

Project title: \_\_\_\_\_ Client: \_\_\_\_\_ Date: \_\_\_\_\_

Production company: \_\_\_\_\_ Director: \_\_\_\_\_ Version # \_\_\_\_\_

SCENE #

Action: \_\_\_\_\_

\_\_\_\_\_

Key dialogue: \_\_\_\_\_

\_\_\_\_\_

Sound: \_\_\_\_\_

Framing: \_\_\_\_\_ Camera angle: \_\_\_\_\_

Duration: \_\_\_\_\_ Interior/Exterior Day/Night MOS/Sync

SCENE #

Action: \_\_\_\_\_

\_\_\_\_\_

Key dialogue: \_\_\_\_\_

\_\_\_\_\_

Sound: \_\_\_\_\_

Framing: \_\_\_\_\_ Camera angle: \_\_\_\_\_

Duration: \_\_\_\_\_ Interior/Exterior Day/Night MOS/Sync

SCENE #

Action: \_\_\_\_\_

\_\_\_\_\_

Key dialogue: \_\_\_\_\_

\_\_\_\_\_

Sound: \_\_\_\_\_

Framing: \_\_\_\_\_ Camera angle: \_\_\_\_\_

Duration: \_\_\_\_\_ Interior/Exterior Day/Night MOS/Sync

SCENE #

Action: \_\_\_\_\_

\_\_\_\_\_

Key dialogue: \_\_\_\_\_

\_\_\_\_\_

Sound: \_\_\_\_\_

Framing: \_\_\_\_\_ Camera angle: \_\_\_\_\_

Duration: \_\_\_\_\_ Interior/Exterior Day/Night MOS/Sync

#### SHOT TYPES

FRAMING: EWS = extreme wide shot / VWS = very wide shot / WS = wide shot / MS = mid shot / MCU = medium close up / CU = close up / ECU = extreme close up / CI = cut in / CA = cutaway / Two-shot / OTS = over-the-shoulder / Noddy shot / POV = point of view shot / Weather shot / MOS = motor only shot (no sound being recorded) / SYNC = sound being recorded

CAMERA ANGLE: eye-level / high angle / low angle / bird's eye / worm's eye / slanted/canted