

# Pre-Production Planning Document (MONTAGE)

## GENERAL INFO

1. **Your Name:** Michaela Ganezer
2. **PROJECT:** Montage of a place

## CREATIVE BRIEF

1. What must it be?  
A video montage of a place
2. Who is it for?  
Whoever loves to hike and nature and wants something to do on the weekend
3. How long must it be?  
A 1:00 - 5:00 minute video montage
4. What is your objective with the piece?  
My objective is to show a fun and interesting place to go to in Connecticut.
5. When is it due?  
It's due in module 6, September 30, 2020
6. What is the overall idea?  
To show all the different things to do and see at Hubbard park, from the hiking trails to Castle Craig to the water features.
7. What is the storyline summary?  
During this pandemic we are all tired of being home all the time with nothing to really do. Hubbard Park brings us a fun and enjoyable day, to get out of the house and explore (safely of course) all of what the park in Connecticut has to offer.
8. Elevator pitch:  
Are you bored on the weekend in Connecticut? Need something to do? Bring your family and friends down to Hubbard Park and create memories to last a lifetime.
9. Tagline:  
Hubbard Park is much more than just a place to walk around in.
10. Look and feel description (including "pacing"):  
The look and feel of this video montage is for it to be set at a medium pace where it's not too fast or too slow, and just fast enough that the park and everything there is looks relaxing and fun.

# QUESTIONS / NOTES

## SUBJECT:

1. Why did you choose this location?  
There are a lot of activities to do and things to see
2. Location ideas:
  - Castle Craig
  - Hubbard Park Trails
  - Any water features

## NARRATION/HOST:

3. Who will lead us through the piece?  
There will not be any narration in this piece just ambient audio, SFX, and music
4. Narration ideas:
  - N/A

## MUSIC:

1. What is overall “mood” and “feel” of the piece?  
The overall mood and feeling of the piece is happy, peaceful, and relaxing.
2. Music track ideas:
  - Upbeat instrumental
  - Nature music

## AMBIENT AUDIO:

1. What is the “location” of the piece? If we close our eyes, where should we imagine that we are?  
The location that the audience should imagine is being in nature whether that’s on a hike or just outside in general
2. Ambient audio ideas:
  - Nature sounds (birds, wind, water, etc.)

## SOUND EFFECTS:

1. What sound effects (SFX) would help tell this story? Why?  
Nature sounds when the trails are shown in order to make the audience feel like they are really outside or want to go there.
2. SFX ideas:  
Nature sounds

## PERMISSIONS:

1. Am I allowed to film here? Do I need permission and/or a permit?  
I am allowed to film here and don’t need permission or a permit
2. Will any people be in my shots? Do I need permission and/or release forms?  
I will most likely have my sister in some shots with her permission of course

**GENERAL:**

1. What gear do I need to pack and bring with me for the shoot? Film gear, sunscreen, water, etc.  
I will need to pack my camera, tripod (if I need it), water, my phone, chargers (extra and portable ones if I need it), extra SD cards, a mask, hand-sanitizer
2. How will I transport everything and keep it safe?  
In a bag and in the protective cases it comes with
3. Are there any potential hazards or complications at this location?  
There are no potential hazards or complications at this location

**SCRIPT**

**Name:** Michaela Ganezer

**Title:** Hubbard Park

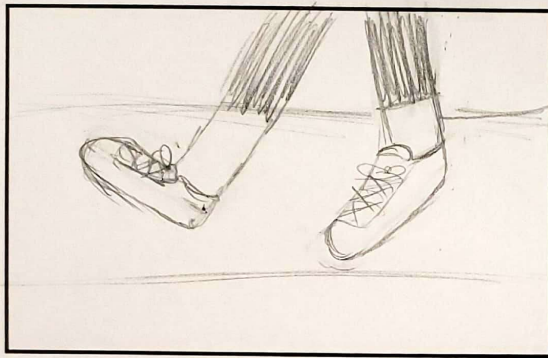
<u><b>VIDEO</b></u>	<u><b>AUDIO</b></u>
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<p>Sample: (Fade in) CU Follow feet walking in entrance to park</p> <p>ES zoom out and pan to show the park sign and the entrance</p> <p>MS of the waterfall</p> <p>WS of pathways, trees, flowers</p> <p>WS of Mirror Lake CU of animals in lake (if any)</p> <p>CU of fountains (if they are on)</p> <p>MS of person walking up to the Hubbard Park Trails sign</p> <p>CU of the sign that says HUBBARD PARK TRAILS</p> <p>CU following the person's feet as they are hiking, zoom out to reveal the trail</p> <p>MS and WS of the trail</p> <p>MS panning up to the top of the trees</p> <p>MS of the person hiking</p> <p>WS reveal of Castle Craig Interesting Perspective shot of Castle Craig (At bottom camera pointing upward)</p> <p>CU stairs with feet going up to the top of Castle Craig</p> <p>MS of person stepping out at the top</p> <p>O/S to reveal the view with the person in the shot</p> <p>WS at the top of Castle Craig, panning out to the view</p> <p>WS panning up to the sky</p> <p>Fade out to black</p>	<p>Sample:</p> <p>(Fade in nature sounds) (Ambient audio of a park)</p> <p>(Fade out ambient audio and SFX) (Fade in upbeat music)</p> <p>(Waterfall sound)</p> <p>(Birds, ducks, etc. sounds)</p> <p>(Water fountain sounds)</p> <p>(Calming nature sounds)</p> <p>(Motivating/Upbeat music)</p> <p>(Fade music out)</p>
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## STORYBOARDS

Sketch out a storyboard, in sequential order, for **each** of the visuals listed in your script above. Be sure to clearly show the kind of shot (i.e. WS - Wide Shot, CU - Close Up, ECU - Extreme Closeup, O/S – Over Shoulder), and indicate any camera or subject movement. You might want to make a note of what this is and why this shot is important (i.e. “establishing shot for barn”, “show detail of blue flowers”, “show reflection of tree in fountain”, “visitor walking from right to left in frame”, etc.).

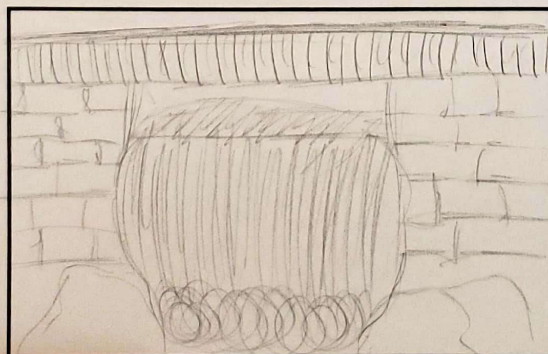
Print out and sketch (hand draw) on the separate *Storyboard Template* document, then scan or snap a photo of it to add the completed storyboards here (as JPG files). Make sure they are in order as the audience will see them.



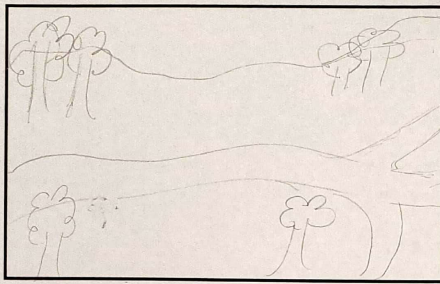
CU following visitor  
walking into the  
entrance of the  
park (feet level)



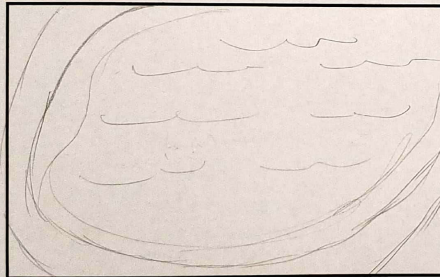
ES of the  
park entrance  
(Shot moves  
forward like the viewer  
is entering the park)



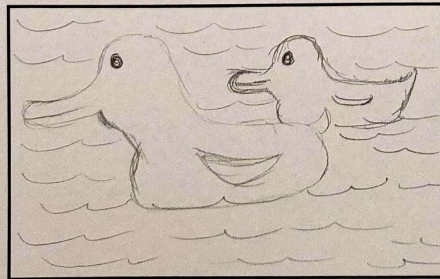
MS showing the  
waterfall  
(Camera starting  
at top then moving  
to the bottom)



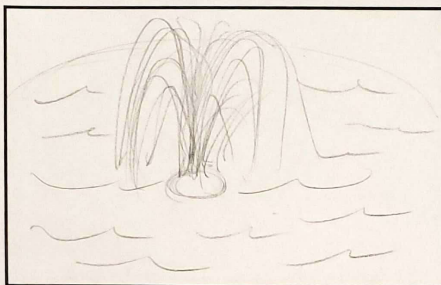
WS of pathways,  
trees, flowers, MS  
(overall view of the  
park)



WS of Mirror  
Lake



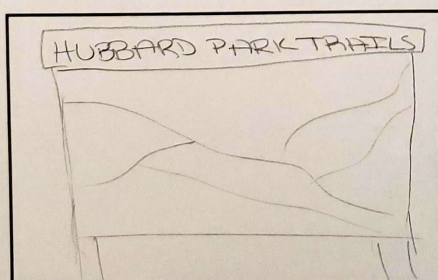
CU of the  
animals in the  
mirror lake



CU of fountains  
in mirror lake

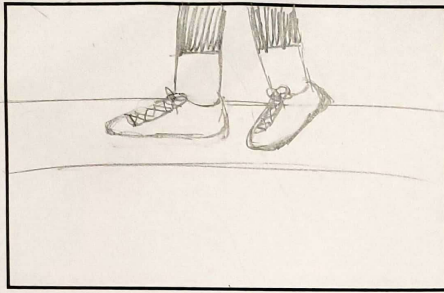


MS of person walking  
up to the HUBBARD  
PARK TRAILS sign



CU of the  
HUBBARD PARK  
TRAILS sign

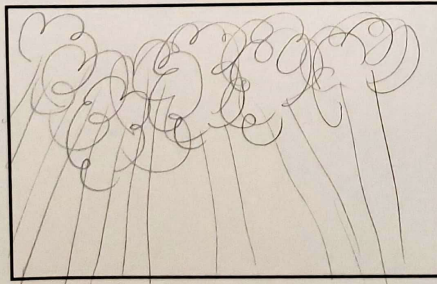




(1) Following the  
feet of the person  
hiking the trail



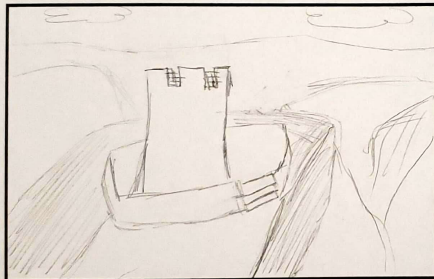
MS+WS to show  
ideal the trail



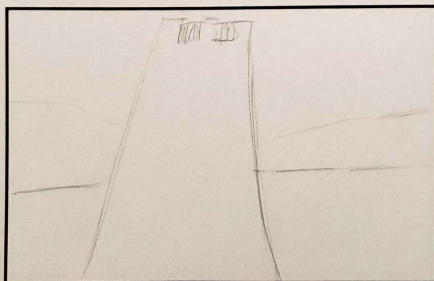
MS of the camera  
panning to the tops  
of the trees  
(nice relaxing  
nature shot)



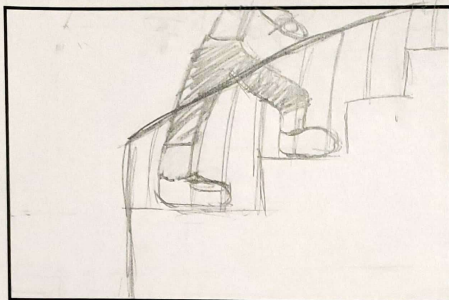
MS of the  
person hiking



WS reveal of  
castle Craig



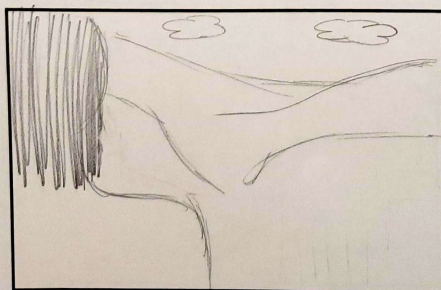
interesting  
perspective  
(at bottom with  
camera pointing  
up the castle)



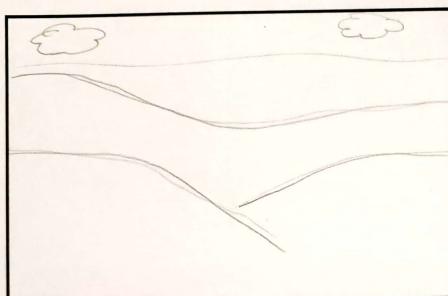
CU of the person  
on the stairs  
going up to  
the top



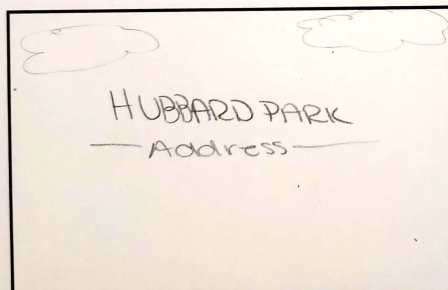
MS of person  
stepping out at  
the top



O/S to reveal  
the view w/  
the person in  
the shot



WS of the  
view by itself  
at the top  
(camera moves  
past the person -  
goes straight  
and then up  
to the sky)



WS panning  
up to the  
sky where  
the name and  
address for  
Hubbard Park  
appears  
then fades out  
to black