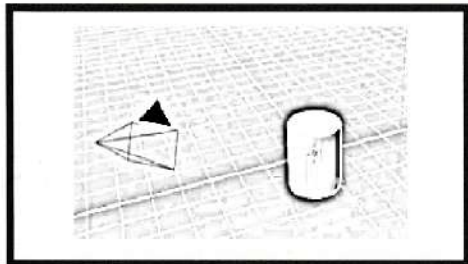


SCENE 1 SHOT/FRAME _____



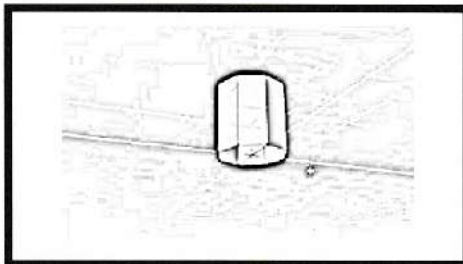
Shot Type 50mm

DESCRIPTION/SCRIPT/SOUND/CAMERA MOVEMENTS

Uso de forma base, el cilindro.

TIMING

SCENE 1 SHOT/FRAME _____



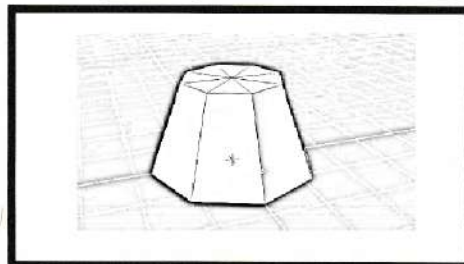
Shot Type 50mm

DESCRIPTION/SCRIPT/SOUND/CAMERA MOVEMENTS

El fondo del cilindro es eliminado.

TIMING

SCENE 1 SHOT/FRAME _____



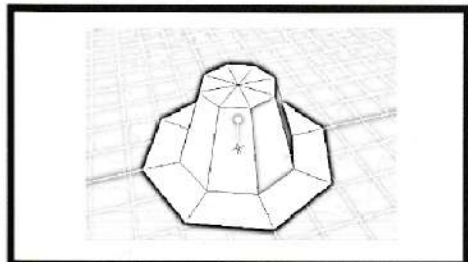
Shot Type 50mm

DESCRIPTION/SCRIPT/SOUND/CAMERA MOVEMENTS

Ajuste del cilindro para formar la base.

TIMING

SCENE 1 SHOT/FRAME _____



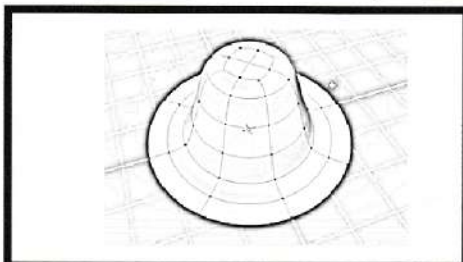
Shot Type 50mm

DESCRIPTION/SCRIPT/SOUND/CAMERA MOVEMENTS

Se agregan las alas del sombrero.

TIMING

SCENE 1 SHOT/FRAME _____



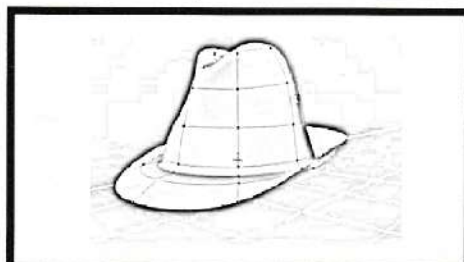
Shot Type 50mm

DESCRIPTION/SCRIPT/SOUND/CAMERA MOVEMENTS

Empleo de suavizado para agregar realismo.

TIMING

SCENE 1 SHOT/FRAME _____



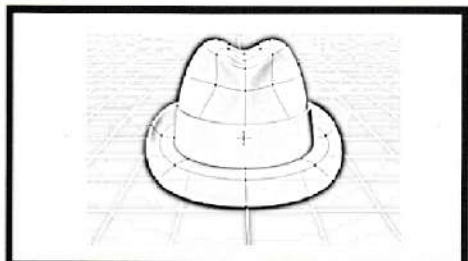
Shot Type 50mm

DESCRIPTION/SCRIPT/SOUND/CAMERA MOVEMENTS

Se agregan modificaciones extras para dar mucho mas realismo.

TIMING

SCENE 1 SHOT/FRAME _____



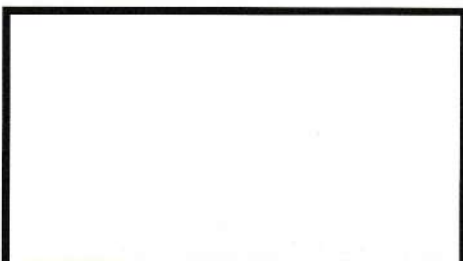
Shot Type 50mm

DESCRIPTION/SCRIPT/SOUND/CAMERA MOVEMENTS

Sombrero finalizado con todo los detalles.

TIMING

SCENE _____ SHOT/FRAME _____

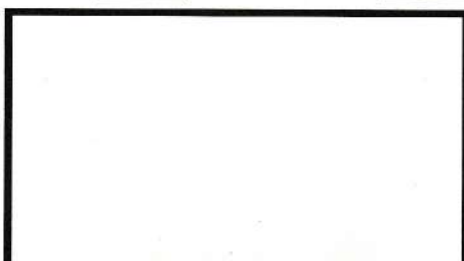


Shot Type _____

DESCRIPTION/SCRIPT/SOUND/CAMERA MOVEMENTS

TIMING

SCENE _____ SHOT/FRAME _____



Shot Type _____

DESCRIPTION/SCRIPT/SOUND/CAMERA MOVEMENTS

TIMING