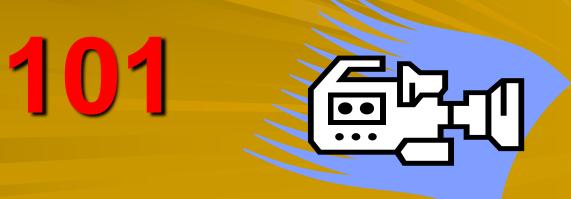
# Rocuetion



### Stages:

- Planning
- Scripting
- Storyboarding

### Planning

### Planning the Video

#### Determine:

- What scenes will need to be shot?
- Locations and props necessary for each scene (Mise-En-Scene)
- Sequence of events and sequence of shots.
- Which scenes can be "ganged"?
  (shot at the same location but out of time sequence)

### Continuity

- Think about time progression and time lapses needed in the finished video.
- Avoid continuity errors. (changes in clothing, jewelry and hairstyle; daylight changes (morning sun to high noon).
- Scenes that are supposed to be different days should result in different clothing/hairstyle changes – even if recorded in the same hour.

#### Costume

Having a "standard costume" of the same professional outfit in every scene establishes a "look" that can be used over and over.

A standard costume avoids continuity errors of scenes shot on different days.

### Outlining the Scenes

- Break up the video into a series of scenes
  - Each scene should have a specific purpose and a clear beginning and ending.
  - Transitions between scenes should be anticipated and addressed in the scripting and storyboarding.
- Frame: the rectangle of film itself on which the image appears, or the still photographs that make up an animation.
- Shot: what is recorded by a single operation of the camera from the time the director gives the command "action!" to the time the director says "cut."
- Scene: a group of shots that are logically related to each other, with continuous action usually in a single location, but not always.

## Scripting

### Scene Scripting

- What dialogue is needed among the actors?
  - Tightly edit the script to remove all but the crucial and necessary information.
  - Keep language clear and simple.
- What is being communicated and how can it be shown most powerfully?
- What props, locations, or people are needed for the scene? This must all be described in the script.

### Storyboarding

### **Storyboard Layout**

- Usually completed after each scene is scripted.
- Storyboards "preview" each shot by cinematography and mise-en-scene.
- Assists in the placement of equipment and makes shooting scenes quicker and more efficient.
- Try to manage scenes as 10 to 30 second shot segments (MTV attention span).

### **Shots Derived from Storyboards**

- Determine what scenes will be shot.
- Determine the locations and props needed.
- Scenes do not have to be shot in sequence.
  - Plan least moves of equipment.
  - Shoot in a nonlinear fashion to gang scenes needing the same camera setups.
  - Start each scene with a sequence number

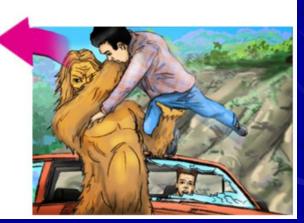
### A Storyboard Should:

- Indicate which persons are on camera
- Indicate direction they are facing
- Show Props in frame









### Sequencing (Ganging) Shots



