

Production Title: Regard in Full Director: LiaT and NeekieS Locations: funeral home, House Producer: Matt Taylor

Sheet # Date: Scenes #

December 11

			watt raylor							_							
Scene #	Shot #	Shot Size	Movement	Angle	Gear/Lens	Subject	Location	INT / EXT	Day/Night	Props	Story Day	Notes	Sound	Shot Duration	Take #	Duration x Takes	SHOOTING DAY
												Frame on the left. 60fps for slow motion.		00:00:00		00:00:00	
														00:00:00		00:00:00	
01	А	Mid Shot	Pan	Mid	Wide Angle	Object A	Location A	Int	Day	Prop 1	Day 1	This shot is a two part scene.	Sync	0:00:20	3	00:01:00	Day 1
01	В	Very Long Shot	Pan	Mid	Wide Angle	Character A	Location A	Int	Day	Prop 2	Day 1	2nd part of Scence 1	Sync	0:00:20	2	00:00:40	Day 1
01	С	Mid Shot	Tracking Shot	Mid	Standard	Character A	Location A	Int	Day	Prop 3	Day 1	From painting at the window to getting the food for Fred	Sync	0:00:30	4	00:02:00	Day 1
01	D	Long Shot	Stationary	High	Standard	Character B	Location A	Int	Day	Prop 4	Day 1	Food bowl is the prop	Sync	0:00:15	3	00:00:45	Day 1
01	D	Closeup	Stationary	Mid	Standard	Character A	Location A	Int	Day	Prop 4	Day 1		Sync	0:00:05	1	00:00:05	Day 1
02	Е	Long Shot	Tracking Shot	Mid	Standard	Character C	Location A	Ext	Night	Prop 5	Day 1		Sync	0:00:05	1	00:00:05	Day 2
02	F	Closeup	Stationary	Mid	Standard	Character B	Location A	Int/Ext	Night	Prop 5	Day 1		Sync	0:00:05	2	00:00:10	Day 2
02	G	Long Shot	Stationary	High	Standard	Character B	Location A	Int	Night	Prop 5	Day 1		Sync	0:00:10	2	00:00:20	Day 2
02	Н	Medium Closeup	Stationary	Mid	Standard	Character A and C	Location A	Int	Night	Prop 5	Day 1		Sync	0:00:05	3	00:00:15	Day 2
02	ı	Medium Closeup	Stationary	Mid	Standard	Character A and C	Location A	Int	Night		Day 1		Sync	0:00:05	3	00:00:15	Day 2
02	J	Medium Closeup	Stationary	Mid	Standard	Character A and C	Location A	Int	Night		Day 1		Sync	0:00:10	2	00:00:20	Day 2
02	К	Long Shot	Stationary	Mid	Standard	Character A and C	Location A	Int	Night		Day 1		Sync	0:00:10	3	00:00:30	Day 2
02	L	Long Shot	Stationary	Mid	Standard	Character A and C	Location A	Int	Night		Day 1		Sync	0:00:05	2	00:00:10	Day 2
02	М	Long Shot	Tracking Shot	Mid	Standard	Character A and C	Location A	Int	Night		Day 1		Sync	00:00:03	1	00:00:03	Day 2
03	N	Closeup	Stationary	Mid	Standard	Character A	Location B	Int	Day		Day 2		Sync	0:00:05	2	00:00:10	Day 2
03	0	Medium Closeup	Stationary	Mid	Standard	Character A, C and D	Location B	Int	Day		Day 2		Sync	0:00:07	2	00:00:14	Day 3
03	Р	Long Shot	Tracking Shot	Mid	Standard	Charater A, C and D	Location B	Int/Ext	Day		Day 2		Sync	0:00:10	3	00:00:30	Day 3
03	Q	Medium Closeup	Stationary	Mid	Standard	Charater A, C and D	Location B	Int	Day		Day 2		Sync	00:00:10	2	00:00:20	Day 3
03	R	Long Shot	Stationary	Mid	Wide Angle	Character A and D	Location B	Ext	Day		Day 2		Sync	0:00:18	3	00:00:54	Day 3
03	S	Long Shot	Stationary	Mid	Wide Angle	Charater A and D	Location B	Ext	Day		Day 2		Sync	0:00:15	3	00:00:45	Day 3
03	Т	Long Shot	Stationary	Mid	Wide Angle	Character A	Location B	Ext	Day		Day 2		Sync	0:00:07	2	00:00:14	Day 3
03	U	Long Shot	Stationary	Mid	Standard	Charater C	Location B	Ext	Day		Day 2		Sync	0:00:05	3	00:00:15	Day 3
03	V	Medium Closeup	Stationary	Mid	Standard	Charater A and D	Location B	Ext	Day		Day 2		Sync	0:00:06	3	00:00:18	Day 3
03	W	Closeup	Stationary	Mid	Standard	Charater C	Location B	Ext	Day		Day 2		Sync	0:00:10	2	00:00:20	Day 3

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Scenes # Producer: Matt Taylor

Scene # Shot # Shot Size Angle Gear/Lens Subject Location INT / EXT Day/Night Story Day Notes Shot Duration Take # Duration x Takes SHOOTING DAY 03 Closeup Mid Character A Location B Day Day 2 0:00:05 2 00:00:10 Day 4 Stationary Standard 03 Υ Closeup Stationary Mid Standard Charater D Location B Ext Day Day 2 Sync 0:00:07 3 00:00:21 Day 4 03 3 Z Long Shot Stationary Mid Wide Angle Charater A. C and D Location B Ext Day Day 2 Sync 0.00.07 00:00:21 Day 4 03 AA Mid 3 Closeup Stationary Standard Object C Location B Ext Dav Day 2 Svnc 0:00:03 00:00:09 Day 4 03 AB Closeup Mid Ext Day 2 0:00:04 2 Stationary Standard Charater A Location B Day Sync 00:00:08 Day 4 03 AC Closeup Mid Charater C Location B Ext Day Day 2 0:00:08 2 00:00:16 Day 4 03 AD Medium Closeup Stationary Mid Standard Character A and D Location B Ext Day Day 2 Sync 0:00:07 3 00:00:21 Day 4 03 AE Long Shot Stationary Mid Wide Angle Character A and C Location B Eyt Dav Day 2 Svnc 0.00.06 2 00:00:12 Day 4 03 AF Closeup Stationary Mid Standard Ext Dav Day 2 Svnc 0:00:04 3 00:00:12 Day 4 Charater D Location B 03 AG Mid Charater A and C Location B Ext Day Day 2 0:00:08 3 00:00:24 Day 4 Long Shot Stationary Wide Angle Sync 04 АН Closeup Stationary Mid Standard Character A and C Ext Night Day 2 0:00:05 2 00:00:10 Day 4 04 Al Long Shot Tracking Shot Mid Wide Angle Charater A and C Location C Ext Night Day 2 0:00:07 2 00:00:14 Day 4 04 Mid 0:00:06 4 AJ Closeup Stationary Steadicam Charater C Location C Ext Night Day 2 Svnc 00:00:24 Day 4 04 Closeup Mid 2 AK Standard Character A Location C Ext Night Day 2 0:00:06 00:00:12 Day 4 Stationary Sync 04 AL Long Shot Tracking Shot Mid Wide Angle Character A Location C Ext Night Day 2 Sync 00:00:08 2 00:00:16 Day 4 04 Mid Wide Angle Ext Day 2 0:00:03 1 00:00:03 Day 4 Long Shot Tracking Shot Charater C Location C Night Sync 04 AN Medium Closeup Stationary Mid Standard Charater C Location C Ext Night Day 2 Sync 0:00:15 3 00:00:45 Day 4 2 05 AO Long Shot Stationary Mid Standard Charater C Location A Int Day Day 3 This object is also a prop Sync 0:00:08 00:00:16 Day 4 05 AP Mid Day 3 1 Medium Closeup Standard Charater C Location A Int Day Sync 0:00:05 00:00:05 Day 4 Stationary 05 AQ Mid Day 3 0:00:05 1 Long Shot Stationary Standard Object D Location A Int Dav Svnc 00:00:05 Day 5 05 Extreme Closeup Stationary Mid Standard Character C Location A Int Day Day 3 Sync 0:00:05 1 00:00:05 Day 5 05 AS Closeup Stationary Mid Standard Character A Location A Int Day Day 3 0:00:05 1 00:00:05 Day 5 Sync 05 AT Medium Closeup Stationary Mid Standard Character C Location A Int Day Day 3 Sync 0:00:05 1 00:00:05 Day 5 05 Mid 0:00:10 2 AU Medium Closeup Stationary Standard Character A Location A Int Day Day 3 Sync 00:00:20 Day 5 05 AV Medium Closeup Mid Standard Dav Day 3 0:00:08 2 00:00:16 Day 5 Stationary Character C Location A Int Svnc 05 Day 3 0:00:10 3 Medium Closeup Location A Int Day Day 5 05 AX Medium Closeup Mid Location A Int Day Day 3 0:00:05 2 00:00:10 Day 5



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Scene #	Shot #	Shot Size	Movement	Angle	Gear/Lens	Subject	Location	INT / EXT	Day/Night	Props	Story Day	Notes	Sound	Shot Duration	Take #	Duration x Takes	SHOOTING DAY
05	AY	Long Shot	Stationary	Mid	Standard	Chararter A	Location A	Int	Day		Day 3		Sync	0:00:10	2	00:00:20	Day 5
06	AZ	Closeup	Stationary	Mid	Standard	Character C	Location A	Int	Day		Day 3		Sync	0:00:08	1	00:00:08	Day 5
06	BA	Closeup	Stationary	Mid	Standard	Object E	Location A	Int	Day		Day 3		Sync	0:00:10	3	00:00:30	Day 5
06	BB	Mid Shot	Stationary	Mid	Standard	Character A	Location A	Int	Day		Day 3		Sync	0:00:10	4	00:00:40	Day 5
06	ВС	Closeup	Stationary	Mid	Standard	Character A	Location A	Int	Day		Day 3		Sync	0:00:08	3	00:00:24	Day 5
06	BD	Medium Closeup	Stationary	Mid	Standard	Object F	Location A	Int	Day		Day 3		Sync	0:00:05	2	00:00:10	Day 5
06	BE	Long Shot	Stationary	Mid	Standard	Character C	Location A	Int	Day		Day 3		Sync	0:00:05	3	00:00:15	Day 5
06	BF	Closeup	Stationary	Mid	Standard	Object G	Location A	Int	Day		Day 3		Sync	0:00:10	3	00:00:30	Day 5
06	BG	Medium Closeup	Stationary	Mid	Standard	Character A	Location A	Int	Day		Day 3		Sync	0:00:10	4	00:00:40	Day 5
06	ВН	Long Shot	Stationary	Mid	Standard	Character A and C	Location A	Int	Day		Day 3		Sync	0:00:08	3	00:00:24	Day 5
06	ВІ	Medium Closeup	Stationary	Mid	Standard	Character A and C	Location A	Int	Day		Day 3		Sync	0:00:10	3	00:00:30	Day 5
07	BJ	Closeup	Stationary	Mid	Standard	Object G	Location A	Int	Day		Day 3		Sync	0:00:09	2	00:00:18	Day 5
07	ВК	Mid Shot	Stationary	Mid	Standard	Character A and C	Location A	Int	Day		Day 3		Sync	0:00:10	3	00:00:30	Day 6
07	BL	Medium Closeup	Stationary	Mid	Standard	Character A	Location A	Int	Day		Day 3		Sync	0:00:05	1	00:00:05	Day 6
07	ВМ	Medium Closeup	Stationary	Mid	Standard	Object G	Location A	Int	Day		Day 3		Sync	0:00:10	2	00:00:20	Day 6
07	BN	Long Shot	Stationary	Mid	Standard	Location A	Location A	Int	Day		Day 3		Sync	0:00:06	3	00:00:18	Day 6
08	ВО	Medium Closeup	Stationary	Mid	Standard	Character C	Location A	Int	Day		Day 3		Sync	0:00:10	3	00:00:30	Day 6
08	BP	Closeup	Stationary	Mid	Standard	Character A	Location A	Int	Day		Day 3		Sync	0:00:10	2	00:00:20	Day 6
08	BQ	Closeup	Stationary	Mid	Standard	Character C	Location A	Int	Day		Day 3		Sync	0:00:07	1	00:00:07	Day 6
08	BR	Long Shot	Stationary	Mid	Standard	Character A and Object G	Location A	Int	Day		Day 3		Sync	0:00:10	4	00:00:40	Day 6
08	BS	Big Closeup	Stationary	Mid	Standard	Charater C	Location A	Int	Day		Day 3		Sync	0:00:05	1	00:00:05	Day 6
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