Previs & Layout Checklist for Students

The story is key, not the quality!
There is no need to create everything in 3D, if it is a more efficient way, use it.

Preproduction before Previs & Layout:
❏ Story & Script
❏ Storyboard (Animatic)
❏ Scouting

Previs & Layout

Asset Creation *
❏ 3D Models
❏ Rigs

3D Shot Creation *
❏ Build draft Location (from Scouting)
❏ Camera Work
❏ Basic Animation
❏ Technical requirements met

Cinematography*
❏ Composition

Editing *
❏ Add Relevant Details
❏ Sound

Testing & Evaluation
❏ Review

(Approved)   (Rework needed...)

Hand Over
❏ Edited Sequence
❏ Shot-List
❏ Prop/Asset List
❏ Blocked out Shots

... to Production & Post-Production
Will be used & futher discussed with Post & Production Teams

Blocking symbols:
<   Camera
◯   Characters
→   Movements

Storyboard
Use what ever feels comfortable and gets the job done!

Possible Ideas:
• Pen & Paper
• Photoshop
• Blender

Assets
Tools & Links
• Auto-Rig
• UE Marketplace
• TurboSquid.com

Animation
Tools & Links
• MoCap
• UE Marketplace
• Mixamo.com
• Software (bellow)

Recommended 3D-Software
• Free (for Students)   • Industry relevance
• Range of free-to-use assets
• Ease of use

Recommended Software
• Ease of use
• Industry relevance

Testing:
• Eye-tracing
• Peer Feedback
• Online Community
• Consider Cinematography!

Ask yourself:
Does the edit fit the pace & emotions of the sequence?

Consider
• 180° Rule
• Rule of Thirds / Golden Ratio
• Balance & Pattern
• Power Dynamics
• Depth of Field

Ask yourself:
• Who owns the scene?
• What is the goal of oneshot? To many goals - split it up!

Useful Youtube Cannels
• Wandering DP
• In Depth Cine

Useful Resources:
Reddit | Filmmakers
No Film School
Shotdeck.com

Feedback? Tell me on timon.holzer@outlook.com

Example video

Hand over to other Departments:

Shot List
This may include:
❏ *Scene & Shot Number*
❏ *Script Reference*
❏ *Storyboard Reference*
❏ *Location*
❏ *Shot Type*
❏ *Camera Angles*
❏ *Camera Movement*
❏ *Audio Reference*
❏ *Subjects & Objects*
❏ *Description/Notes*

Prop/Asset List
List of Objects that need to be created or gathered for the production.

Blocked Out Scenes
2D Plan of the Set/Shot from above.
Most Common Symbols:

<   Camera
◯   Characters
→   Movements

Camera
The Camera is a reactive observer of the action

❏ Use Camera Rigs
❏ Consider the budget and space limitations

Camera Movements:

Dolly:	Moving the camera
Pan:	Pivot (horizontal)
Tilt:	Pivot (vertical)
Static:	No Movement
Hand-held	

Zoom: Lens only
Vertigo/ Dolly Zoom:
Zoom & Dolly in opposite directions

A4 Version, Updates
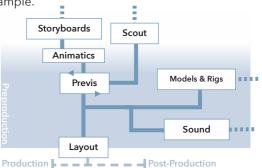and more information about this project on:
www.timonholzer.wixsite.com/timon-holzer/previs-layout

Find out even more on
www.screenskills.com

Work-flow/ Pipeline Example

There isn't a set Work-flow & Studios defy it differently. The Following is an example.

Previs Pipeline Video

Editing

Relevant Details

❏ Scene & Shot Number
❏ Frame-Counter
❏ Project Title
❏ Focal Length (Lens)

Sound

Only if it is relevant to...
❏ Story
❏ Feeling & Editing (Music, etc.)

Testing & Evaluation

- What is a shot's Purpose?
- Are you trying too much? Simplify!
- Avoid Clichés
- Feedback
- Edit fits emotion & pacing?

3D Shot Creation

Technical Requirements
Productions have limitations of Time, Budget or Technical nature:
- Focal Lengths availability (Talk with DOP)
- Are Shots achievable on a real set?

Rigging & Modelling
Previs might starts before assets are created - basic Modelling & Rigging is required.
Create your own or **find Assets!**

Animation
Keep it rough! Record Reference, consider Mo-Cap
❏ Timing
❏ Strong Poses

Cinematography:
As Visual Storytelling is key, knowledge of Cinematography is important. Here are some things to consider, rules to follow and break!

Shot Types:

EWS:	Extreme wide / Establishing
WS:	Wide Shot
MS:	Mid Shot
CS:	Close-up Shot
ECS:	Extreme close-up

Over-the-Shoulder Shot
French-Over
Two Shot
POV

Reaction shot
Wide-angle shot
High/Low angle shot

Compositon Guides & Rules:

- 180° Rule
- Thirds / Golden Ratio
- Balance & Symmetry/Pattern
- Power Dynamics
- Leading Lines
- Contrast & Affinity
- Light & Negative Space
- Depth of Field
- Lensing
- Staging/Blocking

Ask yourself:
- Who owns the scene?
- What is the goal of the shot?