Shot List for Foley Sound Project: The Water Bottle

Mr. Brunato - Project adapted from Mr. Visca

Location	Shot Type	Movement	Action	Sound	Ambient, Field Foley, Foley Studio
classroom	MS	Still	Student falls asleep in class and puts head on desk		Ambient
classroom	CU	Still	**Cut on action** - Student's SLOWLY rests head on table. Bottled water IN FOCUS - IN CENTRE OF FRAME	Small thud	Foley Studio
outside	Various shot types	Various movements	MONTAGE - Student is walking through a wooded area with a knapsack on NOTE: Film 8 shots - all different - NO CUTTING ON ACTION	Sound of feet as it crunches over whatever is on the ground (snow, sticks, gravel etc.)	Foley Studio
outside	CU	Still	Walking through the brush - ONLY SEE FEET - WALKS IN AND OUT OF SHOT	Sound of feet as it crunches over whatever is on the ground (snow, sticks, gravel etc.)	Foley Studio
outside	LS	Still	Student stops and puts down his/her knapsack	Knapsack hitting ground	Foley Studio
outside	CU	Still	CUT ON ACTION-Unzips knapsack and pulls out bottled water	Zipper sound, bottle pulled from knapsack	Foley Studio
outside	MS	Still	Unscrews the cap - brings the bottle of water to his/her lips, but stops just short of drinking - looks in one direction - PAUSE - looks in another direction - PAUSE - Repeat, quicken pace	Cap unscrewing AUDIO CACOPHONY of overlapping whispering voices, saying things like, "Don't do it", "That bottle is bad for the environment" -volume of voices gets louder and louder IN POST PRODUCTION	Foley Studio
outside	Various	Various	- shots of character's POV looking in front, to side, to sky, ETC EDITING NOTE - intercut shots with previous shot (character looking around)	CONTINUE - Cacophony of overlapping whispering voices, volume gets louder and louder - SOUND ENDS ABRUPTLY AT END OF SHOT	Foley Studio - Edit overlapping sounds in Audition
outside	MS	Still	Shot from thigh to feet Drops bottle by feet and student runs away from camera Note. Let this shot LINGER - student runs for 10 seconds	The sound is person's feet running away from you Foley Sound - Record running footsteps, but FADE THE SOUND IN POST PRODUCTION	Foley Studio
hallway	LS	Pan or Still	Arrives at locker, unlocks lock, opens locker Shooting Note: Do the combination BEFORE you shoot	Lock opening	Field Foley with H4N
hallway	CU	still	Bottle falls out of locker on the ground (lower part of locker)	Bottle hitting ground	Foley Studio
hallway	MS	still	Student looks at water bottle (let the shot linger) POV FROM GROUND LOOKING UP AT STUDENT	Ambient sound NOTE sound does not change abruptly from one shot to next	Ambient
hallway	CU	still	Bottle on ground by student's feet - POV OF STUDENT		
hallway	MCU	still	Student looks at bottle - PAUSES - student slowly raises hand to cover mouth		
cafeteria	MCU	still	DREAM SHOT -Empty water dispenser in cafeteria CENTRED IN FRAME - LONG PAUSE - Hand places refillable water bottle in frame - hand exits - PAUSE- hand enters frame and presses button -KEEP BOTTLE IN CENTRE OF FRAME, BOTTOM 1/3	Water bottle filing (just water bottle, no other sounds) Sound of filling water bottle gets louder and louder in post production Carry the audio over to the next shot in post production	Field Foley with H4N
classroom	MS	still	MATCH CUT - BOTTLE FRAMED IN EXACT SPOT Student wakes up from dream DISORIENTED-Finds bottle-sips	AUDIO CONTINUED FROM PREVIOUS SHOT - Water bottle filling and stops abruptly - student wakes up	Field Foley with H4N