

## Code - Breakdown Sheet

Day Ext - Yellow  
 Night Ext - Green  
 Day Int - White  
 Night Int - Blue

Date \_\_\_\_\_

Production Company \_\_\_\_\_

Production Title \_\_\_\_\_

Breakdown Page no. \_\_\_\_\_

Scene no. \_\_\_\_\_

Scene Name \_\_\_\_\_

Int/Ext \_\_\_\_\_

Day/Night \_\_\_\_\_

## Description

<b>CAST</b> Red	<b>STUNTS</b> Orange	<b>EXTRAS</b> Green
<b>SPECIAL EFFECTS</b> Blue	<b>PROPS</b> Violet	<b>VEHICLES/ANIMALS</b> Pink
<b>WARDROBE</b> Circle	<b>MAKE-UP/HAIR</b> Asteriks	<b>SOUND EFFECTS/MUSIC</b> Brown
<b>SPECIAL EQUIPMENT</b> Box	<b>PRODUCTION NOTES</b>	

# Script Breakdown

## How to use the template

### Description:

Short description of the shot based on the script.

### Type:

Cast

Stunts

Extra Atmosphere

Special Effects

Props

Vehicles/Animals

Wardrobe

Make-up/Hair

Sound Effects/Music

Special equipment

Production notes

### Color:

Red

Orange

Green

Blue

Violet

Pink

Circle

Asteriks

Brown

Box

Underline

### Description:

All talent with spoken lines of dialogue.

All possible stunts.

Extras that are part of a group.

Any practical effects that occur on set.

Any props handled by actors.

All picture vehicles / animals listed in script.

All referenced wardrobe that appear in script.

All referenced make-up special effects.

All sound effects that will be added in post.

Equipment specifically needed to get a shot.

Any notes production needs to be aware of.

**Code - Breakdown Sheet**

Day Ext - Yellow  
 Night Ext - Green  
 Day Int - White  
 Night Int - Blue

01-12-23  
 Date

Bllas  
 Production Company

Vessel  
 Production Title

3/10  
 Breakdown Page no.

5/20  
 Scene no.

The Bar  
 Scene Name

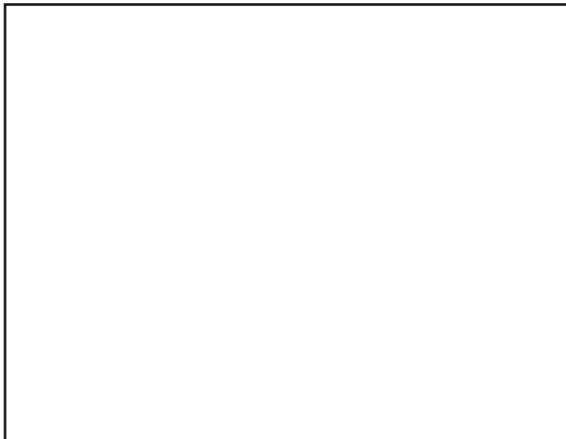
Int  
 Int/Ext

The characters meet eachother in a bar after shaking of the enemies

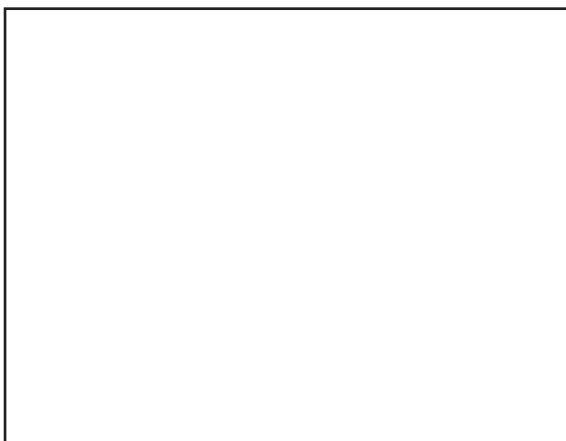
Night  
 Day/Night

**Description**

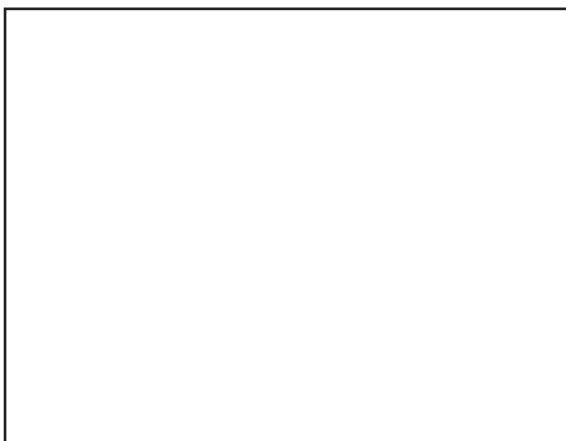
<p><b>CAST</b> Red</p> <p><i>Marion - protagonist</i></p> <p><i>Aiden - Antagonist</i></p>	<p><b>STUNTS</b> Orange</p> <p><b>EXTRAS/SILENT BITS</b> Yellow</p> <p><i>Bar sounds</i></p> <p><i>People chatting</i></p>	<p><b>EXTRAS</b> Green</p> <p><i>Crowd sitting at the bar</i></p>
<p><b>SPECIAL EFFECTS</b> Blue</p>	<p><b>PROPS</b> Violet</p>	<p><b>VEHICLES/ANIMALS</b> Pink</p>
<p><b>WARDROBE</b> Circle</p>	<p><b>MAKE-UP/HAIR</b> Asteriks</p>	<p><b>SOUND EFFECTS/MUSIC</b> Brown</p>
<p><b>SPECIAL EQUIPMENT</b> Box</p>	<p><b>PRODUCTION NOTES</b></p>	



Scene	Shot	Panel
___	___	___
-----		
-----		
Shot: _____		
-----		
Camera: _____		
-----		
<b>Audio:</b>		<b>Time:</b>



Scene	Shot	Panel
___	___	___
-----		
-----		
Shot: _____		
-----		
Camera: _____		
-----		
<b>Audio:</b>		<b>Time:</b>



Scene	Shot	Panel
___	___	___
-----		
-----		
Shot: _____		
-----		
Camera: _____		
-----		
<b>Audio:</b>		<b>Time:</b>



Scene	Shot	Panel
___	___	___
-----		
-----		
Shot: _____		
-----		
Camera: _____		
-----		
<b>Audio:</b>		<b>Time:</b>

# Storyboard Sheet

## How to use the template

### **Description:**

The storyboard is essentially a document with pictures and lots of notes for the DOP to refer to on set. The pictures in the storyboard do not have to be perfect – as long as the crew can easily recognize what is happening in each shot.

There are multiple ways to create these pictures, the use of stock images, references from different movies, draw your own 3D block out scenes, or just sketch from scratch.

### **Shot:**

Label each shot with what kind of framing is needed for the end result.

### **Camera:**

Explain the camera motion, with arrows if needed.

### **Audio:**

Describe what kind of audio will be playing during the shot.



Scene 1

Shot 1a

Panel 1

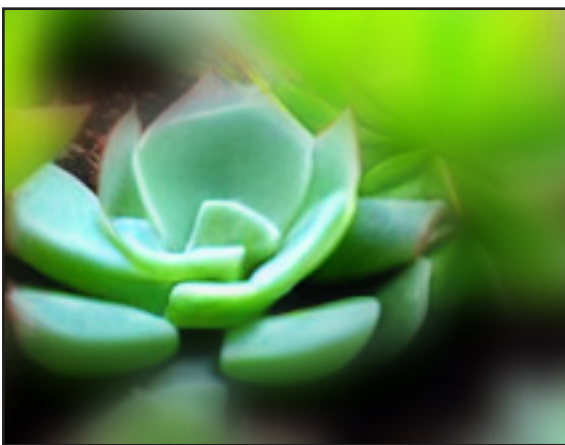
*Close up of table, showing different plants.*

Shot: *medium close up*

Camera: *tilt up*

Audio: *moving pots*

Time: *3s*



Scene 1

Shot 1b

Panel 2

*Close up on succulent on the table, depth of field.*

Shot: *close up*

Camera: *still*

Audio: *ambience*

Time: *2s*



Scene 2

Shot 1

Panel 1

*Botanist is talking to her plant. Gets spooked by sound*

Shot: *close up*

Camera: *quick move to the right.*

Audio: *growl Monster*

Time: *8s*



Scene Broll

Shot x

Panel x

*Broll of background*

Shot: *wide shot*

Camera: *dolly in*

Audio: *ambience*

Time: *4s*