

Video

Shot # 1

Field of View
 XCU MS
 CU MLS
 MCU LS
 XLS

Camera Move
 Pan (Right - Left)
 Tilt (Up - Down)
 Arc (Right - Left)
 Truck (Right - Left)
 Dolly (In - Out)

Camera Angle
 Normal
Worm's eye
 Bird's eye

Camera Direct
 Normal
 Zoom In
 Zoom Out
 Pull Focus

Audio
 Just Theme Music

Direction Man #1
 Truck with bag/case left.
 Accurate swing

Location
 General Specific details More information about locale
 Indoor
Outdoor Front of School

Length
 5 seconds

Video

Shot # 2

Field of View
 XCU MS
 CU MLS
 MCU LS
 XLS

Camera Move
 Pan (Right - Left)
 Tilt (Up - Down)
 Arc (Right - Left)
 Truck (Right - Left)
 Dolly (In - Out)

Camera Angle
 Normal
Worm's eye
 Bird's eye

Camera Direct
 Normal
 Zoom In
 Zoom Out
 Pull Focus

Audio
 Theme music fades out - Ambient

Direction
 Man #1 can be seen in distance approaching Man #2

Location
 General Specific details More information about locale
 Indoor
Outdoor Bench to right of entrance

Length
 3 seconds

Video

Shot # 3

Field of View
 XCU
 CU
 MCU

Camera Move
 Pan (Right - Left)
 Tilt (Up - Down)
 Arc (Right - Left)
 Truck (Right - Left)
 Dolly (In - Out)

Camera Angle
 Normal
 Worm's eye
 Bird's eye

Camera Direct
 Normal
 Zoom In
 Zoom Out
 Pull Focus

Audio
 Ambient only

Direction
 Man #1 walks through shot... unhurried!!
 Hoody OVER HEAD

Location
 General Specific details More information about locale
 Indoor
Outdoor Front of school

Length
 4 seconds

Video

Shot # 4

Field of View
 XCU MS
 CU MLS
 MCU LS
 XLS

Camera Move
 Pan (Right - Left)
 Tilt (Up - Down)
 Arc (Right - Left)
 Truck (Right - Left)
 Dolly (In - Out)

Camera Angle
 Normal
Worm's eye
 Bird's eye

Camera Direct
 Normal
 Zoom In
 Zoom Out
 Pull Focus

Audio
 ambient only

Direction
 Man #1 steps directly in front of man #2 (cut on step)

Location
 General Specific details More information about locale
 Indoor
Outdoor Bench

Length
 4 seconds

Video

Shot # 5

Field of View
 XCU MS
 CU MLS
 MCU LS
 XLS

Camera Move
 Pan (Right - Left)
 Tilt (Up - Down)
 Arc (Right - Left)
 Truck (Right - Left)
 Dolly (In - Out)

Camera Angle
 Normal
Worm's eye
 Bird's eye

Camera Direct
 Normal
 Zoom In
 Zoom Out
 Pull Focus

Audio
 ambient + Line 1 (Man #1)

Direction
 Man #1 moves into frame + steps in front of man #2... says line

Location
 General Specific details More information about locale
 Indoor
Outdoor Bench

Length
 5 seconds

Video

Shot # 6

Field of View
 XCU
 CU
 MCU

Camera Move
 Pan (Right - Left)
 Tilt (Up - Down)
 Arc (Right - Left)
 Truck (Right - Left)
 Dolly (In - Out)

Camera Angle
 Normal
 Worm's eye
 Bird's eye

Camera Direct
 Normal
 Zoom In
 Zoom Out
 Pull Focus


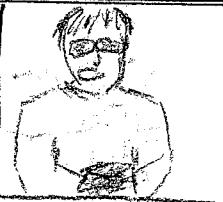
Audio
 ambient + Line 2 (Man #2)

Direction
 man #2 responds to man #1

Location
 General Specific details More information about locale
 Indoor
Outdoor Bench

Length
 2 seconds


Video	
* Same as shot #5	
Shot # 7	
Field of View XCU <input checked="" type="checkbox"/> MS CU <input type="checkbox"/> MLS MCU <input type="checkbox"/> LS XLS	
Camera Move Pan (Right - Left) Tilt (Up - Down) Arc (Right - Left) Truck (Right - Left) Dolly (In - Out)	
Camera Angle <input checked="" type="checkbox"/> Normal Worm's eye Bird's eye	
Camera Direct Normal Zoom In Zoom Out Pull Focus	
Audio ambient + line 3 (man #1)	
Direction puts case on bench	
Location	
General Indoor Outdoor	Specific details More information about locale Bench
Length 3-4 seconds	

Video	
	
Start same as #6	Pull back & pan down to see package
Shot # 8	
Field of View XCU <input checked="" type="checkbox"/> MS CU <input checked="" type="checkbox"/> MLS MCU <input type="checkbox"/> LS XLS	
Camera Move Pan (Right - Left) Tilt (Up - Down) Arc (Right - Left) Truck (Right - Left) Dolly (In - Out)	
Camera Angle Normal Worm's eye Bird's eye	
Camera Direct Normal Zoom In Zoom Out Pull Focus	
Audio ambient + line 4 (man #2)	
Direction * case needs to be on bench!	
Location	
General Indoor Outdoor	Specific details More information about locale Bench
Length 3-4 seconds	

Video	
* Same as #7	
Shot # 9	
Field of View XCU <input type="checkbox"/> MS CU <input type="checkbox"/> MLS MCU <input type="checkbox"/> LS XLS	
Camera Move Pan (Right - Left) Tilt (Up - Down) Arc (Right - Left) Truck (Right - Left) Dolly (In - Out)	
Camera Angle <input checked="" type="checkbox"/> Normal Worm's eye Bird's eye	
Camera Direct Normal Zoom In Zoom Out Pull Focus	
Audio ambient	
Direction * hands man #1 package	
Location	
General Indoor Outdoor	Specific details More information about locale
Length 2 seconds	

Video	
* Same as 8	
* man #1 exits	
* camera slowly dollies out	
Shot # 10	
Field of View XCU <input type="checkbox"/> MS CU <input type="checkbox"/> MLS MCU <input type="checkbox"/> LS XLS	
Camera Move Pan (Right - Left) Tilt (Up - Down) Arc (Right - Left) Truck (Right - Left) Dolly (In - Out)	
Camera Angle Normal Worm's eye Bird's eye	
Camera Direct Normal Zoom In Zoom Out Pull Focus	
Audio ambient	
Direction * man #2 watches man #1 as he exits, then looks at case	
Location	
General Indoor Outdoor	Specific details More information about locale Bench
Length 3-4 seconds	

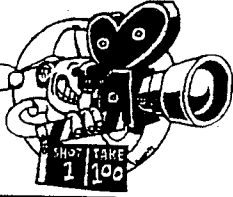
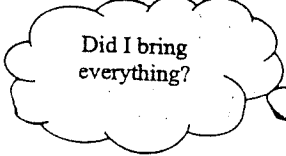
Video	
* Same as 4	
* man #1 walks away	
Shot # 11	
Field of View XCU <input type="checkbox"/> MS CU <input type="checkbox"/> MLS MCU <input type="checkbox"/> LS XLS	
Camera Move Pan (Right - Left) Tilt (Up - Down) Arc (Right - Left) Truck (Right - Left) Dolly (In - Out)	
Camera Angle Normal Worm's eye Bird's eye	
Camera Direct Normal Zoom In Zoom Out Pull Focus	
Audio ambient	
Direction * man #2 reaches for case and puts on lap, reaches for latch to open case	
Location	
General Indoor Outdoor	Specific details More information about locale Bench
Length 4 seconds	

Video	
	
Shot #	
Field of View XCU <input type="checkbox"/> MS CU <input type="checkbox"/> MLS MCU <input type="checkbox"/> LS XLS	
Camera Move Pan (Right - Left) Tilt (Up - Down) Arc (Right - Left) Truck (Right - Left) Dolly (In - Out)	
Camera Angle Normal Worm's eye Bird's eye	
Camera Direct Normal Zoom In Zoom Out Pull Focus	
Audio ambient -> Boom -> music starts up	
Direction * man #1 smirks as bomb goes off in fade to black.	
Location	
General Indoor Outdoor	Specific details More information about locale
Length 4 seconds	

move with man #1 backward

SHOT LIST

MULTI-MEDIA PRODUCTION SCHEDULE



Video Team Members Class

Project Name SP7 Talk

Page # 1

Course Film + TV 11

Block 2



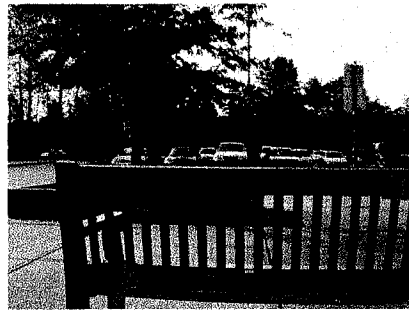
Pre-Shooting

During/Post Shooting

Shot #	Shot Type (CU, MS, LS, XLS, etc.)	Location	Interior or Exterior	Time of Day (pre-dawn, noon, dusk, or use time stamp)	Equipment and/or Props	Characters	Shot the scene? (Y/N)	Tape or Reel #	Time Code	Things to note (especially during editing)
1	CU	Front of school by Gym	INT or EXT	2:00 PM	hoody & case	Man #1				
3	LS	" " main doors	INT or EXT	"	hoody, case, package Sunglasses	Men #1 & #2				
2	MS	Bench east of main doors	INT or EXT	"	"	"				package in lap of M2
4	MS	" "	INT or EXT	"	"	"				
11	MS	" "	INT or EXT	"	"	"				
5	MS	" "	INT or EXT	"	"	"				case on bench at end of shot
7	MS	" "	INT or EXT	"	"	"				case on bench
9	MS	" "	INT or EXT	"	"	"				case on bench
6	CU	" "	INT or EXT	"	Sunglasses + package	Man #2				
8	CU → MS	" "	INT or EXT	"	" "	"				case on bench
10	MS → MLS	" "	INT or EXT	"	hoody, case, package Sunglasses	Men #1 & #2				Case on bench no package
12	CU	Front of school by main doors	INT or EXT	"	hoody + diff sunglasses	Man #1				
			INT or EXT							
			INT or EXT							
			INT or EXT							
			INT or EXT							
			INT or EXT							



SHOTS 2, 4 & 11



SHOTS 5, 7 & 9



SHOTS 6, 8 & 10



SHOT 3



SHOT 1



SHOT 12

FRONT OF SCHOOL



(5, 7, 9)



BENCH

(2, 4, 11)



(6, 8, 10)



ROADWAY

