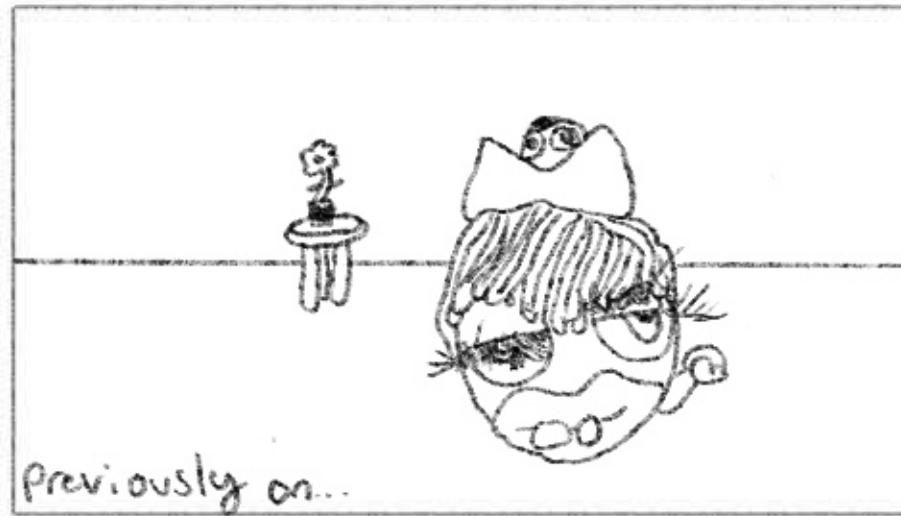


Print on 11X17 Tabloid
PROJECT 1

Notes: Which formal element of video am I focusing on?
Which strategy am I employing to determine what shot comes next?

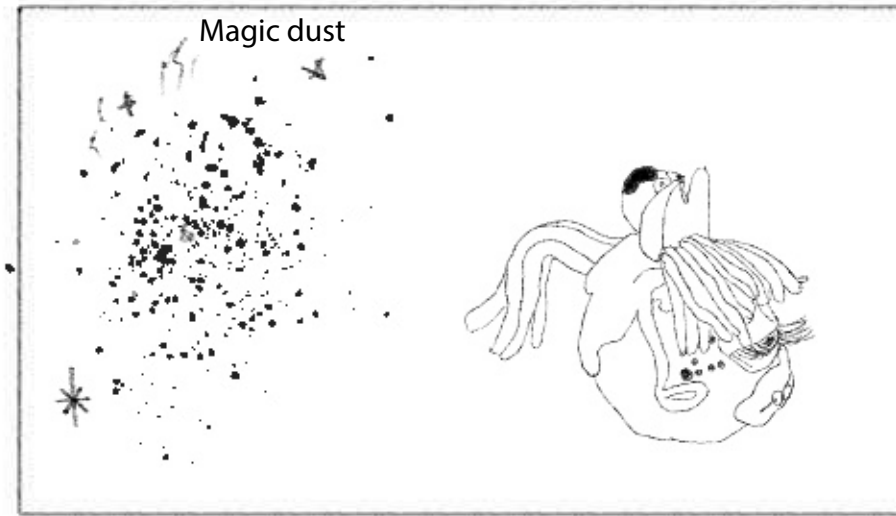
NAME: Sam Brunelle



SHOT: Full shot, Wide shot, Close-up

NOTES:

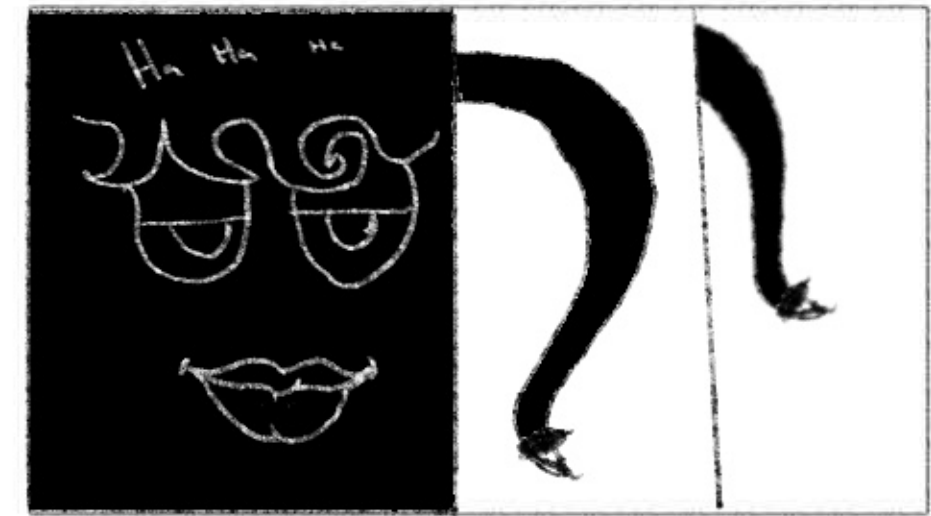
The intro will include a quick preview of what happened (final project of FIN 201) so the viewer can get a bit of insight of the main protagonists in the story.



SHOT: Wide shot

NOTES:

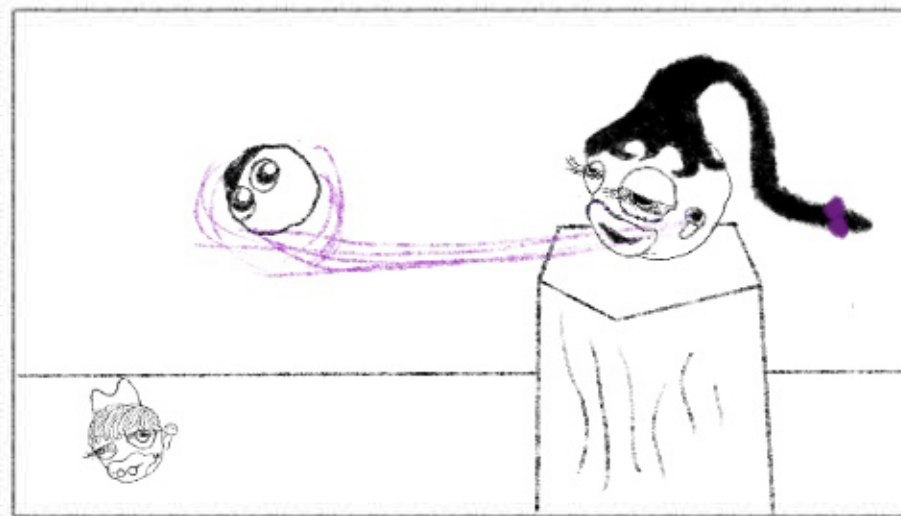
The trailer will start off with Sal and side-kick being transported somewhere, continuing from the last video ending with them teleporting somewhere. They will walk for a little bit



SHOT: Extreme Close up

NOTES:

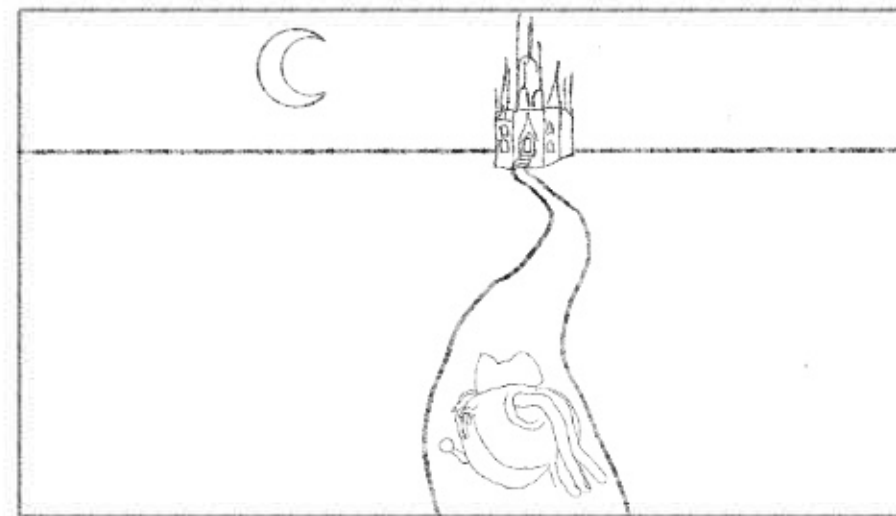
The video will suddenly cut to a black screen, followed by a close-up shot of Val's eyes and mouth with a subtle "ha ha ha" in the background. Then the fading black screen will appear two more times showing Val's long ponytail moving out of camera.



SHOT: Extreme Wide Shot

NOTES:

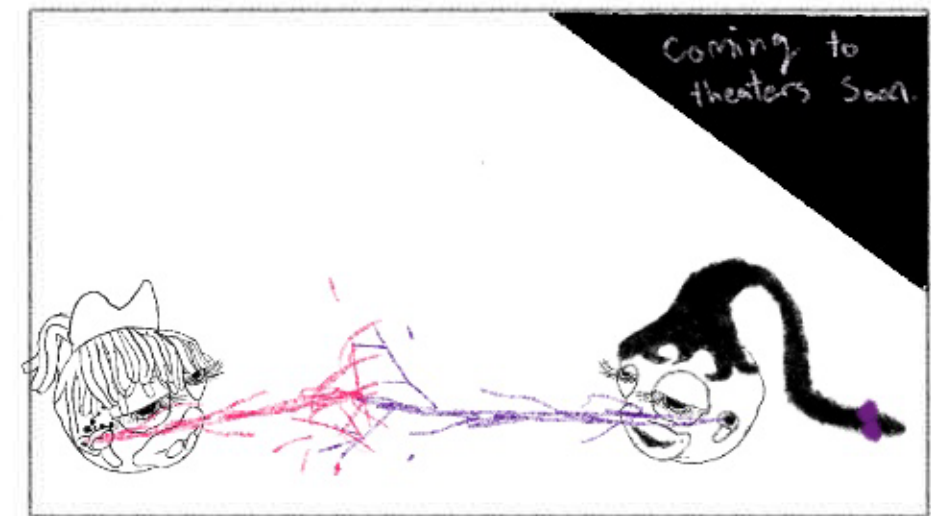
The video will cut to a clip of Val taking the side-kick with her magic. I will be creating this with the side-kick laying on a green screen to give the effect of it floating. I won't have the biggest set-up, but I will use field of depth to make it so Sal is far away.



SHOT: Extreme wide shot, Full shot, Medium shot

NOTES:

I will fill in some scenes of Sal preparing to go and find the side-kick, but here is one scene I thought of before Sal gets to Val's layer. I will have multiple colors of paper to use for the background so the different scenes will give a different feel and mood.



SHOT: Wide shot

NOTES:

The final scene will include Val and Sal having a magic fight and then the screen will cut to "coming to theaters soon" in all black.

I will be including the appropriate music and sound effects for each scene to give it more feeling and depth.