Story Board Critique: Rob

S1- Why so straight on? Could we maybe view the table at an angle?

S2- Fine if we keep S1 the same.

S3- Why does her face need to be in the shot? Could we maybe wait to reveal her like we do with Chip?

S4- What will Coco’s expression be sad or confused? Could we make Chip’s hand more menacing?

S5- Could we pull out more and make the size comparison a little more dramatic?

S6- Fine. Seems fitting for Coco.

S7- Can we make Chip slightly taller in the frame, to make him feel intimidating?

S8- Same as S7

S9- Can we push Coco up against the frame making it feel like chip has her cornered? And make Chip seem bigger since he will be taking up more space, also it un-centers the table.

S10- Comical and funny. Another idea he could flick her off the screen.

S11- Maybe a little closer to the hand, but feels good overall.

S12- Good.

S13- Good.

S15- Good.

S18- We could be a little farther away so we could give Coco the underdog feel. Make her seem small, but scrappy.

S19- Feels good. Maybe a little closer on Coco’s shoulder to bring us into the fight.

S20- Good.

S21- Good.

S22- Good.

S23- Why straight on again? May from a low angle in front of chip that we way we can see Coco underneath his arm in the air.

S24- it’s ok, maybe if we could see it from in front of coco/behind chip and have her closer to landing? That type of sequence would make it feel fast and dynamic.

S25- Good.

S26- Good.

S27, S28, S29, S30, S31, S32, S33, S34

This whole sequence looks great, but the camer is locked to one spot and it feels kind of rigid. Can we have the camera move with Coco. (I know that hard, but I just want to throw it out there.) Or maybe move with Chip. Have it rock maybe with a few dutch angles. (Which would be appropriate here)

S35, S36

This is solid and feels like strong resolution to the early sequence.

S37, S38, S39, S40, S41

Cute, I like it. Don’t remove this.

S42, S43, S44, S45, S46, S47, S48, S49, S50, S51, S52

Feels too far out, could we be I closer? Also maybe low angle from over Coco’s shoulder? Also we could bring them lower into the frame, feels like she is standing on the horizon line.

S53, S54, S55, S56, S57, S58, S59, S60

Solid definitely what we are going for.

S61,S62, S63, S64, S65, S66

Can we have a bigger delay right before she hit’s him? Make it feel like she’s using all her strength?