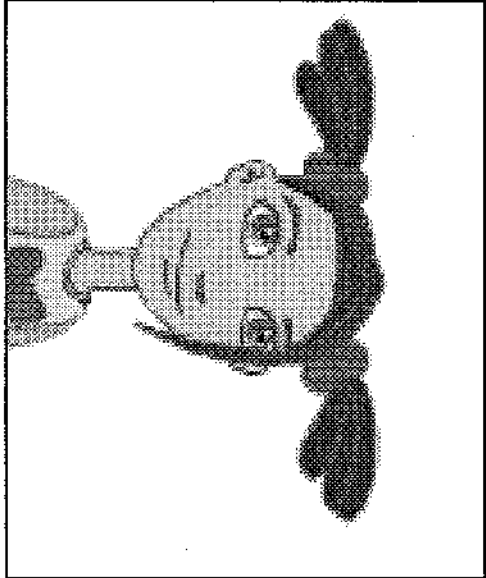


MM2K_FREEPLAY

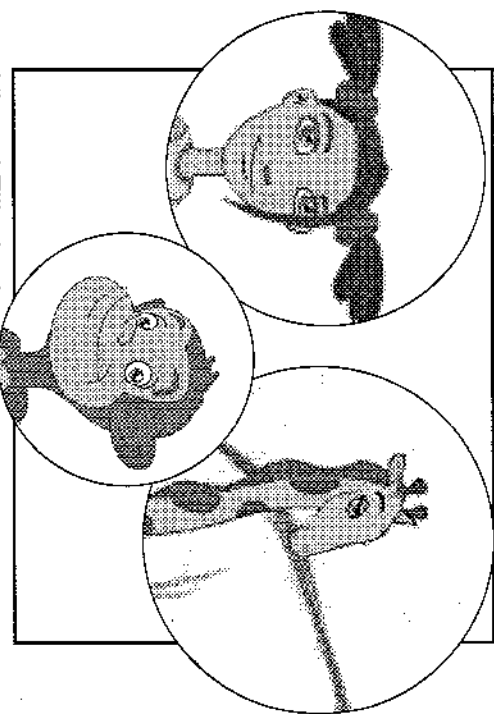
Notes from version 01.2.99

1/ FREE PLAY CHARACTER INTRODUCTION



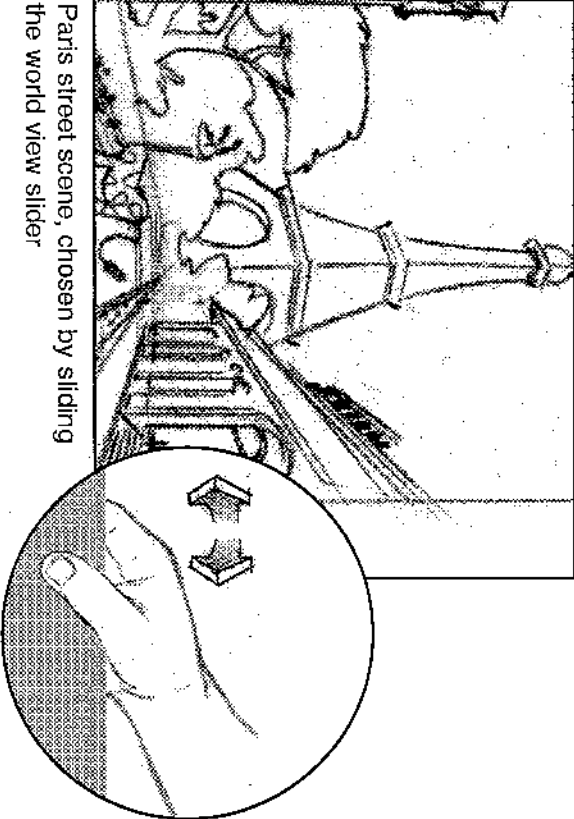
Ellie CU: "You get decide what to do. Why not try a little slapstick scene with a continental flare? Kinda like Charlie Chaplin..." [story footer clue]

2/ CHOOSE ACTORS



Lily and Ellie, by the fountain. Bingo by the turning hedge

3/ CHOOSE SET



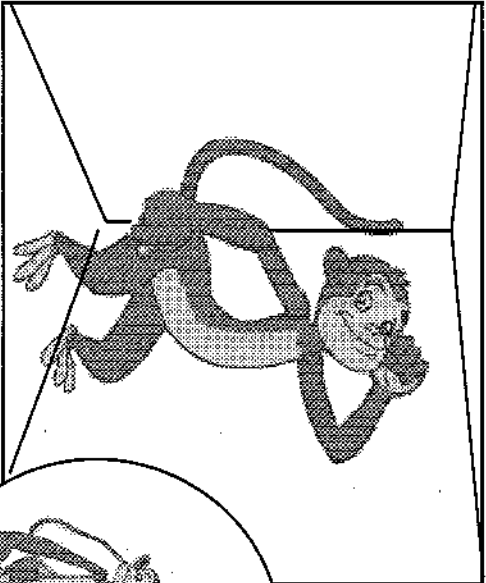
Paris street scene, chosen by sliding the world view slider

4/ CHOOSE WARDROBE, LILY & ELLIE

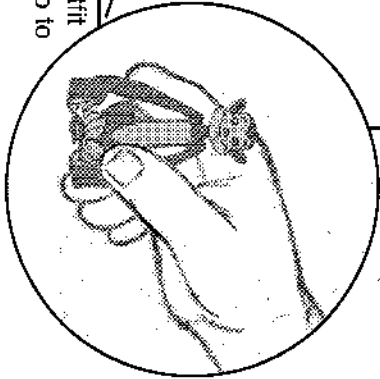


Lily and Ellie chose the ultra-hip disco outfits, appropriate for hanging around the smookey Paris-type cafes. [gazebo view w/ choice between wardrobe and props]

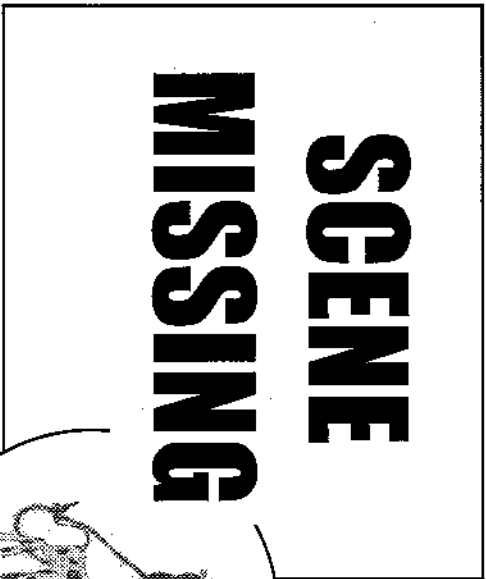
5/ CHOOSE WARDROBE_BINGO



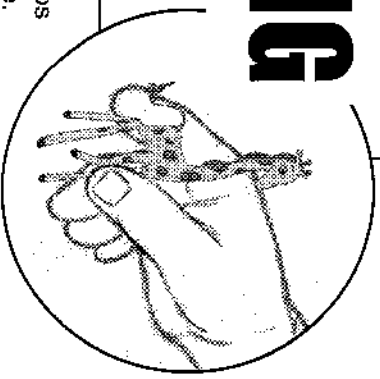
Bingo selects the "evil henchman" outfit from the "drama" line because he's up to no good in this scene.



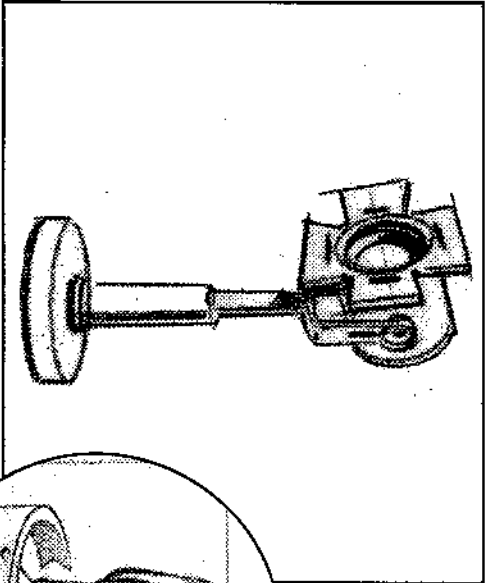
6/ CHOOSE PROPS



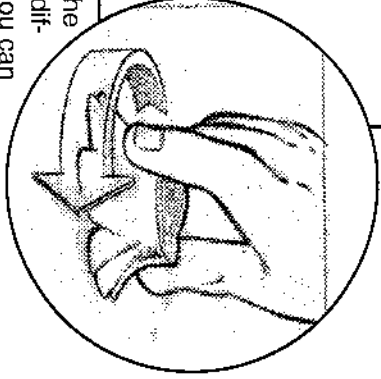
Lily chooses the "banana" prop. Use the actors to select what props you want to included in your scene. [Props are software only with associated animation responses]



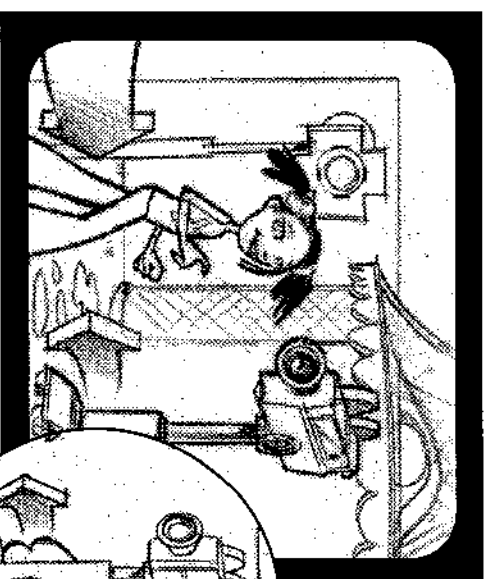
7/ LIGHTING



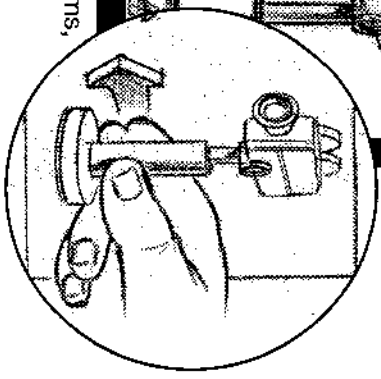
Place the STUDIO LIGHT object on the tree stump, turn tree stump to select different styles. In Paris street-scene, you can select day, night or ...



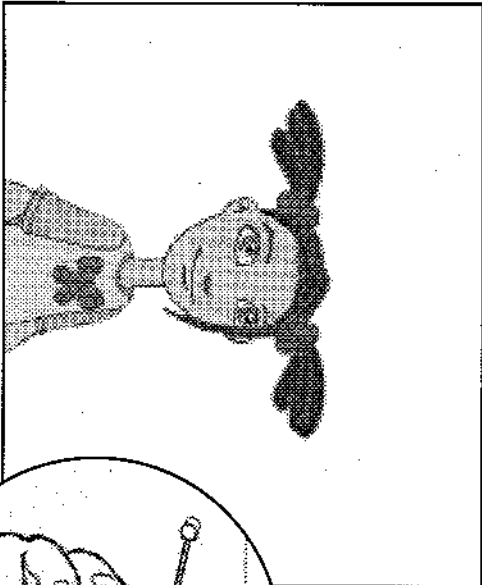
8/ CAMERA ANGLES



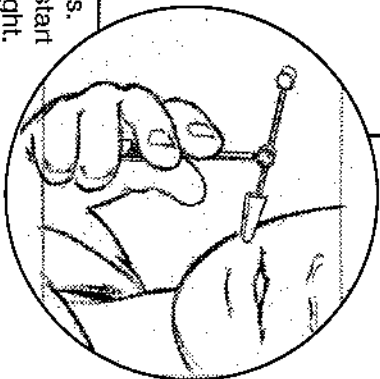
2 camera angles, a couple of zooms, one or two pans



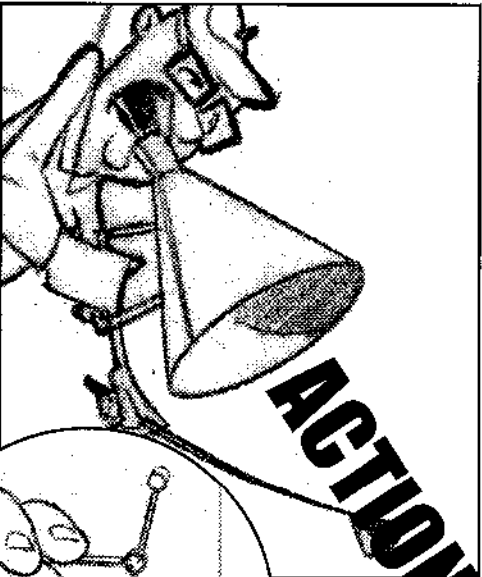
9/ REHEARSE LINES



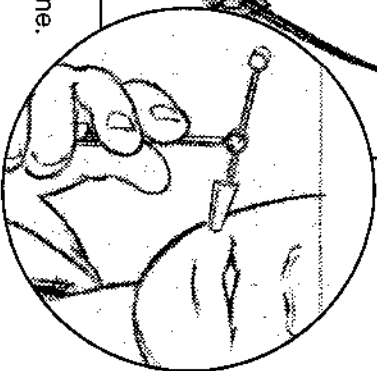
Every actor has to rehearse their lines. Try saying different lines before you start filming so you know you'll get them right.



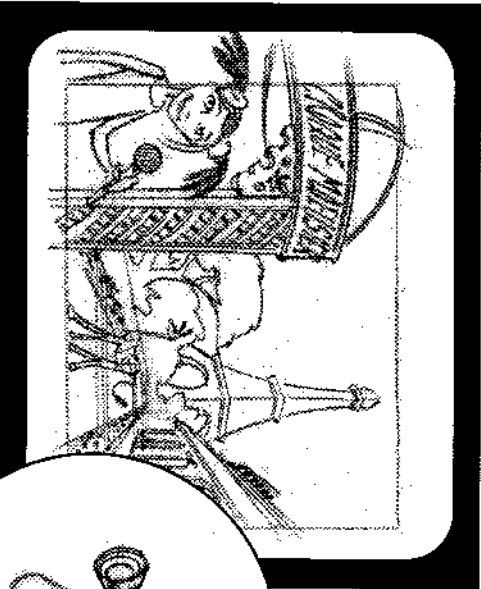
10/ START FILMING



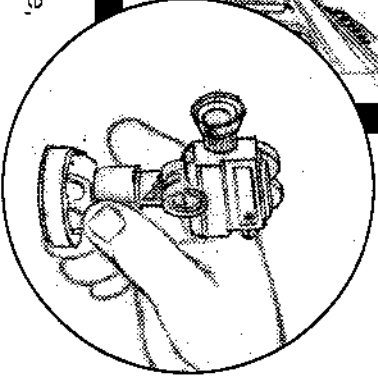
Say "Action!" into BOOM MIKE to start filming and recording you scene.



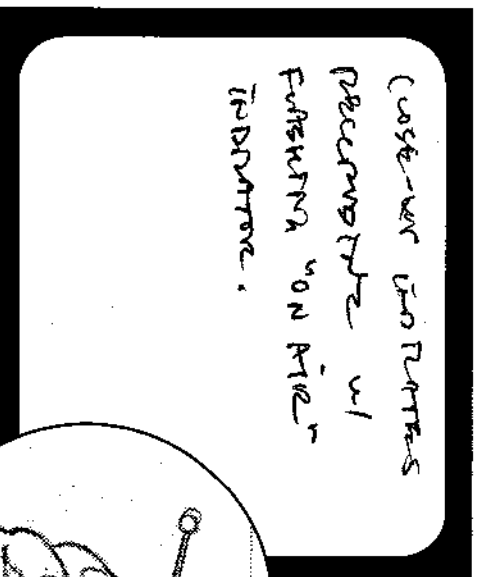
11/ OPENING SHOT



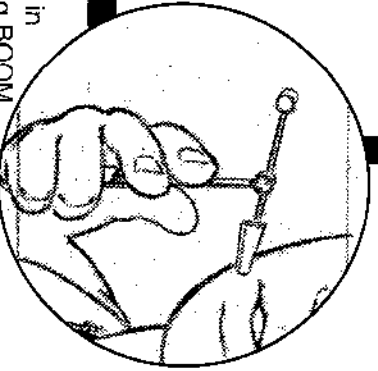
Open Scene with Ellie and Lily sitting by the fountain in a Paris street scene, mid-afternoon



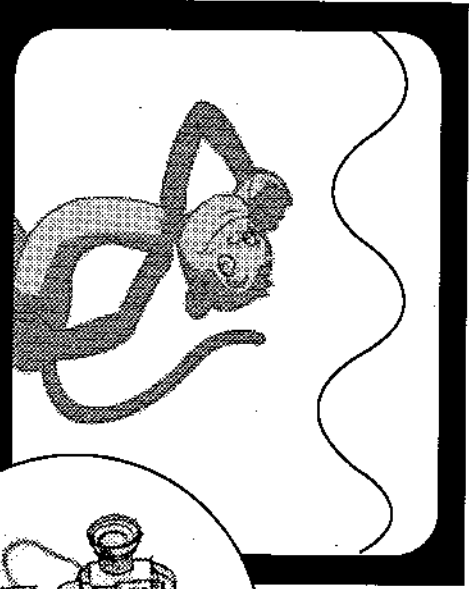
12/ LAY & FILE DIALOG



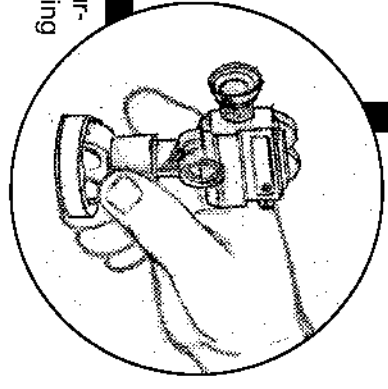
actors close-up. Ellie: "My what a lovely day." Lily: "Yes, not a cloud in the sky" Dialog triggered by putting BOOM MIKE next to actors, then saying line into the microphone



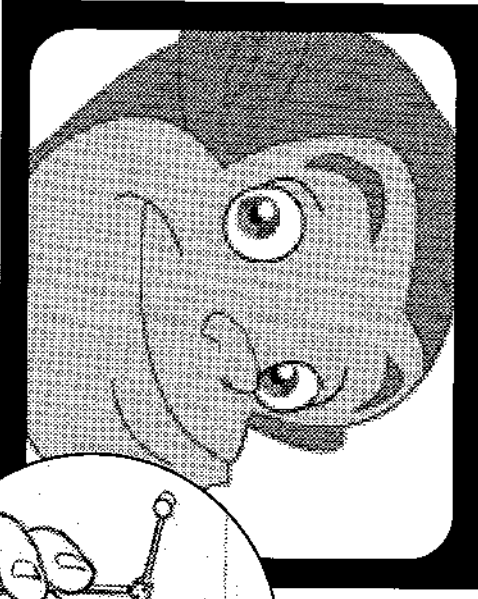
13 / CUT TO LONG SHOT OF BINGO



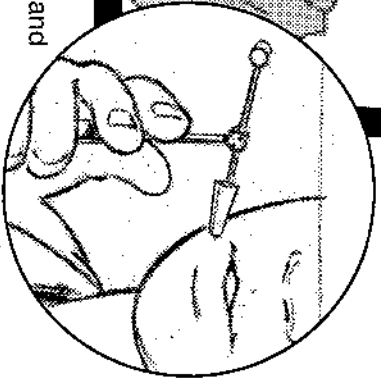
Lift CAMERA object off the playset surface, replace facing Bingo by the turning hedge.



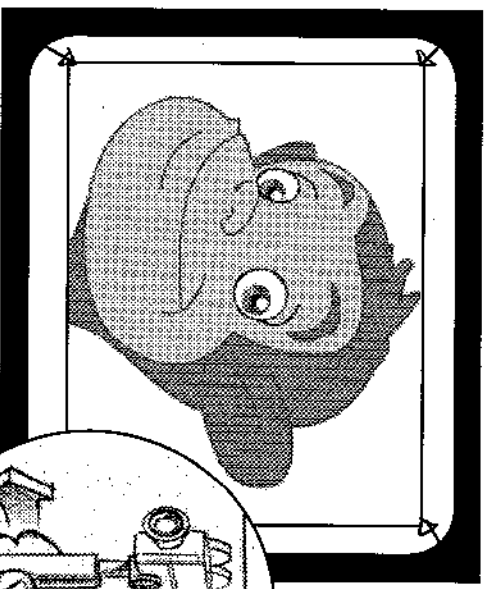
14 / SUPER CU BINGO



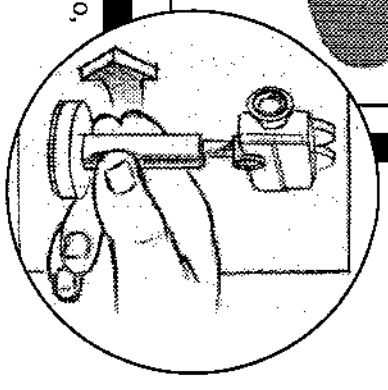
Bingo: "Heh, heh, heh, I'm going to jump in the fountain and splash Ellie and Lily"



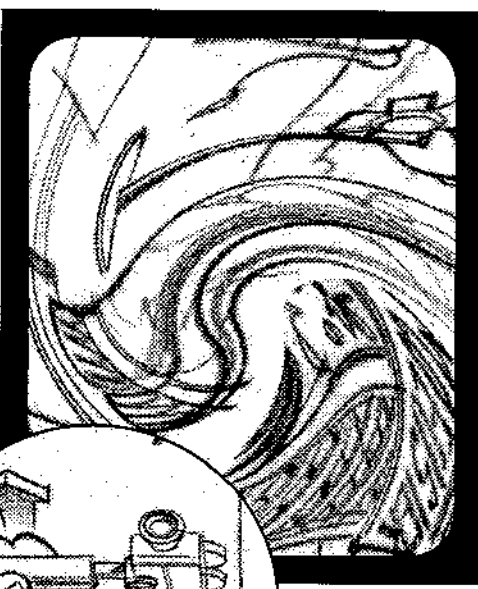
14 / CU BINGO



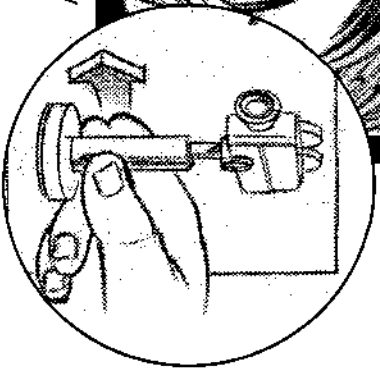
Truck-in with camera towards Bingo, taking long shot to super close-up



15 / FAST PAN TO LILY & ELLIE BY FOUNTAIN



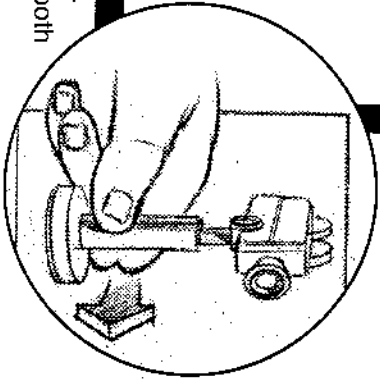
Turn the camera from Bingo to Lily and Ellie



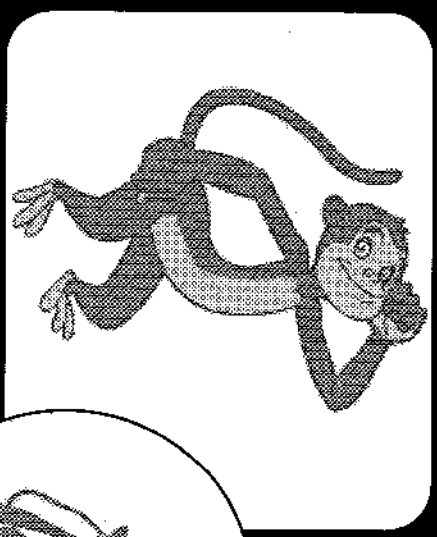
16/ PAN BINGO RUNNING



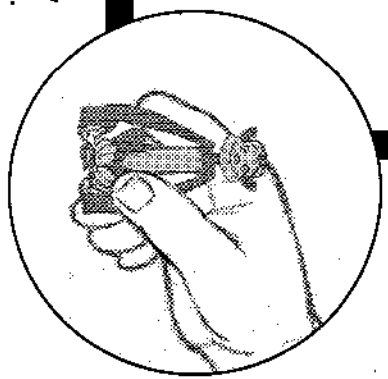
Bingo runs towards the fountain, CAMERA follows along side him [moving both objects simultaneously]



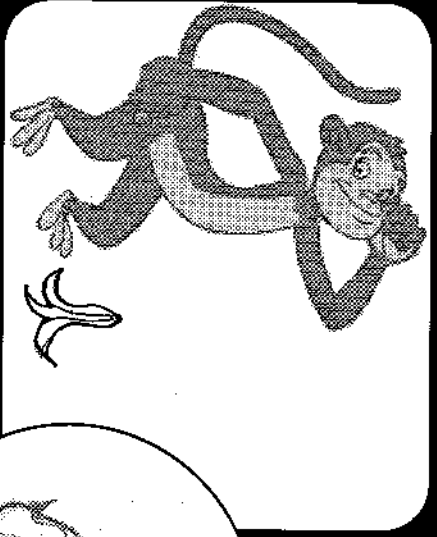
17/ BINGO JUMPS



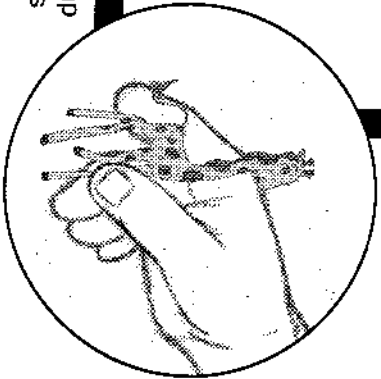
Bingo prepares to jump, CAMERA trucks out to show Lily and Ellie by fountain. Lily is eating the banana.



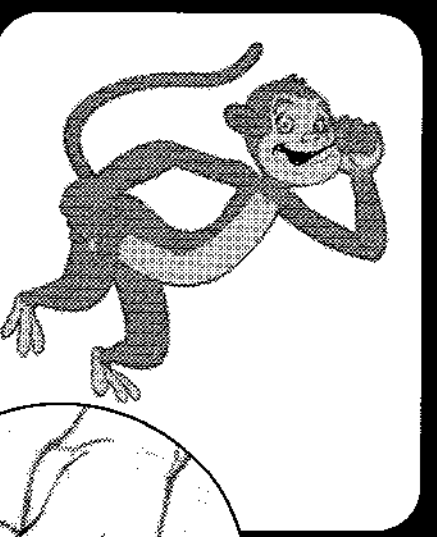
18/ BINGO'S LAST STEP, LILY DROPS BANANA PEEL



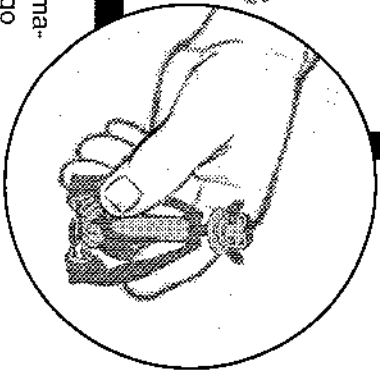
Bingo's last step before jumping [jump initiated by hand gesture]... Lily drops banana [by tapping Lily figure]



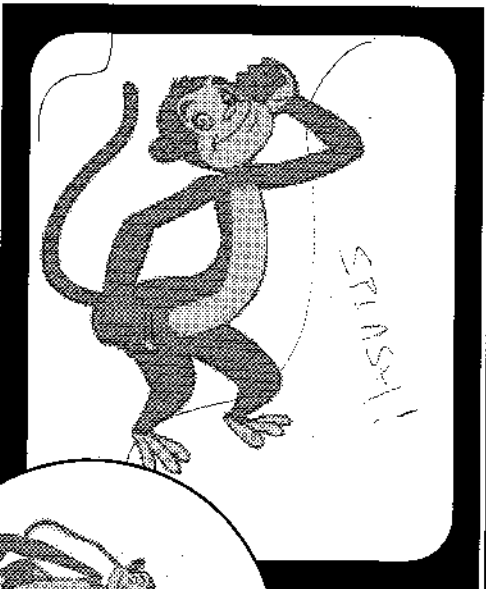
19/ BINGO SLIPS AND FALLS.



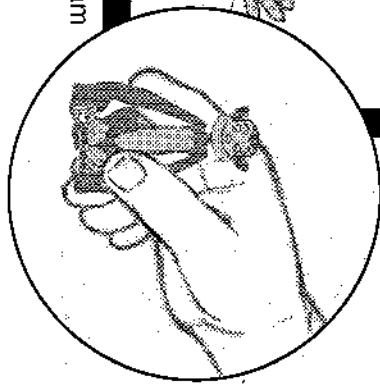
When the actor is moved over the banana, it triggers slip and fall animation. Ambient screaming from Bingo [recorded in MIKE]



19/ INTO FOUNTAIN



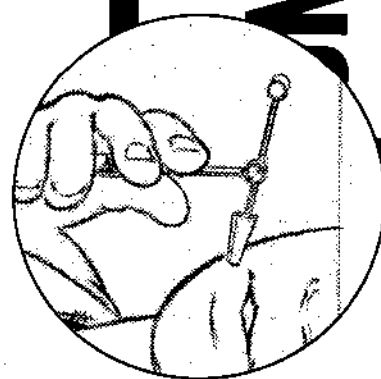
hand motion of actor object into stream



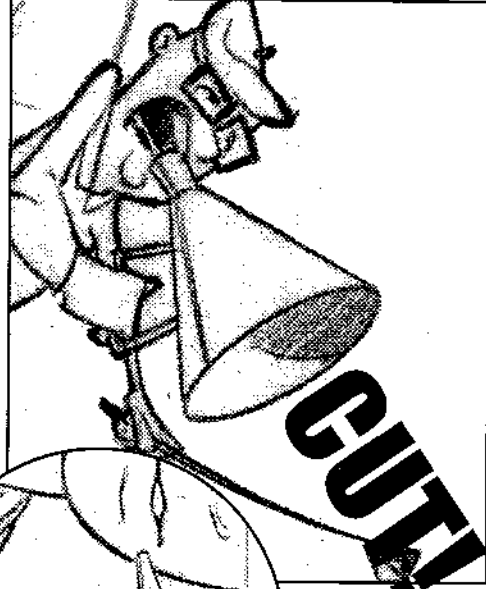
20/ ULY & ELIE LAUGH



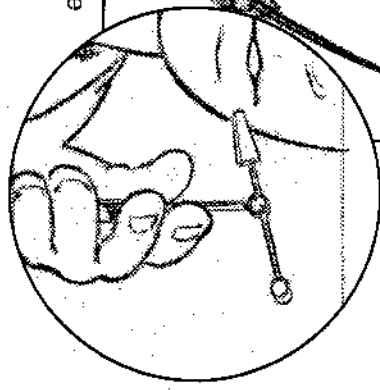
laughter recorded into MIKE



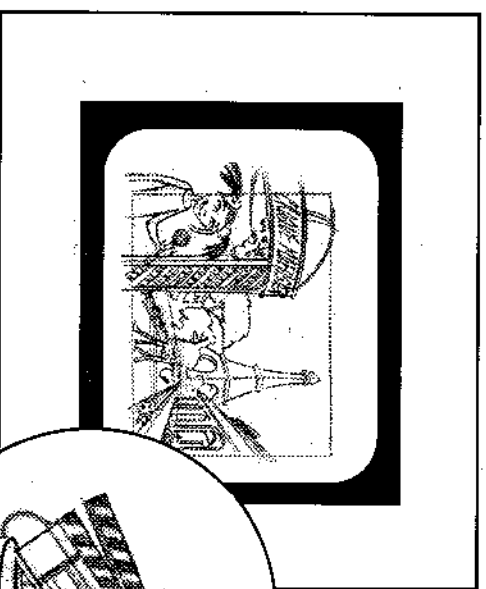
21/ STOP FILMING



Stop filming by saying "CUT" into the boom mike.



22/ INSTANT REPLAY



Replays the "raw" footage with the dialog you recorded. If you like it, then you can save it, or try another take.

