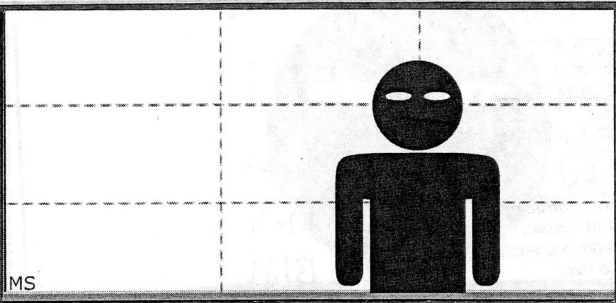| **action:** What happens in this shot? e.g. **moves**, **walks**, **talks**, **goes**, **drives**, etc.	**purpose:** What is this shot's job? e.g. **establish**, **show**, **explain**, **cover**, **reveal**, **connect**, etc.	**Learner Power Storyboard**	
Subject looks toward camera	demonstrate a mid shot	**scene name**	**shot #**
		Studio Stills Test	1
		production notes (props, lights)	√ if done
		Keep camera angle straight!	

drawing: Sketch this shot using the rule of thirds. Stick figures are fine.	**duration:** in seconds	**synchronous sound:** dialogue, interview, SFX

MS

duration: 3 sec.

type: WS, MS, MCU, CU, ECU, POV, OSS, 2-S	camera angle: Low, S, or High
MS	S

asynchronous sound: music, background audio, voice-over

music

synchronous sound:
Subject:
Blah
Blah
Blah

camera motion: e.g. **zoom** (in/out), **pan** (left/right), **tilt** (up/down), **dolly** (in/out), **pedastal** (up/down), **track** (subject), **handheld**, **fly**, **glide**

None

LP **Learner Power Video Production**

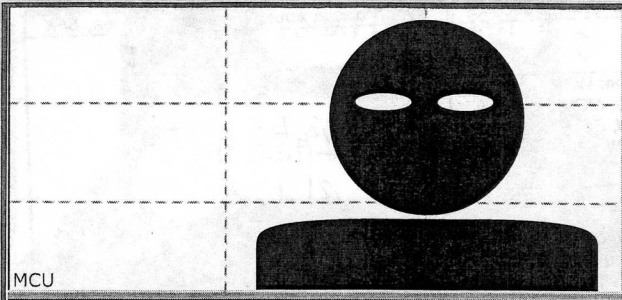| action: *What happens in this shot? e.g. moves, walks, talks, goes, drives, etc.*	purpose: *What is this shot's job? e.g. establish, show, explain, cover, reveal, connect, etc.*	**Learner Power Storyboard**	
Subject looks toward camera	show a medium close-up shot	scene name	shot #
		Studio Stills Test	2
		production notes (props, lights)	√ if done
		check storyboard carefully	

drawing: *Sketch this shot using the rule of thirds. Stick figures are fine.*	duration: *in seconds*	synchronous sound: *dialogue, interview, SFX*

duration: 3 sec.

type: *WS, MS, MCU, CU, ECU, POV, OSS, 2-S*	camera angle: *low, S, or high*
MCU	S

asynchronous sound: *music, background audio, voice-over*

synchronous sound:

Subject:

Blah

Blah

Blah

camera motion: *e.g. zoom (in/out), pan (left/right), tilt (up/down), dolly (in/out), pedastal (up/down), track (subject), handheld, fly, glide*

Music.

None

action: What happens in this shot? e.g. moves, walks, talks, goes, drives, etc.	purpose: What is this shot's job? e.g. establish, show, explain, cover, reveal, connect, etc.	**Learner Power Storyboard**	
Subject looks toward camera	demonstrate a close-up shot	scene name	shot #
		Studio Skills Test	3
		production notes (props, lights)	✓ if done
		Straight angle	

drawing: Sketch this shot using the rule of thirds. Stick figures are fine.	duration: in seconds	synchronous sound: dialogue, interview, SFX

3 sec.

CU

type: WS, MS, MCU, CU, ECU, POV, OSS, 2-S	camera angle: Low, S, or High
CU	S

asynchronous sound: music, background audio, voice-over

Subject:

Blah

Blah

Blah

camera motion: e.g. **zoom** (in/out), **pan** (left/right), **tilt** (up/down), **dolly** (in/out), **pedastal** (up/down), **track** (subject), **handheld**, **fly**, **glide**

Music

None

LP Learner Power Video Production

action: *What happens in this shot? e.g.* ***moves***, ***walks***, ***talks***, ***goes***, ***drives***, etc.	purpose: *What is this shot's job? e.g.* ***establish***, ***show***, ***explain***, ***cover***, ***reveal***, ***connect***, etc.	**Learner Power Storyboard**	

action	purpose	scene name	shot #
Subject looks toward camera	demonstrate an extreme close-up	Studio Stills Test	4
		production notes (props, lights)	**✓ if done**
		.	

drawing: *Sketch this shot using the rule of thirds. Stick figures are fine.*	duration: *in seconds*	synchronous sound: *dialogue, interview, SFX*

drawing:

ECU

duration: 3 sec.

type: *WS, MS, MCU, CU, ECU, POV, OSS, 2-S*	camera angle: *low, S, or high*
ECU	S

asynchronous sound: *music, background audio, voice-over*

synchronous sound:

Subject:

Blah

Blah

Blah

camera motion: *e.g.* ***zoom*** *(in/out),* ***pan*** *(left/right),* ***tilt*** *(up/down),* ***dolly*** *(in/out),* ***pedastal*** *(up/down),* ***track*** *(subject),* ***handheld***, ***fly***, ***glide***

None

Music

action: What happens in this shot? e.g. moves, walks, talks, goes, drives, etc.	purpose: What is this shot's job? e.g. establish, show, explain, cover, reveal, connect, etc.	**Learner Power Storyboard**	

		scene name	shot #
Subject looks to screen left	demonstrate the rule of lead room	Studio Skills Test	5
		production notes (props, lights)	✓ if done
		lights, sound, bkgd. don't matter	

drawing: Sketch this shot using the rule of thirds. Stick figures are fine.	duration: in seconds	synchronous sound: dialogue, interview, SFX

Subject looks to screen left

duration: 3 sec.

type: WS, MS, MCU, CU, ECU, POV, OSS, 2-S	camera angle: Low, S, or High
MS	

asynchronous sound: music, background audio, voice-over

Subject:

Blah

Blah

Blah

camera motion: e.g. zoom (in/out), pan (left/right), tilt (up/down), dolly (in/out), pedastal (up/down), track (subject), handheld, fly, glide

None

music

LP *Learner Power* **Video Production**

action: What happens in this shot? e.g. **moves**, **walks**, **talks**, **goes**, **drives**, etc.	**purpose:** What is this shot's job? e.g. **establish**, **show**, **explain**, **cover**, **reveal**, **connect**, etc.	**Learner Power Storyboard**	
		scene name	shot #
Subject looks toward camera	demonstrate a wide shot	Studio Stills Test	6
		production notes (props, lights)	✓ if done
		high and angle is Ok	

drawing: Sketch this shot using the rule of thirds. Stick figures are fine.	**duration:** in seconds	**synchronous sound:** dialogue, interview, SFX

3 sec.

type: WS, MS, MCU, CU, ECU, POV, OSS, 2-S	camera angle: low, S, or high
WS	S or high

asynchronous sound: music, background audio, voice-over

Subject:

Blah

Blah

Blah

camera motion: e.g. **zoom** (in/out), **pan** (left/right), **tilt** (up/down), **dolly** (in/out), **pedastal** (up/down), **track** (subject), **handheld**, **fly**, **glide**

None

Music

LP *Learner Power* **Video Production**

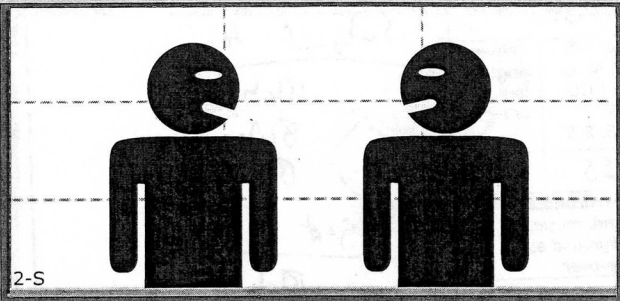| action: *What happens in this shot? e.g.* ***moves, walks, talks, goes, drives,*** *etc.*	purpose: *What is this shot's job? e.g.* ***establish, show, explain, cover, reveal, connect,*** *etc.*	**Learner Power Storyboard**	
two subjects have f2f conversation	demonstrate a 2 - shot	scene name	shot #
		Studio Skills Test	7
		production notes (props, lights)	✓ if done
		Straight angle	

drawing: *Sketch this shot using the rule of thirds. Stick figures are fine.*	duration: *in seconds*		synchronous sound: *dialogue, interview, SFX*

2-S

	3 sec.		Subject A:
	type: *WS, MS, MCU, CU, ECU, POV, OSS, 2-S*	**camera angle:** *Low, S, or High*	Blah Blah Blah
	2-S	S	Subject B:
	asynchronous sound: *music, background audio, voice-over*		Blah Blah Blah

camera motion: *e.g.* ***zoom*** *(in/out),* ***pan*** *(left/right),* ***tilt*** *(up/down),* ***dolly*** *(in/out),* ***pedastal*** *(up/down),* ***track*** *(subject),* ***handheld, fly, glide***

None

Music

LP Learner Power Video Production

action: *What happens in this shot?* e.g. **moves**, **walks**, **talks**, **goes**, **drives**, etc.	purpose: *What is this shot's job?* e.g. **establish**, **show**, **explain**, **cover**, **reveal**, **connect**, etc.	**Learner Power Storyboard**	

Learner Power Storyboard

scene name	shot #
Studio Skills Test	8
production notes (props, lights)	✓ if done
B is a MCU	

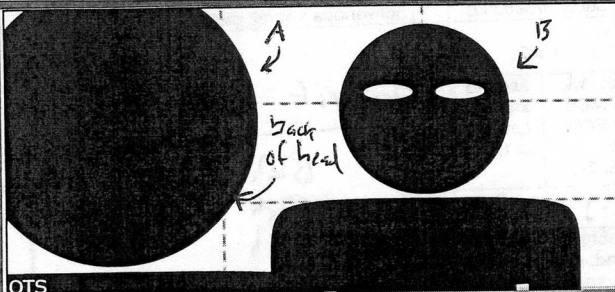two subjects have f2f conversation

demonstrate an over-the-shoulder shot

drawing: *Sketch this shot using the rule of thirds. Stick figures are fine.*	duration: *in seconds*	synchronous sound: *dialogue, interview, SFX*

A

B

back of head

OTS

3 sec.

type: *WS, MS, MCU, CU, ECU, POV, OSS, 2-S*	camera angle: *low, S, or high*
OSS	S

asynchronous sound: *music, background audio, voice-over*

Subject A:

Blah
Blah
Blah

Subject B:

Blah
Blah
Blah

camera motion: e.g. **zoom** *(in/out)*, **pan** *(left/right)*, **tilt** *(up/down)*, **dolly** *(in/out)*, **pedastal** *(up/down)*, **track** *(subject)*, **handheld**, **fly**, **glide**

None

Music

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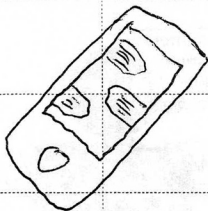| action: What happens in this shot? e.g. *moves*, *walks*, *talks*, *goes*, *drives*, etc.	purpose: What is this shot's job? e.g. *establish*, *show*, *explain*, *cover*, *reveal*, *connect*, etc.	**Learner Power Storyboard**	
an object sits on a table	demonstrate placing an object on the rule of thirds	scene name	shot #
		Studio Skills Test	9
		production notes (props, lights)	✓ if done
		note high angle	

drawing: Sketch this shot using the rule of thirds. Stick figures are fine.	duration: in seconds	synchronous sound: dialogue, interview, SFX

3 sec.

type: WS, MS, MCU, CU, ECU, POV, OSS, 2-S	camera angle: Low, S, or High
CU	high

asynchronous sound: *music, background audio, voice-over*

None

camera motion: e.g. **zoom** (in/out), **pan** (left/right), **tilt** (up/down), **dolly** (in/out), **pedastal** (up/down), **track** (subject), **handheld**, **fly**, **glide**

Music

None

action: *What happens in this shot? e.g.* **moves**, **walks**, **talks**, **goes**, **drives**, *etc.*	purpose: *What is this shot's job? e.g.* **establish**, **show**, **explain**, **cover**, **reveal**, **connect**, *etc.*	**Learner Power Storyboard**	
Screen or paper is readable on camera w/ thumbs visible	demonstrate a point of view shot	**scene name**	**shot #**
		Studio Stills Test	10
		production notes (props, lights)	✓ if done
		follow storyboard carefully	

drawing: *Sketch this shot using the rule of thirds. Stick figures are fine.*		duration: *in seconds*		synchronous sound: *dialogue, interview, SFX*

blah blah blah

h blah blah

blah blah blah

POV

duration: 3 sec.
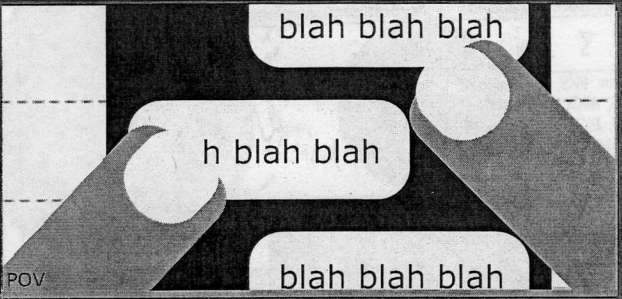
type: WS, MS, MCU, CU, ECU, POV, OSS, 2-S	camera angle: low, S, or high
POV	N/A

asynchronous sound: *music, background audio, voice-over*

synchronous sound: None

camera motion: e.g. **zoom** *(in/out)*, **pan** *(left/right)*, **tilt** *(up/down)*, **dolly** *(in/out)*, **pedestal** *(up/down)*, **track** *(subject)*, **handheld**, **fly**, **glide**

Music

LP *Learner Power* **Video Production**