**EXAMPLE MARKED-UP PROJECT BRIEF**

**“CASHCOW”**

SHOT 1: WS MARGIE ENTERS

Margie approaches a computer in an empty lab.

SHOT 2: MS MARGIE DUMPS BAG, SITS

She dumps her bag on the desk and slumps in the chair.

SHOT 4: ECU (HA OS) WALLET AND CASH

SHOT 3: CU MARGIE FACE, TILT

She feels something on the chair and reaches under her bottom to find a wallet.

It has wads of cash inside.

SHOT 5: WS (PAN, POV) MARGIE LOOKS AROUND ROOM

A quick glance around the room and at the door confirms no sign of anyone so she decides to put the money in her pocket.

SHOT 6: MS (PAN) WALK TO DOOR

SHOT 7: CU (HA) WALLET LANDS IN BIN

She grabs her things and heads for the door, dumping the empty wallet in the bin as she leaves.

SHOT 9: CU (LA) DOOR OPEN, PERSON LOOK FROM BIN TO MARGIE ANGRY

SHOT 8: CU (HA) MARGIE FACE LOOK FROM BIN TO DOOR REACT TO PERSON

Just as the wallet lands, the door opens and Margie is face to face with an angry person, glaring between her and the discarded wallet.

It’s helpful to consider how the edit will work at this point. It will help you understand the way the shotlist works. After shot 5, WS POV, we might decide to cut back to shot 3, CU Margie’s face. We don’t need to write the shot again in the shotlist. We just have to make sure we have covered all the action from each shot. Lots of overlapping action means you’ll have lots of options to cut on action in the edit suite. Another example is after shot 8, CU Margie, we might use a cutaway of shot 7, CU of the wallet in the bin before cutting back to shot 9 CU of person at door. We don’t need to write a CU of the wallet in again, we just have to make sure we’ve got enough of that shot for it to be used again in between shot 8 and 9. You might need to open and close the door for this CU as the lighting might change but it’s the same camera set up so no need to move.