

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