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

Example video

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)
• Range of free-to-use assets
• Ease of use
• Industry relevance

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
More on the back...

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

Checklist Updates: www.linktr.ee/timonholzer

Extended Information & Guidance

This page is intended to provide further information and guidance but is not necessarily needed for the checklist to function.

Find out even more on
screenskills.com

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
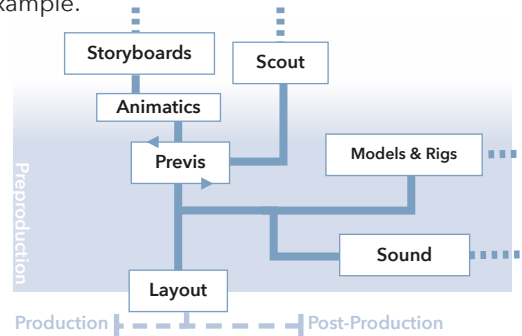*2D Plan of the Set/Shot from above.*
Most Common Symbols:

<	Camera
◯	Characters
→	Movements

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?

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

As a partial submission for an Honours Degree in "Digital Media and Interaction Design"
Created & Designed by Timon Holzer, 2024

2