

Storyboard Breakdown - BACKGROUND - EP 001

List here all the shots where the BGs appear, separate them with a coma

The code is the reduce name for the BG

SHOTS	LIGHT	NAME	CODE
001, 002, 003, 004, 005	Day	Ext Street	GTG_E001_BG001
006, 007, 008	Morning	Int Hallway	GTG_E001_BG002
009, 010, 011	Day	Int Kitchen	GTG_E001_BG003
012, 013	Day	Int Kitchen - Close up Sink	GTG_E001_BG004
014, 015, 016, 017	Day	Ext Garage	GTG_E001_BG005

Note here the weather :
day, night, storm...

One BG per line, be as explicit as possible
(close up, exterior, interior, ...)

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SHOTS	LIGHT	NAME	CODE

The code is the reduce name for the BG



Storyboard Breakdown - PROPS - EP 001

SHOTS	LIGHT	NAME	CODE

The code is the reduce name for the Props



Storyboard Breakdown - CHARACTERS - EP 001

List here all the shots where the Characters appear, separate them with a coma

The code is the reduce name for the Characters

SHOTS	LIGHT	NAME	CODE
001, 002, 003, 004, 005, 006, 007, 008	Day, Morning	Paul	GTG_E001_CH001
012, 013	Day	Denis	GTG_E001_CH002
009, 010, 011	Day	Michael	GTG_E001_CH003
014, 015, 016	Day	James	GTG_E001_CH004

Note here the weather : day, night, storm...

One character per line, be as explicit as possible (wet, stained, ...)



Storyboard Breakdown - CHARACTERS - EP 001

SHOTS	LIGHT	NAME	CODE

The code is the reduce name for the Characters





Storyboard Breakdown - FX - EP 001

SHOTS	NAME	CODE

The code is the reduce name for the FXs



