Gryphon walk

SEQUENCES: 3 | SHOTS: 16 | DURATION: 00:00

SHOT	FRAME	CONTENT	NOTE	SHOT TYPE	LIGHTING		
1、INT. Walking Loop – Morning SHOTS: 6 DURATION: 0.0s							
1		ISTARTS WITH WIDE SHOT OF GRITTIN	Red highlights the path it will foll ow from start to end.	Wide shot			
2		Reaches second point of the pat h. Wings slowly moving up.		Medium shot			
3		Wings start to spread upwards.		Medium shot			
4		At the last point of path, the griffin will come to a halt		Close-up shot			
5	Z OOM IN	Camera will start to zoom into the eye of the griffin.		Close-up shot			
6		The camera will continue to zoo m in. The pupil of griffin become s griffin figure and loop will reset .		Extreme close– up			
2、INT. F	Flying loop – Morning			SHOT	S: 5 DURATION: 0.0s		
1		Griffin takes off into the sky.	Travels across screen (flexible)	Medium shot			

⊗ Previs Shot

2		Griffin will loop back around		Wide shot		
3		Griffin will land with wings widely spread out. It is preparing for a hard landing.		Medium shot		
4		Dust and strong wind from the la nding.		Medium shot		
5		Walks a bit before it takes off ag ain. Loop will then reset.		Medium shot		
	3、INT. Close-up Power Play - Morning SHOTS: 5 DURATION: 0.0s					
3、INT. 0	Close-up Power Play - Mor	ning		SHOT	S: 5 DURATION: 0.0s	
3、INT. (Extreme close-up of griffin's fac e. Slight pan out to close-up sho t.		SHOTS Extreme close- up	S: 5 DURATION: 0.0s	
		Extreme close-up of griffin's fac		Extreme close-	S: 5 DURATION: 0.0s	
1		Extreme close-up of griffin's fac e. Slight pan out to close-up sho t. Griffin will open mouth as flames		Extreme close– up	S: 5 DURATION: 0.0s	

❷ Previs Shot

5		Play logo with the replacement of griffin with can.		Close-up shot	
---	--	---	--	---------------	--