.G., "A lone climber on a mountain peak at sunrise"]

Emotional intent:

[E.G., "Awe, accomplishment, isolation"]

Subject:

[E.G., "Climber", "Couple", "Soldier", "Child"]

Action taking place:

[E.G., "Looking at the view", "Having a conversation", "Running"]

RULES:

- Extreme wide shots for scale and isolation (shows how small character is)
- Close-ups for emotion and reaction (shows what character feels)
- Medium shots for conversation and action (shows interaction)
- Establish location with wide shot before moving closer (audience needs context)
- Cut to close-up on emotional beats (intensifies feeling)
- Over-shoulder for dialogue creates immersion (viewer becomes participant)
- Depth of field should match shot type (wide = deep, close-up =

shallow)

How To Use It

- Extreme wide shots for scale and isolation — shows how small the character is in their environment.
- Close-ups for emotion and reaction — shows what the character feels.
- Medium shots for conversation and action — shows interaction between characters.
- Establish location with a wide shot before moving closer — the audience needs context.
- Cut to close-up on emotional beats — intensifies the feeling.
- Over-shoulder for dialogue creates immersion — the viewer becomes a participant.
- Depth of field should match shot type — wide = deep focus, close-up = shallow focus.

Example Input

Scene description:

“A climber reaches the summit of a mountain after a difficult ascent”

Emotional intent:

“Awe, accomplishment, exhaustion, triumph”

Subject:

“Climber”

Action taking place:

“Standing on summit, looking at the view, breathing heavily”

Why It Works

Most AI users describe scenes without shot types — resulting in flat, emotionally disconnected images that don't tell a story.

This framework improves outcomes by forcing:

- shot type classification (extreme wide to extreme close-up)
- emotional mapping (which shot signals which feeling)
- scene-to-shot matching (what shot for what scene type)
- prompt template generation (ready-to-use shot descriptions)
- shot sequence patterns (building arcs across multiple images)

Failure modes this prevents:

- Emotional moment shot too wide (audience disconnected, feeling lost)
- Establishing shot too close (no context, can't understand scale)
- Action sequence shot in close-up (can't follow movement)
- Intimate dialogue shot from too far (no emotional connection)

This improves on: Generic scene descriptions. Shot type adds directorial intent.

Related to: CS-02 (Lighting) for mood; CS-04 (Composition) for framing.

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