

SHOT LOG FOR 'INLUSTRATIO' – DAY 1

NOT EVERY PART OF A CLIP IS LOGGED; CLIPS ARE LOGGED IN THE HH:MM:SS FORMAT; THE CLIP CODE CONSISTS OF THE LAST FOUR DIGITS OF THE APPROPRIATE FILE NAME; UNUSABLE OR UNDESIRABLE SHOTS ARE LABELED AS "**DISCARD SHOT**" IN THE COMMENTS COLUMN; THE COMMENTS COLUMN HOUSES VISUAL OBSERVATIONS, SUCH AS "SHOTS OF INTEREST," AS WELL AS TIMECODES AND THOUGHTS; THE SCENE/DESCRIPTION COLUMN HOUSES STRUCTURE, CONTENT, AND DESCRIPTIONS; SUB-SECOND TAKES ARE SIMPLY MARKED AS A SECOND IN DURATION; THINGS TO TAKE NOTE OF ARE **HIGHLIGHTED**; OBJECTS OF PARTICULAR INTEREST ARE IN **GREEN**.

CLIP CODE	LENGTH	SCENE / DESCRIPTION	COMMENT
C003	00:00:12	COLOUR CHART FOR RESOLVE CALIBRATION	DISCARD SHOT
C004	00:00:01	MISCELLANEOUS SETUP	DISCARD SHOT
C005	00:00:01	MISCELLANEOUS SETUP	DISCARD SHOT
C006	00:00:04	MISCELLANEOUS SETUP	DISCARD SHOT
C007	00:00:07	MISCELLANEOUS SETUP	DISCARD SHOT
C008	00:01:08	SCENE 1, TAKE 1 – BEGINNING DIALOGUE AND ONWARDS	YOU CAN CLEARLY SEE ANDREW READING THE SCRIPT ON THE FLOOR, AWKWARD AS FIRST RUN THROUGH DISCARD SHOT
C009	00:00:28	NO DIALOGUE WAS ACCOMPLISHED DUE TO SETUP	DISCARD SHOT
C010	00:00:36	SCENE 1, TAKE 2 – BEGINNING DIALOGUE NOT VOICEOVER	18:46:54:01 - 18:47:12:05 THE FIRST INTERACTION FLOWS WELL, BECKY'S 'CHAMPAGNE' DRINKING LIVENS THE SCENE, GOOD TONE OF VOICE ENDS ABRUPTLY BUT FIRST BIT GOOD
C011	00:00:50	SCENE 1, TAKE 3 – BEGINNING DIALOGUE AND PAINTINGS AS BATTLES	18:42:12:00- 18:48:35:16 GOOD VOICEOVER FOR SCENE 2, ESPECIALLY THE LAST QUESTION AND THE 'MESSY'
C012	00:00:01	ACCIDENTAL SHOT	DISCARD SHOT
C013	00:00:16	SCENE 2, TAKE 1 – IT'S A SURVIVAL OF IDEAS	BECKY STARTLED, ENDS ABRUPTLY DISCARD SHOT
C014	00:00:15	SCENE 2, TAKE 2 – IT'S A SURVIVAL OF IDEAS	JUST BAD DISCARD SHOT
C015	00:00:22	SCENE 2, TAKE 3 – IT'S A SURVIVAL OF IDEAS	ANDREW SAYS 'CONFLICT' NOT 'SURVIVAL' DISCARD SHOT
C016	00:00:44	SCENE 2, TAKE 4 – IT'S A SURVIVAL OF IDEAS	ANDREW SAYS 'CONFLICT' INSTEAD OF 'SURVIVAL'

			19:00:48:00 – 19:01:05:00 DECENT 'IT'S DIFFICULT TO WIN' AND BECKY'S RESPONSE, BUT ANDREW CHOKES UP ON LINES
C017	00:00:14	MISCELLANEOUS SETUP (SCENE 2, TAKE 5)	DISCARD SHOT
C018	00:00:03	ACCIDENTAL SHOT	DISCARD SHOT
C019	00:00:54	SCENE 2, TAKE 3 (ACTUALLY SCENE 2, TAKE 6 ON THE CLAPPER) – IT'S A SURVIVAL OF IDEAS	19:02:54:00 – 19:03:06:02 A LOVELY SURVIVAL OF IDEAS, AND BECKY'S EVEN LOVELIER RESPONSES (ANDREW'S TONE OF VOICE A BIT TOO CHIRPY) 19:03:18:11 – 19:03:38:04 GREAT 'IT'S DIFFICULT TO WIN...', THE 'IT'S A BATTLE BETWEEN' IS WHERE IT GETS AWKWARD, BUT CAN BE CUT IN VOICEOVER
C020	00:00:41	SCENE 2, TAKE 7 – IT'S A SURVIVAL OF IDEAS	MOST PRETTY MEDIOCRE 19:04:48:18 – A GREAT 'DRIVEN BY YOUR OWN GOALS' THOUGH
C021	00:00:21	SCENE 3, TAKE 1 – I DON'T LIKE TO THINK ABOUT IT NOT VOICEOVER	ANDREW VERY FAR AWAY FROM BECKY – WON'T LOOK RIGHT IN 4:3 DISCARD SHOT
C022	00:00:44	SCENE 3, TAKE 2 – I DON'T LIKE TO THINK ABOUT IT NOT VOICEOVER	19:09:03:00-19:09:22:00 ABSOLUTELY LOVELY BEGINNING, NICE HESITATION IN ANDREW'S VOICE ('HAUNTS ME' A BIT AWKWARD THOUGH) GETS WORSE WHEN CONTINUING TO NEXT SCRIPTED SCENE, SO IGNORE THAT
C023	00:00:01	ACCIDENTAL SHOT	DISCARD SHOT

C024	00:00:21	SCENE 3, TAKE 3 – I JUST HAPPENED TO WIN THAT FIGHT WE'RE SUPPOSEDLY IGNORING THE 'HAUNTS ME' PORTION OF THE SCENE,	19:10:57:22-19:11:06:10 GREAT BEGINNING EXCHANGE (RASPY VOICE RIGHTS!), ANDREW SAYS 'AS IT IS BRUTALLY' RATHER THAN 'AS IS ANY BRUTALITY',
C025	00:00:21	SCENE 3, TAKE 4 - I JUST HAPPENED TO WIN	AWKWARD ALTOGETHER, HATE THE 'IS THIS EVEN REAL THEN' DISCARD SHOT
C026	00:00:19	SCENE 3, TAKE 5 – I JUST HAPPENED TO WIN	ONCE AGAIN, AWKWARD ALTOGETHER, 'AS IS ANY BRUTALITY' SOUNDS OUT OF PLACE DISCARD SHOT
C027	00:00:21	SCENE 3, TAKE 6	LOVE THE FIRST BIT FROM ANDREW 'IS THIS EVEN REAL THEN' SOUNDS AWKWARD STILL GREAT 'AS IS ANY BRUTALITY'
C028	00:00:05	MISCELLANEOUS SETUP	DISCARD SHOT
C029	00:00:25	ROLL 2, SCENE 1, TAKE 1 (BECKY PERSPECTIVE) – BEGINNING DIALOGUE NOT VOICEOVER	19:24:20:13 – GOOD 'WHAT OF', THE REST MINUTELY OVERACTED
C030	00:01:05	ROLL 2, SCENE 1, TAKE 2 – BEGINNING DIALOGUE AND SURVIVAL OF IDEAS	19:25:15:15 – GOOD 'WHAT OF', THE REMAINDER OF THE BEGINNING DIALOGUE ALSO GREAT 19:25:37:23 – 'WHY DID YOU SAY BATTLE' IN A BRIGHT TONE OF VOICE JUST WORKS FOR THE VOICEOVER 19:25:51:18 – GOOD 'HOW BAD DID THE CONFLICT GET'
C031	00:01:04	ROLL 2, SCENE 1, TAKE 3 (AND SUBSEQUENT SCENES) -	19:29:34:14 – 19:29:56:17 A GREAT 'IT'S DIFFICULT TO WIN' FOR THE VOICEOVER, IT FLOWS WELL, IT'S PAINFUL AWKWARD THOUGH

			19:30:11:15 – A GOOD 'IS THAT WHAT YOU'VE DONE' (FOR NON-VOICEOVER)
C032	00:00:22	ROLL 2, SCENE 1, TAKE 4 – I JUST HAPPENED TO WIN THAT FIGHT	PAINFULLY AWKWARD ALL THROUGHOUT, ESPECIALLY CONSIDERING IT'S SUPPOSED TO BE VOICEOVER DISCARD SHOT
C033	00:00:18	ROLL 2, SCENE 1, TAKE 5 – I JUST HAPPENED TO WIN THAT FIGHT	19:32:09:00 – AN EXCELLENT 'AS IS ANY BRUTALITY' FROM ANDREW
C034	00:00:58	ROLL 3, SCENE 1, TAKE 1 (ANDREW PERSPECTIVE) – BEGINNING DIALOGUE ONWARDS	19:46:15:10 – A GREAT 'CLOSE LATIN' FOR THE NON-VOICEOVER IF TWO PERSPECTIVES INCORPORATED 19:46:30:18 – A GOOD 'PAINTINGS ARE LIKE A BATTLE', LOSES IT AT 'BECAUSE THEY'RE VIOLENT'
C035	00:00:25	ROLL 3, SCENE 1, TAKE 2 – BEGINNING DIALOGUE ONWARDS	ANDREW MISSPEAKS DISCARD SHOT
C036	00:00:29	ROLL 3, SCENE 1, TAKE 3 – BEGINNING DIALOGUE ONWARDS	PATRYK CUTS EARLY, DUE TO A DISRUPTION WAS A BIT AWKWARD ANYWAY DISCARD SHOT
C037	00:00:35	ROLL 3, SCENE 1, TAKE 4 – PAINTINGS ARE LIKE A BATTLE	A DECENT ENOUGH RUN THROUGH OF THE SCENE KEEP FOR BACKUP JUST IN CASE
C038	00:01:04	ROLL 3, SCENE 2, TAKE 1 – IT'S A SURVIVAL OF IDEAS	19:51:02:10 – 19:51:14:16 A GREAT 'IT'S A SURVIVAL OF IDEAS', THE FLATNESS IN THE VOICE ACTUALLY WORKS WELL 19:51:26:05 – 19:51:39:01 'IT'S ABOUT REPRESENTATION' BIT

			REALLY WELL DONE, ESPECIALLY 'IT'S PAINFUL' CRUMBLES AT THE 'I DON'T REALLY LIKE TO THINK ABOUT IT', CAN TELL HE'S READING
C039	00:00:36	ROLL 3, SCENE 2, TAKE 2 - I DON'T REALLY LIKE TO THINK ABOUT IT	19:52:40:00 – 19:52:59:07 'I DON'T REALLY LIKE TO THINK ABOUT IT' – DIALOGUE FLOWS WELL, BUT ANDREW LOOKS JUST A LITTLE BIT LIKE HE'S READING; MAYBE FOR INTERWEAVING WITH OTHER FOOTAGE? 'I JUST HAPPENED TO WIN THE FIGHT' IS NOT RIGHT
C040	00:00:13	FAILED SHOT	DISCARD SHOT
C041	00:00:21	ROLL 3, SCENE 2, TAKE 3 - I JUST HAPPENED TO WIN THAT FIGHT	'I JUST HAPPENED TO WIN THAT FIGHT' GREAT BECKY MESSES UP THE 'IS THIS REAL THEN' THOUGH IT'S VOICEOVER SO CAN BE INTERWOVEN THOUGH
C042	00:00:16	ROLL 3, SCENE 2, TAKE 4 – I JUST HAPPENED TO WIN THAT FIGHT	DISCARD SHOT
C043	00:00:19	ROLL 3, SCENE 2, TAKE 5 – I JUST HAPPENED TO WIN THAT FIGHT	HONESTLY THE ENTIRE SHOT IS EXCELLENT IN TERMS OF TONE OF VOICE
C044	00:00:05	TRIAL SHOT OF THE PAINTING	HANDS IN SHOT A BIT WONKY DISCARD SHOT
C045	00:00:05	ANDREW FLOSSING	DISCARD SHOT
C046	00:00:01	ACCIDENTAL SHOT	DISCARD SHOT
C047	00:00:06	ANDREW WALKING INTO SHOT, STANDING NEXT TO PAINTING	AWKWARD DISCARD SHOT
C048	00:00:07	SAME AS ABOVE	SAME AS ABOVE
C049	00:00:07	SAME AS ABOVE	SAME AS ABOVE
C050	00:00:10	ANDREW WALKING INTO SHOT, NEXT TO PAINTING, SCANS ROOM	COULD BE USEFUL, IF TIMED WELL WITH B-ROLL

C051	00:00:10	ANDREW WALKING INTO SHOT, NEXT TO PAINTING, SCANS ROOM	MOMENTARILY OUT OF FOCUS TOWARDS THE END, BUT SEEMS MORE NATURAL THAN C050
C052	00:00:11	ANDREW WALKING INTO SHOT, STANDS IN FRONT OF PAINTING	JUST BAD DISCARD SHOT
C053	00:00:08	ANDREW WALKING INTO SHOT, STANDS IN FRONT OF PAINTING	EXECUTED BETTER THAN C052, BUT ANDREW IS SLIGHTLY OFF CENTRE DISCARD SHOT
C054	00:00:08	ANDREW WALKING INTO SHOT, STANDS IN FRONT OF PAINTING	MOST NATURAL, AND ACTUALLY IN THE CENTRE THE BEST EXECUTION OF THE ARTIST ENTERING
C055	00:00:06	FOCUS ROLLS THROUGH AN EXTREME CLOSE UP OF THE PAINTING	USEFUL B-ROLL, COULD WORK WELL TIMED TO MUSIC
C056	00:00:07	EXTREME CLOSE UP OF THE PAINTING	AGAIN, USEFUL B-ROLL, THIS TIME STATIC THOUGH A BIT SHAKY TOWARDS THE END
C057	00:00:06	EXTREME CLOSE UP OF NAME UNDER PAINTING	DISCARD SHOT
C058	00:00:09	FOCUS ROLLS THROUGH A CLOSE UP OF NAME UNDER PAINTING	DISCARD SHOT
C059	00:00:06	FOCUS ROLLS THROUGH A CLOSE UP OF NAME UNDER PAINTING	DISCARD SHOT
C060	00:00:09	FOCUS ROLLS THROUGH A SIDE CLOSE UP OF THE MID PART OF THE PAINTING	USEFUL B-ROLL
C061	00:00:05	STEPAN ENTERS THE CLOSE UP OF THE PAINTING	DISCARD SHOT