

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

			<p>REALLY WELL DONE, ESPECIALLY 'IT'S PAINFUL'</p> <p>CRUMBLES AT THE 'I DON'T REALLY LIKE TO THINK ABOUT IT', CAN TELL HE'S READING</p>
C039	00:00:36	ROLL 3, SCENE 2, TAKE 2 - I DON'T REALLY LIKE TO THINK ABOUT IT	<p>19:52:40:00 – 19:52:59:07</p> <p>'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?</p> <p>'I JUST HAPPENED TO WIN THE FIGHT' IS NOT RIGHT</p>
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	<p>'I JUST HAPPENED TO WIN THAT FIGHT' GREAT</p> <p>BECKY MESSES UP THE 'IS THIS REAL THEN' THOUGH</p> <p>IT'S VOICEOVER SO CAN BE INTERWOVEN THOUGH</p>
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	<p>HANDS IN SHOT</p> <p>A BIT WONKY</p> <p>DISCARD SHOT</p>
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	<p>AWKWARD</p> <p>DISCARD SHOT</p>
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