

Shot 1:

Thumbnail:



Shot type: Wide angle establishing shot

Purpose: Establish the scene by showing the two men arguing from a wide distance. Uses NLA curves to add easing to the panning shot.

FOV Choice: The FOV remains wide throughout the shot while the camera pans around them, tracking the man in the blue suit who is currently yelling. This wide FOV allows the focal point to be set clearly on both men.

Shot 2:

Thumbnail:



Shot type: Medium shot

Purpose: Focus fully on the man in the blue suit, the camera pans towards him to show intensity. Blends into the close up shot to make the back and fourth more authentic.

FOV Choice: The FOV starts farther away but increases as the camera moves backwards. This shows the intensity of his yelling.

Shot 3:

Thumbnail:



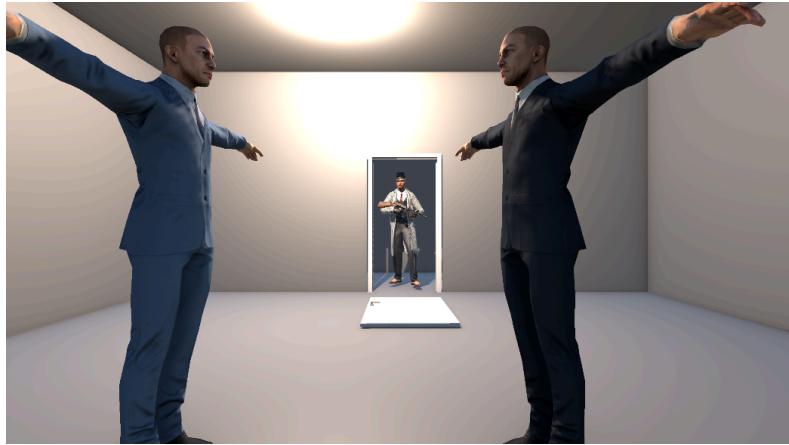
Shot type: Close up

Purpose: Switch the focus to the man in the black suit, the same camera pan is used to show intensity.

FOV Choice: The FOV starts far away with the camera close up to give a clear view of his face, it increases as the camera pans away to show anger.

Shot 4:

Thumbnail:



Shot type: Insert/Detail shot

Purpose: Take the attention away from the two men and towards the door, where a third man kicks it down. Blends into the final shot to improve the jump cut.

FOV Choice: The FOV remains wide throughout the shot to show all three men, while keeping the focal point clearly on the door.

Shot 5:

Thumbnail:



Shot type: Reaction shot

Purpose: Show the reaction of the two men after the door is kicked down. It is unanimated but if it were, the characters would have visible shock on their faces.

FOV Choice: The FOV starts far but increases throughout the shot as the camera pans. This helps to showcase their shock.