Seth Arnould

Shot Breakdown for Showreel

https://youtu.be/s8KKwPLeMiM

Shot 01 – Erindale Brick Banks

- Shot Number: 1 (0:03 - 0:08)

- Software Used: Premiere Pro

- Role: Video Editor & Cinematographer

- Description: This edit features multiple versions and camera angles of a skater moving through the park. From the raw footage, I selected the best shots from each angle and combined them into a seamless edit.

- Objective: This shot introduces the documentary's main guest while also showcasing the skatepark, setting up the context of the documentary.

Shot 02 – Storyboard Previs

- Shot Number: 2 (0:08 - 0:25)

- Software Used: Autodesk Maya

- Role: Previs & Layout Artist (Storyboard to Previs Practice)

- Description: This was an exercise in translating a storyboard into 3D previs, allowing me to demonstrate my ability to time and cut camera shots together to create an engaging and well-paced sequence.

Shot 03 – Suspense Editing

- Shot Number: 3 (0:25 - 0:36)

- Software Used: Premiere Pro

- Role: Video Editor

- Description: This shot was a practice edit demonstrating how to build suspense through editing. The use of close-up cuts enhances the tension as the character approaches and opens the door, leading to an unseen reveal.

Shot 04 – Love & Addiction – Short Film

- Shot Number: 4 (0:36 – 0:56)

- Software Used: Adobe Premiere Pro & DaVinci Resolve

- Role: Video Editor

- Description: My group created a short film on the theme of phone addiction. This shot features a transition I edited, using the opening of the blinds as a visual cue to transition to the next day, reinforcing the passage of time through visuals.

Shot 05 – Love & Addiction – Short Film

- Shot Number: 5 (0:56 – 1:16)

- Software Used: Adobe Premiere Pro & DaVinci Resolve

- Role: Video Editor

- Description: This shot occurs near the end of the film, featuring a conversation between two characters. The editing highlights their exchange, cutting between them as one speaks and the other listens. Since the actors were filmed separately at different times, I had to creatively edit the audio and visuals to make the interaction appear seamless.