John Philip Underwood
2026/1/31

| Shot: | Rough Thumbnail: | FOV and Shot Type: | explanation: |
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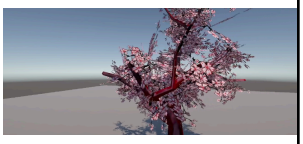
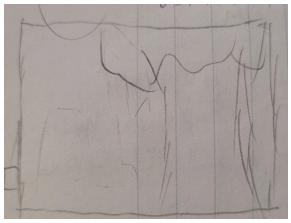
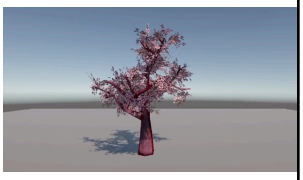
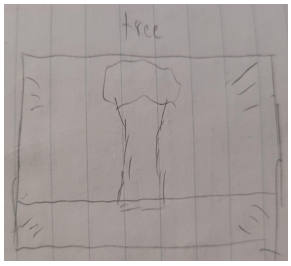
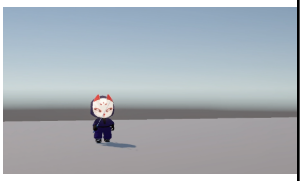
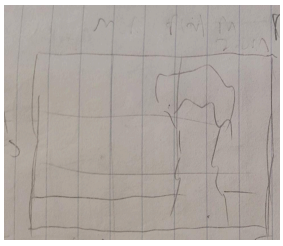
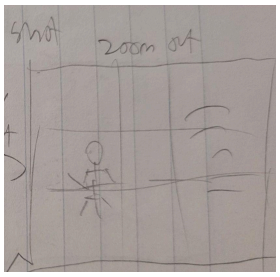
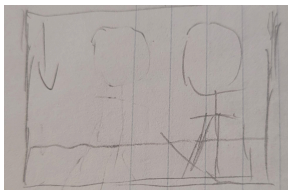
|  |  | 51.5<br>Close-Up | I wanted to first introduce the main subject being the tree itself, and I did it by making a closer shot just to get the viewer to pay attention to the tree first. |
|  |  | 48-43.6<br>Medium | This shot is farther out with a slow zoom out just to focus on the tree again, but also the zoom out shows the background (which is basically nothing) to highlight the tree further, but also start to build up tension. |
| <br>  |  <br>  | 31.4-23.5<br>Reveal | These two shots I'm just going to lump in together as these, as the first shot blends into the next one as a transition and reveal shot to introduce the ninja character in the farther distance. I added in a zoom in to get more of the ninja in frame for the audience to focus on more. |
| |  | 35.1<br>Close Up | The close up is meant to slowly pan down to reveal that the ninja is holding a sword in his hand. It clues the audience that he is going to do |

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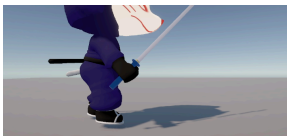
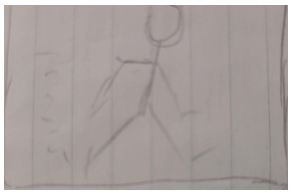
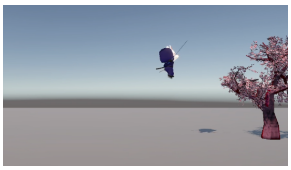
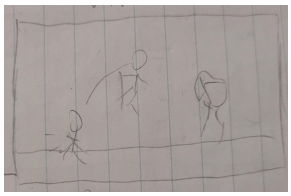
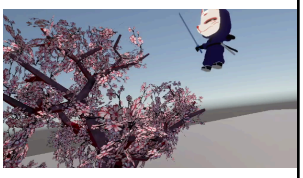
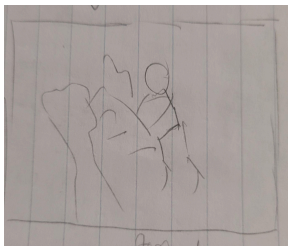
| | | | something with it against the tree which further builds investment on what is going to happen next. |
|  |  | 41.3<br>Close Up, Transition | It is more zoomed in onto the Feet because it is meant to show that the Ninja is about to run and that quickly cuts to the next scene and it escalates the action. |
|  |  | 42.5<br>Wide Shot | It shows how far the ninja initially is from the tree, but it is also showing the Ninja quickly closing the distance. The main focus is the Ninja as he jumps towards the tree as the action reaches it's peak. |
|  |  | 42.1<br>Dutch Angle | The dutch angle is supposed to help track and focus on the Ninja as he moves down after he knocks over the tree with the sword, and the dutch angle itself is further meant to give off a tense feeling as he swung at the tree. |
| | | 44.2<br>Wide shot | The wide shot is used again because it is first meant to show where the Ninja lands, and from a farther distance to the side it shows what happened to the tree as it gets knocked over. The ninja becomes the first |

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| | | | thing the eye notices before the tree so the viewer can keep track of what is happening. |