# Asset List: Zachary Lu

*Please fill out the following sections with your film's information.*

Film Name: Tyrant

Software Used: Blender

*Assets are the components you use to put the film together. You should list every character, every background, and every shot that your film will need. Depending on your chosen animation technique, you may have even more assets than this, such as props or special effects.*

## 1. Characters

1. Jehanne
2. Captain
3. Spearman
4. Swordsman
5. Guarin
6. Oudin
7. Horse
8. Harquebusier
9. Bell ringer(optional)
10. Misc guards(optional)
11. Anchorite(optional)

## 2. Backgrounds

*Please use descriptive names for your backgrounds and include the shots in which they will be used.*

1. Balconey
2. Hallway
3. Stairwell
4. Courtyard
5. Alley 1
6. Street
7. Alley 2

## 3. Special Effects (as needed)

1. Gunsmoke
2. Explosion
3. bullet ricochet
4. Sword sparks
5. Title

## 4. **Shot List**

*Please list in numerical order and include a descriptive shot name (usually describing the plot point).*

***Note: Every new camera angle is a different background because the perspective changes. Your background would be the same, but it's a different shot.***

1. [Bellringer sleeping. Anchorite wakes him up. Camera tracks up with him, climbing a tower. Zoom out. Title]
2. Guard falling down, pan up to reveal Jehanne
3. Sheathing Cinqueda dagger
4. tracking shot, pan up, establlishing shot, title
5. readying the shot
6. [loading the arquebus]
7. high angle shot
8. close up of protagonist
9. long shot of target
10. reaction shot
11. reaction medium shot, pan to building fire
12. high angle long shot zoom to full of Oudin reaction
13. Close up of Oudin with character movement
14. full shot low angle of Jehanne running away
15. Reaction full shot to Anchorite commanding harquebusiers
16. pan to Oudin turning and moving away
17. Jehanne going down stairs
18. Open door to hallway
19. Hallway front on
20. Tracking running to other end of hallway. Banging door. Turns around
21. Camera pans to the right of Jehanne revealing 3 knights
22. Full shot of Jehanne and the knights
23. hip shot of Jehanne drawing gun
24. over the shoulder shot of Jehanne shooting the captain
25. Medium shot of captain being hit, then swinging the mace.
26. Medium outside-the-hallway shot of Jehanne drawing side sword and blocking
27. Medium shot pan right of spearman readying his spear
28. Over the shoulder shot of Jehanne dodging
29. medium outside-the-hallway shot of swordsman readying his sword and thrusting
30. reaction shot of Jehanne dropping pistol
31. Shot of Jehanne crawling away
32. Shot of Jehanne crawling away from the side
33. Medium shot of Captain preparing to swing mace.

34. Reaction close up of Jehanne, then turning her head and closing her eyes. Then opening them and looking to the right
35. Medium shot of her partner with an arquebus, looking to his left and running away.
36. Outside hallway shot of Jehanne vaulting over the window
37. low angle shot of Jehanne falling
38. medium shot of her grasping for leverage to no avail, then transitioning into a slide.
39. First person POV of nearing the edge.
40. side full shot of slamming into the balconey, then getting up
41. Tracking medium shot of Jehanne moving through a house and against a wall while guards go by
42. Shot of Jehanne blending in by taking off her mask and hat.
43. Medium shot of jehanne in a crowd, then approaching a door
44. Opening the door into an alley.
45. Tracking shot of walking into the alley and then entering the courtyard. Transition into an establishing shot
46. Spinning shot of Jehanne looking around before settling and sitting down. She wraps her injuries. Oudin subtly walks into frame initially out of focus, then in focus. Jehanne turns
47. and draws a pistol.
48. Medium shot of Oudin hipfiring his Arquebus
49. Close up of the pistol being knocked out of Jehannes hand.
50. Close up of pistol on the ground and Jehanne behind it. She reaches for it before flinching as a bullet ricochets
51. Full shot of Oudin after he has fired that shot. He drops the pistol
52. Close up of pistol on the floor
53. Jehanne pulls out her third pistol and shoots.
54. Oudin quickly goes to cover before the pistol fires.
55. Jehanne reloads.
56. Jehanne is struggling to reload.
57. Jehanne pulls out her arquebus and aims at where Oudin should have been, to her left. The camera pans to Oudin running up to her to her right.
58. Jehanne fires her arquebus and hits but to no effect
59. Reaction shot. Jehanne is surprised. Tries to pull out a second dagger
60. Low angle. Oudin uses the back of his rifle to knock her out
61. black
62. Medium shot of Jehanne waking up in a carriage.
63. Close up of her cracked mask.
64. She looks up at her partner.
65. Her partner notices and looks behind the carriage
66. Oudin and his companions stare at her
67. Close up of Oudin. His eye shows through his mask in the light.
68. Jehanne’s reaction
69. END

## Optional shots

- Reloading detail
- Rework of Oudin reaction shot, removing the building explosion
  - Jehanne looks through her spy glass
  - FPOV through spy glass. Sees oudin, her turns and looks
  - Reaction shot of Jehanne taking cover
  - Jehanne peaking.
  - FPOV through spy glass. Guard is not there.
  - Bellringer prepares to ring the bell.
  - Medium-close up of Jehanne. Bell rings. She turns to look.
  - She panics and reloads.
  - Close up. Takes a deep breath and aims. Bell rings 5 times. Before the sixth, a shot rings out. She looks confused and checks her gun.
  - A body falls down in the background, shocking her.
  - Low angle. She goes to look at the body
  - Shots ricochet around her
- Longer combat sequence vs. the knights
  - Rapier disarm
- Longer combat sequence vs. Oudin
  - Circling
  - Smoke bomb
  - Jehanne running for other cover.
  - Jehanne misfiring.
  - Oudin getting shot but being unphased.
  - Jehanne throwing her dagger
  - Oudin blocks it with his arquebus
  - Oudin fire a second pistol
- Longer beginning combat sequence
  - Guard walks with his buddy guard
  - Jehanne is in shadow.
  - Jehanne sneaks behind and slits the first guard's throat.
  - Second guard turns around and tries to react
  - Jehanne pulls out her rapier and stabs him in the neck
- Extended alleyway
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## 5. **Prioritized Shots**

Total number of shots in your film: 69

Now prioritize your shot list into A, B, and C shots where A shots are crucial, B are important but could be cut if needed, and C are the shots you could easily cut

- A shots (list the # of A shots here)
  - 4, 5, 8, 9, 10, 11, 12, 13, 14, 16, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29 ,30, 31, 32, 36, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 69
- B shots (list the # of B shots here)
  - 3, 7, 15, 17, 33, 34, 35, 37, 49, 62 - 68
- C shots (list the # of C shots here)
  - 1, 6
  - Rework of Oudin reaction shot, removing the building explosion
  - Longer combat sequence vs. the knights
  - Longer combat sequence vs. Oudin
  - Longer beginning combat sequence
  - Extended alleyway

## 6. Props

### Character props

- Horse carriage
- Jehanne's rifle
- Jehanne's pistols
- Oudin's rifle
- Oudin's pistol
- Captain's mace
- captain's pistol(optional)
- Spearman's spear
- Swordsman's sword
- Cinquedda dagger
- "evil" dagger(optional)
- Harquebusier's gun(optional)
- anchorite mace(optional)
- spy glass(optional)
- scepter(optional)
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## Background props

- Crates
- Barrels
- Doors
    - hallway door
    - entrance door
    - alley door
- Background Buildings
    - chapel
    - wall