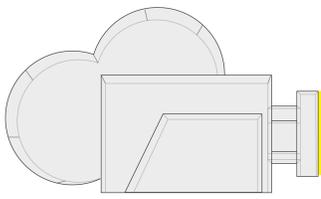


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RWBY volume9					
Shot#	Shot Description	Shot Type	Focal Length	My Tasks	Collaboration
10	Camera follows butterfly as it flies through Bell Tower into main room of upcoming sequence.	tracking shot	24mm. focal shift to a 35mm.	-Created ADHOC representation of butterfly to scale due to rigged asset not being available yet. -Created shot camera and selected lens. -Built asset master file and split out shot accordingly for animation. -Placed temporary music on shot for reel.	-Temporary music ("Epic") by AShamaluev Music
RWBY volume 8					
Over all tasks: -Built asset master file and split shots out accordingly for animation. -Created shot camera and selected lens to capture feel of storyboards.					
Shot #	Shot Description	Shot Type	Focal Length	My Tasks	Collaboration
10	Nora pounding on portal.	close up, static	35mm.	-Placed MoCap'd character at proper location in scene.	-Ethan Marler injected the Nora asset and processed her requested Mocap.
20	Nora sliding the portal, breaking down, as she realizes it's closed. Crowds watch in panic.	wide establishing	24mm	-Placed MoCap'd characters at proper location in scene. -Placed and posed Happy Huntresses with their weapons. -ADHOCs for Atlas crowds.	-Ethan Marler injected the Nora asset and processed her requested Mocap.
30	Oscar and Emerald fight off Grimm. Emerald catches her guns by pulling the chains back.	medium pan	28mm	-Placed MoCap'd characters at proper location in scene. -Constrained or animated characters' weapons into proper position.	-Ethan Marler injected the Emerald and Wren assets and processed their requested Mocap.
40	Oscar leaps up to swipe at charging Grimm. Emerald stands at the ready.	long, over the shoulder	28mm	-Placed MoCap'd characters at proper location in scene. -Constrained or animated characters' weapons into proper position. -Posed Grimm for framing.	-Ethan Marler injected the Emerald and Wren assets and processed their requested Mocap.
50	Wren falls from attacking a Grimm as it smacks him with its wing.	long, reverse shot	50mm	-Posed Grimm and Wren as action in boards directed. - Constrained Wren's weapon into place.	
60	Wren slides into frame landing from fall. Wren, Emerald, and Oscar ready for another bout with the Grimm.	long, low tilt up	35mm	-Posed Emerald, Wren, and Oscar as directed by boards. -Constrained their weapons into place.	
70	Grimm and Sulfurfish approach the trio, but a gust of wind from the Winter Maiden's power bursts into frame and sends them flying back.	medium static	50mm	-Posed Emerald, Wren, and Oscar as directed by boards. -Animated/ posed Grimm and Sulfurfish as boards directed. -Constrained weapons into place. -ADHOC for Atlas crowds.	
80	Emerald, Wren, and Oscar turn around to see who the Winter Maiden is.	medium close up, static	35mm	-Posed Emerald, Wren, and Oscar as directed by boards. -Constrained their weapons into place.	
90	Winter (the new Maiden) emerges above the crowd ready to fight the Grimm off.	wide, pedestal	24mm	-Posed Winter as directed by boards. -Placed MoCap'd Joel, Dustin, and BadgerMan extra characters in proper location for animation. -Constrained Winter's weapon into place. -ADHOC for Atlas crowds.	-Ethan Marler injected the Nora asset and processed her requested Mocap.
100	As Winter approaches the Grimm, she stops and has a tearful moment with her family.	medium, close up static	50mm	-Posed Winter and Klein as directed by boards. -Placed MoCap'd Willow and Whitley characters in proper location for animation. -ADHOC for Atlas crowds.	-Ethan Marler injected the Nora asset and processed her requested Mocap.
110	Close up on Winter's determined look as she's about to fight.	close up, static	35mm	-Posed Winter as directed by boards. -Placed MoCap'd Joel, Dustin, and BadgerMan extra characters in proper location for animation. -Constrained Winter's weapon into place. -ADHOC for Atlas crowds.	
120	Grimm and Sulfurfish charge the crowd.	wide, static	35mm	-Posed Grimm and Sulfurfish as directed by boards.	



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A Familiar Face

Over all tasks:

- Created cameras from scratch and animated both characters' posing.
- Selected Aspect Ratio of 2.258: 0.945.
- Set up rough lighting and constrained rim lights to characters.

Shot #	Shot Description	Shot Type	Focal Length	Additional Camera Information	Collaboration
10	Little girl creeps up to some bushes.	close up, tracking	50 mm.	Fstop: 49.54 Focus Distance: 86.9 Center of Interest: 145.952	-Kayla Rig: Josh Sobel -Jasmine Rig: Ahmed Shalaby -Tree and Bush models: Turbosquid -"Leaves Rustling Series": Sound Library (youtube) -"Soft Drama" instrumental: AShamaluec Music -"Whisper Gasp Female Sound Effect": Sounds Recorded (youtube)
20	Little girl watches a woman from the bushes. A branch rustles, the woman hears, and whips around.	over the shoulder	55 mm.	Fstop: 11.586 Focus Distance: 412.5 Center of Interest: 7.493	
30	Little girl's reaction as she recognizes the woman.	medium to close up dolley	85 mm.	Fstop: 2.56 Focus Distance: 200 Center of Interest: 311.367	
40	Little girl walks out from her cover. As she approaches, the woman realizes she knows this little girl as well.	medium close up tracking	60 mm.	Fstop: 2.56 Focus Distance: 282.8 Center of Interest: 82.445	

RWBY volume 9 Trailer

Over all tasks:

- Scouted scene camera locations, assembled presentation, and presented it before Post Production Department Leads to discuss foreseeable issues.
- Processed MoCap by injecting character into file and importing .fbx. Trimmed and aligned to audio for ease.
- Built asset master file and split shots out accordingly for animation.
- Created shot camera and selected lens to capture feel of storyboards.

Shot #	Shot Description	Shot Type	Focal Length	My Tasks	Collaboration
10	Camera establishes beach until Ruby bursts into frame with a gasp.	establishing, dolly shot	50 mm.	-Placed MoCap'd Ruby at proper location in scene.	N/A
20	Establishing beach with landscape shot of seashell.	long, drift	35 mm.		
25	Establishing beach with landscape shot of starfish.	long, drift	35 mm.	-Placed Starfish in location.	
30	Establishing beach with landscape shot of two suns.	long, drift	35 mm.	-Placed ADHOCs for two suns and animated drift on them.	
40	Ruby stands up, wrings out her cape, and looks up to off screen object.	long, drift	70 mm.	-Placed MoCap'd Ruby at proper location in scene. -Injected three extra setdress Palm Trees for framing.	
50	Show-cases tree (ADHOC) as birds fly into view and tilts down to compare its location to the beach.	extreme wide, tilt down	24 mm.	-Placed ADHOC to represent mother tree. -Posed and animated Birds flight path.	
60	Ruby inspects the tree.	close up, static	50 mm.	-Placed MoCap'd Ruby at proper location in scene.	
70	Ruby walks towards forest.	wide, static	24 mm.	-Placed MoCap'd Ruby at proper location in scene.	