

SRT Hellcat
"The Vitruvian Machine"

**Production Binder** 

Prepared by: Connor Dean

# **SCRIPT**

SRT: VITRUVIAN MAN (60-90 SECONDS)
BYU ADLAB STUDENT COMMERCIAL (NON-BROADCAST)
NOVEMBER 2018

MVO: Forget the Vitruvian man. This is the Vitruvian machine.

The rebirth of power... the resurrection of finesse...

Each muscle twists and torques and taunts and trembles with enough power to corral 800 fire-breathing horses through a 6.2 liter supercharged combustion chamber.

And passenger seats are optional...as if you could ever dream of finding someone with enough moxie to join you on a joyride through Dante's Inferno in 10.9 seconds flat.

This ain't a Hot Wheel, sweetheart, it's the monster under your bed — a four-legged demon with eyes that could blind a supernova and steel skin as cold as a winter grave.

It's a selfish creature, but not without reason.

You would be too if you were the Sistine Chapel of speed, a Minotaur hunting its prey at 200 miles per hour.

The elements of the cosmos have never come together quite like this.

Not until now.

Each piece has purpose...

Every part, placed with precision...

Because when you're hell-bent on perfection you begin to realize that the devil's not just in the details...

He's in the driver's seat.

You see, these machines know no master, they know no limitations. All they know is the burning of the rubble beneath them and the screams of their vanquished foes.

Everything else is fleeting/irrelevant.

### **CALENDAR**



Date: 9/5/18 Client: SRT

**Product:** Automotive Parts

September	2018					
SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
						1
2	3	4	5	6	7	8
					Director Treatment	
		Award Meeting/Kickoff			Crew Up, Build Team	
					Funding Plan Due	
					Line Due	
9	10	11	12	13	14	15
	Production Meeting					
					Positions Filled	
					Shot List/Boards Due	
16	17	18	19	20	21	22
10	17	10				22
			Dep. Budget Proposals	Location	n Scouting	
			Character Breakdown		Budget Plan Due	
			Art Breakdown			
23	24	25	26	27	28	29
	24	20	Location Scouting		20	
			Location Scouting			l
30						



Date: 9/5/18 Client: SRT

**Product:** Automotive Parts

October	2018	SICI				
SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
	1	2	3	4	5	6
			Location Scouting			
			Casting (Car, VO Artist)			
	Production Meeting					
	5					
7	8	9	10	11	12	13
			Location Scouting			
			Casting (Car, VO Artist)			
	Production Meeting					
14	15	16	17	18	19	20
			Location Scouting			
			Casting (Car, VO Artist)			
	Production Meeting					
					2.1	
21	22			25		27
			Scouting		Locations Locked	
		Casting (Ca	r, VO Artist)		Casting Locked	
	Production Meeting					
00			0.4			
28	29	30	31			



Date: 9/5/18 Client: SRT

**Product:** Automotive Parts

November	2018	<b>U</b>				
SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
				1	2	3
4	5	6	7	8	9	10
	Reserve Equipment	Tech Scout	Pre-Production Meeting	Call Sheet Due	Shoot	Shoot
				Shooting Schedule Due		Get footage
11	12	13	14	15	16	17
				Assembly Cut		
				Shot Selection		
18	19	20	21	22	23	24
25	26	27	28	29	30	
23		2,				
	1st Cut		2nd Cut		3rd Cut	
	Viewing 1		Viewing 2		Agency Approval	
					Picture Lock	



Date: 9/5/18 Client: SRT

**Product:** Automotive Parts

December	2018					
SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
						1
2	3	4	5	6	7	8
_		-	•	•	,	· ·
	Color, Mix, Music Start			Final Approval	Final Master	
				· mar ipprova	Asset Delivery	
					7 loset Belivery	
	- 12					
9	10	11	12	13	14	15
					D 1 1: D: 1 D	
					Production Binder Due	
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31					

### BUDGET

### AdLab Commercial Production Cost Summary

Date: 11/27/18

Production Company:	BYU AdLab	Agency:	BYU AdLab
Address:	140 BRBM	Client:	Street Racing Technology
Production Contact:	Connor Dean	Product:	Dodge Challenger
Cell Phone:	248-836-8895	Agency Producer	Connor Dean
Director:	Taylor Galbraith	Agency Art Director	Jake Peterson
Producer:	Connor Dean	Agency Writer	Jagger Moore
Production Designer:	Jake Peterson	Commercial Title:	Vitruvian Machine No: 1 Length: 1:30
Editor:	Ben Parker	1 - Vitruvian Machine -	1:30
# of Studio Days:	0	2 -	
# of Location Days:	2	3 -	
Location Sites:	2	4 -	
		5 -	

Summary of Estimated Pro	Estimated	Actual Cost	
Locations	Total A	\$1,957.50	\$2,020.74
Props / Wardrobe	Total B	\$500.00	\$678.86
Equipment Rental	Total C	\$3,438.38	\$3,477.85
Hair and Make Up	Total D	\$0.00	\$0.00
Editorial and Finishing	Total E	\$1,069.44	\$1,089.97
Talent	Total F	\$600.00	\$600.00
SFX	Total G	\$1,202.56	\$1,202.56
Other	Total H	\$300.00	\$281.25

Grand Total	Total A-G	\$9,067.88	\$9,351.23

Comme	ents
	RYU <b>II</b> ■
	adlab

### A - G Breakdown

Α	Locations	Amount	Rate	Estimated	Actual
1	Location Fees	1	\$2,250.00	\$1,249.50	\$1,249.50
2	Permits	0	\$50.00	\$0.00	\$0.00
3	Craft / Catering	2	\$200.00	\$400.00	\$581.41
4	Craft Service	1	\$80.00	\$80.00	\$0.00
5	Walkie Talkies	1	\$128.00	\$128.00	\$128.00
6	Expendables	1	\$100.00	\$100.00	\$61.83
-		Total A		\$1,957.50	\$2,020.74

В	Props / Wardrobe	Amount	Rate	Estimated	Actual
1	Prop Rental			\$0.00	
2	Prop Purchase	1	\$500.00	\$500.00	\$678.86
3	Wardrobe Rental			\$0.00	
4	Wardrobe Purchase			\$0.00	
5	Other			\$0.00	
		To	tal B	\$500.00	\$678.86

С	Equipment Rental	Amount	Rate	Estimated	Actual
1	Camera Rental	1	\$1,350.00	\$1,350.00	\$1,400.00
2					
3	Lighting Rental	1	\$1,200.00	\$1,200.00	\$1,200.00
4	Expendables	1	\$35.20	\$35.20	\$88.58
5	Grip Rental	1	\$300.00	\$300.00	\$208.09
6	Crab Dolly	1	\$50.00	\$50.00	\$50.00
7	Clear Protective Filter	0	\$0.00	\$0.00	\$28.00
8	Hazer	1	\$18.18	\$18.18	\$18.18
		То	tal C	\$3,438.38	\$3,477.85

D	Drone	Amount	Rate	Estimated	Actual
1					
2	Materials			\$0.00	
3	Other			\$0.00	
		Tot	tal D	\$0.00	\$0.00

E	Editorial and Finishing	Amount	Rate	Estimated	Actual
1	Color Correction	0	\$400.00	\$0.00	
2	Music / Audio Mix	1	\$700.00	\$700.00	\$700.00
3	Hard Drive	1	\$69.44	\$69.44	\$69.44
4	Hard Drives	1	\$300.00	\$300.00	\$320.53
		To	tal E	\$1,069.44	\$1,089.97

F	Talent	Amount	Rate	Estimated	Actual
1	VO Artist	1	\$600.00	\$600.00	\$600.00
2	O/C Principal			\$0.00	
3	Extra			\$0.00	

4 Extra		\$0.00	
	Total F	\$600.00	\$600.00

G	SFX	Amount	Rate	Estimated	Actual
1	Pyrotechnician	1	\$1,070.00	\$1,070.00	\$1,070.00
2	SFX Rental	1	\$100.00	\$132.56	\$132.56
		To	tal G	\$1,202.56	\$1,202.56

Н	Other	Amount	Rate	Estimated	Actual
1	Taylor Insurance	1	\$300.00	\$300.00	\$120.00
1	Gas	1	\$37.06	\$37.06	\$37.06
1	Gas	1	\$45.22	\$45.22	
1	Thank You	1 \$78.97 \$78.97		\$78.97	\$78.97
		Tot	tal G	\$300.00	\$281.25

#### Expenses

	Lo	ocation Expenses					
Account	Description	Amount		Rate	Total	Receipt	
	Track	1	1	,249.52	\$1,249.52	Yes	
A1	Craft Day 1	1	\$	62.45	\$62.45	Yes	
A2	Craft Day 1	1	\$	11.72	\$11.72	Yes	
A3	Lunch Day 1	1	\$	239.72	\$239.72	Yes	
A4	Lunch Day 1	1	\$	9.68	\$9.68	Yes	
A5	Craft Day 2	1	\$	2.57	\$2.57	Yes	
A6	Craft Day 2	1	\$	20.02	\$20.02	Yes	
A7	Lunch Day 2	1	\$	214.43	\$214.43	Yes	
	Expendables	1	\$	34.07	\$34.07	Yes	
	Walmart Craft	1	\$	10.26	\$10.26		
	Café Rio Kameron	1	\$	10.56	\$10.56		
	Towel	1	\$	5.00	\$5.00		
	Walkie talkies	1	\$	128.22	\$128.22		
A8	Squeegee	1	\$	27.76	\$27.76	Yes	
	•	-	-		\$2,025.98		

	Props / Ward	lrobe Expense	5			
Account	Description	Amount		Rate	Total	Receipt
B1	Rain Machine Materials	1	\$	99.78	\$ 99.78	Yes
B2	Vitruvian Man Materials	1	\$	96.02	\$ 96.02	Yes
В3	Screws	1	\$	6.95	\$ 6.95	Yes
B4	Barrels	1	\$	50.00	\$ 50.00	Yes
B5	Vitruvian Man Materials	1	\$	54.73	\$ 54.73	Yes
В6	Rain Machine Materials	1	\$	15.05	\$ 15.05	Yes
В7	Joann	1	\$	21.78	\$ 21.78	Yes
В8	Home Depot	1	\$	15.79	\$ 15.79	Yes
В9	Walmart	1	\$	77.67	\$ 77.67	Yes
B10	Walmart	1	\$	12.78	\$ 12.78	Yes
B11	Lowes	1	\$	93.23	\$ 93.23	Yes
B12	Home Depot	1	\$	52.89	\$ 52.89	Yes
B13	Walmart	1	\$	67.19	\$ 67.19	Yes
B14	Vitruvian Man Materials	1	\$	15.00	\$ 15.00	No
		•	•		\$ 678.86	

	Camera	/ G/E			
Account	Description	Amount	Rate	Total	Receipt
C1	Visqueen	1	\$ 53.38	\$53.38	Yes
C2	Expendables	1	\$ 35.20	\$35.20	Yes
C3	UFP Rental	1	\$ 208.09	\$208.09	Yes
C4	Clear Protective Filter	1	\$ 28.00	\$28.00	
C5	Crab Dolly	1	\$ 50.00	\$50.00	
C6	Hazer	1	\$ 18.18	\$18.18	
C7	Camera Rental	1	\$ 1,400.00	\$1,400.00	
C8					
C9	Carl Invoice	1	\$ 1,200.00	\$1,200.00	
				\$3,477.85	

Other Expenses									
Account	Description	Amount	Rate	Total	Receipt				
G1	Gas Tacoma	1	37.06	\$37.06	Yes				
G2	Gas Tacoma	1	45.22	\$45.22					
G3	Thank You	1	78.97	\$78.97					
G4	Taylor Insurance	1	300	\$120.00					
G5				\$0.00					
		•		\$281.25					

## **CREW**

		Crew Lis	st		
Position	Name	Phone	Email	Туре	On Set
		PRODUCTION	N .		
Producer Assoc. Prod. / Crafty Director 1st AD 2nd AD PA PA	Connor Dean Amy Wilson Taylor Galbraith Josh Contor Christena Taylor Kyler Fisher				Yes Yes Yes Yes Yes
BTS	Colton Bryan				Yes
B12	Edgar Garcia	ART			Yes
Art Director Art PA Copywriter	Jake Peterson Mikey Bready Jagger Moore				Yes Yes Yes
D.D.	Danatlass Dassila	CAMERA			.,
DP 1st AC 2nd AC Razr Operator Razr Assistant	Bentley Rawle Spencer Goff Branson Kindle James Allred				Yes Yes Yes Yes Yes
DIT	Katie Baker	AUDIO			Yes
A	Kollin Brinkerhoff	AUDIO			V
Audio	Kollin Brinkernoff	GRIP / ELECTR	ic		Yes
Gaffer Key Grip Mentor Grip Grip	Karl Danielson Tim Thompson Carl Gunderstrup Caleb Blackhurst				Yes Yes Yes Yes Yes
Editor	Ben Parker	POST-PRODUCT	ON		No
Music/Post-Audio	Kollin Brinkerhoff	SFX			No
Pyrotechnic	Chuck Johnson	VEHICLE / DRIV	ŒR		Yes
Car Owner / Driver	Kameron Fisk	adla			Yes

### SHOOT DAY

PRODUCTION INFO

Director: Taylor Galbraith Producer: Connor Dean 1st AD: Josh Contor P. Manager: Jake Peterson

LOCATION Utah Motorsports Campus 512 Sheep Lane, Erda, UT 84074

(435) 277-8000

**CREW CALL** 

6:00AM

Day 1 of 2

HOSPITAL Mountain West Medical 2055 N Main St Tooele, UT 84074

**WEATHER** Sunrise: 7:09 AM

Sunset: 5:18 PM

45° Hi / 22° Lo

(435) 843-3600

#### **PRODUCTION**

**BRIGHAM YOUNG UNIVERSITY** 140 Brimhall Building Provo. UT. 84606



**AGENCY BYU ADLAB** 140 Brimhall Building Provo. UT. 84606

adlab



Provo, UT, 84606		70, 07	Provo, UT, 84606							7
CREW	NAME	CELL	EMAIL	CALL	CLIENT			NAME		CALL
DIRECTOR	Taylor Galbraith			6:00						
AGENCY PRODUCER	Jeff Sheets			O/C						
PRODUCER	Connor Dean			6:00 AM						
1ST AD	Josh Contor			6:00 AM						
2ND AD	Christena Taylor			6:00 AM	AGENCY			NAME		CALL
2ND 2ND	Devin Loveland			4:00 PM	DIRECTOR / BYU	AdLab		Pat Doyle		N/C
P.A.	Colton Bryan			6:00 AM	EXECUTIVE PROD	DUCER / BYU AdLa	ıb	Jeff Sheets		O/C
P.A. (and Copyrighter)	Jagger Moore			PER KF		RVISOR / BYU Adl				
		/IERA			PRODUCER / BYL			CONNOR DEAN		6:00 AM
D.P.	Bentley Rawle			6:00 AM	ART DIRECTOR /			JAKE PETERSON		6:00 AM
1ST A.C.	Spencer Goff			6:00 AM	COPYWRITER / B			JAGGER MOORE		11:00 AN
2ND A.C.	Branson Kindle			6:00 AM	ASSOC, PROD / E			AMY WILSON		6:00 AM
DIT	Katie Baker			N/C	SERVICE	VENDOR	PHONE	EMAIL	NAME	CALL
DII		I ITING		IV/C	ANIMALS	VENDOR	FIIONE	EWAIL	IVAIVIE	CALL
GAFFER	Karl Danielson	I		11:30 AM	CAMERA					
B.B. ELECTRIC					CAR SERVICE					
	Tim Thompson			6:00 AM						
ELECTRIC	Caleb Blackhurst			12:30 PM	CASTING DIR.					
ELECTRIC	Sam Jorgenson			11:30 AM						
		RIP			CATERING		1			
KEY GRIP (MENTOR)	Carl Gunderstrup			11:30 AM						
BB GRIP					EDITORIAL					
GRIP					GRIP					
GRIP					INSURANCE					
GRIP					LIGHTING					
	A	RT			MESSENGER					
PROD. DESIGNER					MOTORHOME					
ART DIRECTOR	Jake Peterson			6:00 AM	PAYROLL					
SET DECORATOR					PERMITS					
ART COORDINATOR					PROD. SUPPLIES					
SET DRESSER	Mikey Bready			6:00 AM	PROD. TRUCK					
SET DRESSER	Wilkey Dready			0.00 AIVI	RESTROOMS					
					SHIPPING					
SET DRESSER										
PROP MASTER	CL LLL				STORYBOARDS					
SPECIAL F/X	Chuck Johnson			11:30 AM						
F/X ASSISTANT					WALKIES	UFP				
		/ CONTINUITY								
SOUND ACQUISITION	Kollin Brinkerhoff	-		11:30 AM						
BOOM OPERATOR										
SCRIPT SUPERVISOR										
BTS	Edgar Garcia			6:00 AM	ROLL	TALENT	PHONE	EMAIL	CALL	WRAP
	VAN	IITIES								
WARDROBE / STYLIST					DRIVER	Kameron Fisk			6:00 AM	8:00 PM
ASSISTANT WARDROBE										
HAIR / MAKE-UP										
HAIR / MAKE-UP ASST.										
	LOCATIONS	/ TRANSPO								
LOCATION MANAGER							1			
BOX TRUCK DRIVER	Kyler Fisher			11:00 AM			1			
RZR DRIVER	James Allred			6:00 AM			+			
RZR/DRONE ASSIST	Mitchell Garcia			6:00 AM	1		+			
CATERER / CHEF	micaron Garcia			5.50 AIVI				NOTES		
CRAFTY	Amy Wilson			4.00 411	RE AWARE THAT	WE WILL ALSO L			FOR YOU TO SIGN ON	CET THEN
ANIMAL TRAINER	Arriy vviison			6:UU AM					NORITY THROUGHOUT	
ANIMAL TRAINER	MICC	CDEN		_					AFTER SUNSET. THER	
	MISC.	CREW				COAT, PLEASE!!			ALLEN SUNSEL. IMEN	WALD AND
					TOUR WARMEST	COAT, FLEASE!!	SEE TOO ON SE			
					1					
	PRODUCTI	ON REPORT								
FIRST AM SHOT:		FOOTAGE:			1					
LUNCH:		RECEIVED BY:			]					
LUINCI I.					i					
FIRST PM SHOT:		BACKED UP:								
		BACKED UP: LOGGED:							BY	(UII_IL
FIRST PM SHOT:					-				BY	idlab

VITRUVIAN MACHINE

CALL SHEET

SPEC COMMERCIAL

PRODUCTION INFO

**Director:** Taylor Galbraith **Producer:** Connor Dean **1st AD:** Josh Contor

P. Manager: Jake Peterson

LOCATION Utah Motorsports Campus 512 Sheep Lane, Erda, UT 84074

(435) 277-8000

CREW CALL

07/10/2018

9:30AM

Day 2 of 2 H(

HOSPITAL
Mountain West Medical
2055 N Main St
Tooele, UT 84074
(435) 843-3600

WEATHER

Partly Cloudy

Sunrise: 7:09 AM

Sunset: 5:18 PM

45° Hi / 22° Lo



PRODUCTION

BRIGHAM YOUNG UNIVERSITY 140 Brimhall Building Provo, UT, 84606



AGENCY
BYU ADLAB
140 Brimhall Building
Provo, UT, 84606

adlab

CLIENT SRT



NAME	CELL	EMAIL	CALL	CLIENT			NAME		CALL
Taylor Galbraith			9:30						
							NAME		CALL
					Adl ab				N/
						-L			O/
							Jen Sneets		0/
			9:30 AM			ILab			
	/IERA								9:30
Bentley Rawle			9:30 AM				JAKE PETERSON		9:30
Spencer Goff			9:30 AM	COPYWRITER / B	YU AdLab		JAGGER MOORE		9:30
Branson Kindle			9:30 AM	ASSOC. PROD / I	BYU AdLab		AMY WILSON		9:30
Katie Baker			9:30 AM	SERVICE	VENDOR	PHONE	EMAIL	NAME	CALL
LIGH	ITING			ANIMALS					
			9:30 AM	CAMERA					
	+								
			9:30 AM						
	RIP								
Carl Gunderstrup			N/C						
I				EDITORIAL					
				GRIP					
<u> </u>				INSURANCE					
1				LIGHTING					
A	RT								
			_						
Inlin Determine			0.20.414						
Jake Peterson			9:30 AM						
<b> </b>									
<u> </u>									
Mikey Bready			9:30 AM	PROD. TRUCK					
I				RESTROOMS					
				SHIPPING					
				STORYBOARDS					
Chuck Johnson			N/C	VTR					
SOUND / VTP	/ CONTINUITY								
			NIC						
Kollin Brinkerholi			IN/C						
ļ									
			9:30 AM	ROLL	TALENT	PHONE	EMAIL	CALL	WRAP
VAN	IITIES								
- 				DRIVER	Kameron Fisk			9:45 AM	TBE
 I									
ĺ									
LOCATIONS	Z / TPANSPO								
LOCATIONS									
K I ST			0.65	1					
,									
			N/C						
Mitchell Garcia			N/C						
· <u></u>							NOTES		
Amy Wilson			9:30 AM	WE WILL BE SHO	OTING IN THE G	ARAGE FOR TH	E DAY, IF YOU DID NO	T SIGN A LIABILITY W	/AVER
i				YESTERDAY, PLE	ASE DO IT TODA	Y!			
MISC	CREW			i					
				1					
				1					
DDODUCTU	ON DEDORE			1					
				1					
	RECEIVED BY:	:		]					
	BACKED UP:			1					
				1					
	LOGGED:							BY	dlab
Ļ	Jeff Sheets Connor Dean Josh Contor Christena Taylor Devin Loveland Colton Bryan Jagger Moore CAN Bentley Rawle Spencer Goff Branson Kindle Katie Baker LIGH Karl Danielson Tim Thompson Caleb Blackhurst Sam Jorgenson GCarl Gunderstrup  A Jake Peterson  Mikey Bready  Chuck Johnson  SOUND / VTR Kollin Brinkerhoff  Edgar Garcia VAN  LOCATIONS  Kyler Fisher James Allred Mitchell Garcia  Amy Wilson  MISC.	Jeff Sheets Connor Dean Josh Contor Christena Taylor Devin Loveland Colton Bryan Jagger Moore CAMERA  Bentley Rawle Spencer Goff Branson Kindle Katie Baker  LIGHTING Karl Danielson Tim Thompson Caleb Blackhurst Sam Jorgenson GRIP Carl Gunderstrup  ART  Jake Peterson  Mikey Bready  Mikey Bready  Chuck Johnson  SOUND / VTR / CONTINUITY Kollin Brinkerhoff  Edgar Garcia VANITIES  LOCATIONS / TRANSPO  Kyler Fisher James Allred Mitchell Garcia  Amy Wilson  MISC. CREW  PRODUCTION REPORT FOOTAGE: RECEIVED BY:	Jeff Sheets Connor Dean Josh Contor Christena Taylor Devin Loveland Colton Bryan Jagger Moore  CAMERA  Bentley Rawle Spencer Goff Branson Kindle Katie Baker LIGHTING Karl Danielson Tim Thompson Caleb Blackhurst Sam Jorgenson  GRIP Carl Gunderstrup  ART  Jake Peterson  Mikey Bready  Chuck Johnson  SOUND / VTR / CONTINUITY Kollin Brinkerhoff  Edgar Garcia  VANITIES  LOCATIONS / TRANSPO  Kyler Fisher James Allred Mitchell Garcia  Amy Wilson  MISC. CREW  PRODUCTION REPORT FOOTAGE: RECEIVED BY:	Jeff Sheets Connor Dean Josh Contor P:30 AM Christena Taylor Devin Loveland Cotton Bryan Jagger Moore CAMERA  Bentley Rawle Spencer Goff Branson Kindle Katle Baker LIGHTING Karl Danielson Tim Thompson Cale Blackfurst Sam Jorgenson GRIP Carl Gunderstrup ART  Jake Peterson  ART  Jake Peterson  Chuck Johnson  Chuck Johnson  Kyler Fisher James Allred Mitchell Garcia  MISC. CREW  PRODUCTION REPORT FOOTAGE: RECEIVED BY: RECEIVED BY:	Jeff Sheets Connor Dean Josh Contor Christena Taylor Devin Loveland Colton Bryan Jagger Moore CAMERA Bentley Rawle Spencer Goff Raise Baker LIGHTING Karl Danielson Tim Thompson Galle Carl Gunderstrup Graff Gunderstrup  Carl Gunderstrup  ART  ART  Mikey Bready  ART  ART  Mikey Bready  Chuck Johnson  Chuck Johnson  Kyler Fisher James Allred Mitchell Garcia  Amy Wilson  MISC. CREW  PRODUCTION REPORT  PRODUCTION REPORT  FOOTAGE: RECEIVED BY:  PRODUCTION REPORT  PRODUCTION REPORT  PRODUCTION REPORT  PRODUCTION REPORT  PRODUCTION REPORT  FOOTAGE: RECEIVED BY:  PRODUCTION REPORT  PRODUCTION REPORT  FOOTAGE: RECEIVED BY:  PRODUCTION REPORT  PRODUCTION REPORT  FOOTAGE: RECEIVED BY:	Jeff Sheets Connor Dean Josh Contor Connor Dean Josh Contor No AM Josh Contor No Devin Loveland Colton Bryan Jagger Moore Bentley Rawle Spencer Goff Branson Kindle Katle Baker  Lighting Karl Danielson Tim Thompson Gallp Carl Gunderstrup  Carl Gunderstrup  Carl Gunderstrup  Carl Gunderstrup  ART  ART  ART  ART  ART  ART  ART  AR	Jeff Sheets Connor Dean Josh Contor Connor Dean Josh Contor Christera Toylor Devin Loveland Cotton Bryan September Camera Post March Control Special September Camera Post March Control S	Jeff Sheets Connor Dean Josh Contro Josh Contro Josh Contro Devin Loveland Christens Taylor Devin Loveland Colton Bayan Jasger Moore CAMERA  Bendey Rowle Spencer Goff Grand Spencer Gof	July   Series   O.C

#### DAY 1

SCENE # :	2	SCENE:	SOUTHWEST CORNERS		DAY 1	PAGES:										
<b>√</b> [1]	PRIORITY LEVEL	SHOT #	SUBJECT [2]	SHOT SIZE [3]	TIME/LIGHT	ANGLE	MOVEMENT	EQUIPMENT	LENS	RZR RIGGING	NOTES	CAMERA FACING (N,S, E,W) [4]	SCRIPT TIME (MIN) [5]	SETUP TIME (MIN) [6]	EST. # OF TAKES [7]	SHOOT TIME (MIN) [8]
	2	2.1	High Corner Drift	Med. Long Shot	DAY TIME	High Angle	Follow Car	Movi	40 mm	BACK	High angle, car drifts corner.	SOUTH				0
	1	2.2	Bumper Reveal Accelerate	MCU	GOLDEN HOUR	Extreme Low	Follow Car	Movi	50 mm	FRONT	Start left side tight, swing to right highlighting the back of the car adn revealing the right side. When RZR reveals SRT on right side, SRT speeds off.	SOUTH = Morning				0
SCENE	NOTES:											TOTAL SHOO	T TIME FO	R SCENE	(HOURS):	0

SCENE #:	1	SCENE:	SOUTH STRAIGHT AWA	NY.	DAY 1	PAGES:	1 1/8									
✓ [9]	PRIORITY LEVEL	SHOT#	SUBJECT [10]	SHOT SIZE [11]	TIME/LIGHT	ANGLE	MOVEMENT	EQUIPMENT	LENS	RZR RIGGING	NOTES	CAMERA FACING (N,S, E,W) [12]	SCRIPT TIME (MIN) [13]	SETUP TIME (MIN) [14]	EST. # OF TAKES [15]	SHOOT TIME (MIN) [16]
	1	1.1	Sweep in front of car from one side to the other	Med. Long Shot	BLUE HOUR	Low Angle	Follow Car	Movi	40 mm	BACK	Leading Shot, facing front of car. Car is Back lit by sillouette of mountains.	East (Morning) - West (Evening)				0
	1	1.2	"Each muscle twists"	Med. Long Shot	???	Dutch Tilt	Follow Car	Movi	40 mm	BACK, FRONT	Camera rotates as we pan in front of the car and pan behind the car.	???				0
4 setups	2	1.3	Vertical Wheel	MCU	DAY TIME	Extreme Low	Follow Car	Movi	50 mm	FRONT	Vertical Wheel (do each wheel so we can split screen between all 4 wheels) - Start tight vertical wheel and RZR pulls out and camera tilts to right framing revealing the whole car.	Car should be back lit. Camera facing SOUTH				0
	2	1.4	Vertical Wheel + Rotate Car Reveal	MCU	DAY TIME	Low Angle	Pan, Tilt, Dolly	Movi	50 mm	FRONT	Transition Day to Night - Start on Tire vertical, Reveal Rotate; camera pulls out as camera rotates back to normal framing the car fully in frame.	lit. Camera facing				0
	2	1.5	Water Droplets	Med. Long Shot	DAY TIME	Extreme Low	Follow Car	Movi	40 mm	FRONT	Water droplets splashed on front of lens with car zooming by.	SOUTH WEST				0
SCENE	NOTES:											TOTAL SHOO	T TIME FO	OR SCENE	(HOURS):	#REF!

SCENE # :	3	SCENE:	WEST STRAIGI	HT AWAY	DAY 1	PAGES:										
<b>√</b> [17]	PRIORITY LEVEL	SHOT#	SUBJECT [18]	SHOT SIZE [19]	TIME/LIGHT	ANGLE	MOVEMENT	EQUIPMENT	LENS	RZR RIGGING	NOTES	CAMERA FACING (N,S, E,W) [20]	SCRIPT TIME (MIN) [21]	SETUP TIME (MIN) [22]	EST. # OF TAKES [23]	SHOOT TIME (MIN) [24]

	1	3.1	Foreground Side by Side	Wide	GOLDEN HOUR	Low Angle	Truck	Movi	75 mm	FRONT	Getting closer to the car side by side. RZR is off road. Bushes and trees in foreground.	West				0
3 SETUP	1	3.2	3 angle zoom by (walking shot)	Mid Shot	GOLDEN HOUR	3/4 Low Angle	Truck	Movi	50 mm	BACK, SIDE, FRONT	The car approaches the camera, then passes it, then drives away. 3 DIFFERENT SHOTS	WEST				0
	1	3.3	3/4 Follow Rotate	Mid Shot	GOLDEN HOUR	Dutch Tilt	Tilt	Movi	50 mm	FRONT	Pan Behind at diagonal angle from the side (West straightaway going north)	WEST				0
SCEN	E NOTES:											TOTAL SHOOT TI	ME FOR SCEN	E (HOU	JRS):	0

SCENE # :	4	SCENE:	NORTH STRAIGHTAWA	AY & NW CORNER	DAY 1	PAGES:										
<b>√</b> [25]	PRIORITY LEVEL	SHOT#	SUBJECT [26]	SHOT SIZE [27]	TIME/LIGHT	ANGLE	MOVEMENT	EQUIPMENT	LENS	RZR RIGGING	NOTES	CAMERA FACING (N,S, E,W) [28]	SCRIPT TIME (MIN) [29]	SETUP TIME (MIN) [30]	EST. # OF TAKES [31]	SHOOT TIME (MIN) [32]
	1	4.1	POV CORNER	MCU	DAY TIME	POV	Tilt	Camera Car	40 mm	FRONT	Start on ground and hold for a while, tilt up and do this off axis movement.	West -> South				0
	2	4.2	Hand Held, Car Zoom Pan	Full Shot	DAY TIME	3/4 Low Angle	Pan	Handheld	40 mm		Facing South, Hand Held "easy rig style" pan left to right as car zooms by.	SE -> SW				0
INT	2	6.4	Steering Wheel	MCU	DAY TIME	Eyelevel	Handheld	Handheld	40 mm		Car Interior. Match exterior exposure	???				0
INT	2	6.5	Shifting Gear	ECU	DAY TIME	3/4 Low Angle	Handheld	Handheld	40 mm		Car Interior. Match exterior exposure					0
SCENE	NOTES:											TOTAL SHOOT TI	ME FOR S	CENE (HO	URS):	0

SCENE # :	5	SCENE:	MIDWA	AY	DAY 1	PAGES:										
<b>√</b> [33]	PRIORITY LEVEL	SHOT#	SUBJECT [34]	SHOT SIZE [35]	TIME/LIGHT	ANGLE	MOVEMENT	EQUIPMENT	LENS	RZR RIGGING	NOTES	CAMERA FACING (N,S, E,W) [36]	SCRIPT TIME (MIN) [37]	SETUP TIME (MIN) [38]	EST. # OF TAKES [39]	SHOOT TIME (MIN) [40]
	1	5.1	CAR DRIFT	Mid Shot	DAY TIME	Low Angle	Follow Car	Movi	50 mm	BACK	Car is behind us and we see it drift.	SOUTH				0
DRONE	1	5.2	CAR DOUGHNUT	Wide	GOLDEN HOUR	Eyelevel	Follow Car	Movi	40 mm	BACK	Wide Drifting towards us. Doing Doughnut. Highlight wheels or something different than above.	SOUTH				0
			DANTES INFERNO													
	1	5.3	Drift Approaching Dante's Inferno (Shooting Front of Car)	Wide	BLUE HOUR	Low Angle	Follow Car	Movi	50 mm	BACK	The car drifts toward us, we see flames reflected in its paint. Camera car is just off to the side leading out the car as it speeds past. 3/4 pan following the car as it passes us.	NORTH				0
DRONE	1	5.4	Drift Approaching Dante's Inferno (Shooting Back of Car)	Mid Shot	BLUE HOUR	Low Angle	Follow Car	Movi	50 mm	FRONT	We're now behind the car and we see it drifting toward "Dante's Inferno"	SOUTH				0
	1	5.5	BIRDS EYE TILT (previosly drone shot)	Wide	BLUE HOUR	Extreme High	Tilt	Movi	50 mm		NEED TO FIGURE OUT RIGGING (Crane, Speed Rail + Ronin, Cable Cam?)	NORTH -> SOUTH				0
	2	5.6	Construction Lights	Long Shot	BLUE HOUR	Low Angle	Handheld	Handheld	75 mm		Construction lights coming on. Possible EasyRig hand held movements.					0

	2	5.7	Side By Side Oil Drum Speed	Mid Shot	BLUE HOUR	Low Angle	Follow Car	Movi	50 mm	FRONT	DRIVE SUPER FAST, CU SIDE of Oil Drums on fire, Highlighting fire & speed	WEST OR EAST			0
	2	5.8	Vertical Berrelling down to earth	Mid Shot	BLUE HOUR	Low Angle	Follow Car	Movi	50 mm	FRONT	Turn Camera completely vertical (hight of frame is the size of the barrel.) Car speeding down Dantes Inferno, but it looks like car is barreling down to earth like a meteor.	WEST OR EAST			0
	2	5.9	Barrel Transition To exhaust Pile								TAYLOR EXPLAIN???				
	2	5-10	Foreground Dirt & Fence to Car Reveal with Fire in Background reflecting off ground.	Full Shot	BLUE HOUR	Low Angle	Follow Car	Movi	50 mm	FRONT	Right Road, Camera car is on other side of fence driving north. Camera is facing west, moving really fast. Camera is tilted down on the dirt and fence and slowly tilts up revealing the car on other side of fence (Fence adding some foreground), you see fire reflected (spray water on ground?) underneath the car, we continue to tilt up and reveal the whole car and the fire drums and lights in background.	WEST			
	2	5-11	Detail Asphalt	CU	BLUE HOUR	Low Angle	Follow Car	Movi	50 mm	FRONT	Detail shot of wet asphalt, moving fast, see fire in reflection of asphalt.	WEST			
2 PASSES	1	5-12	SINE WAVE	Wide	GOLDEN HOUR	Low Angle	Static	Sticks / Tripod	40 mm		(7 parallel columns) Tight Car races past the camera directly perpendicular to it. Three of the columns are out of focus and four of them are in focus, slow motion as the car goes past it. Fire sine wave close to the camera, and car distant from camera, shot twice.	SOUTH OR WEST			
3 SETUP	1	5-13	VORTEX JOINER		BLUE HOUR						- Tight shot of the twisting vortex of flame rising up into the sky - Even tighter, but super slow motion of the flames - Tight We see the cars tire at a 3 % angle and it's burning rubber in slow motion, another angle pops up - (True Joiner) The rectangles appear to reveal the wider overall shot where the car is off to the side and slightly further back from the vortex, the flames reflecting into the car's paint	WEST/SOUTH			
SCENE N	NOTES:											TOTAL SHOOT TI	ME FOR SCENE (HOL	JRS):	0

SCENE # :		SCENE:	ANYTIME THROU	GHOUT DAY	DAY 1	PAGES:										
<b>√</b> [41]	PRIORITY LEVEL	SHOT#	SUBJECT [42]	SHOT SIZE [43]	TIME/LIGHT	ANGLE	MOVEMENT	EQUIPMENT	LENS	RZR RIGGING	NOTES	CAMERA FACING (N,S, E,W) [44]	SCRIPT TIME (MIN) [45]	SETUP TIME (MIN) [46]	EST. # OF TAKES [47]	SHOOT TIME (MIN) [48]
	1	6.1	WHEEL SHOTS	MCU	ANYTIME	Low Angle	Follow Car	Movi	50 mm	FRONT						0

1	6.2	Headlight Shots	MCU	ANYTIME	Dutch Tilt	Follow Car	Movi	50 mm	BACK	Dutch Tilt, CU, MCU, ECU			0
2	6.3	Reverse POV/Hood Scoop	CU	ANYTIME	POV	Follow Car	Movi	50 mm	BACK				0

	2	6.6	Weeds & Bushes	MCU	ANYTIME	Low Angle	Follow Car	Movi	50 mm	FRONT	Detail Shot	South			0
	2	6.7	Dirt & Dust on Ground	MCU	ANYTIME	Extreme Low	Follow Car	Movi	50 mm	FRONT	Aftermath of Wheels driving - Dirt and Dust on ground that wheels pick up	???			0
	2	6.8	Mountains w/ Foreground	Long Shot	GOLDEN HOUR	Low Angle	Follow Car	Movi	100 mm	FRONT	100mm of Mountains with foreground of trees and bushes	SE or SW			0
SCE	NE NOTES:											TOTAL SHOOT TI	ME FOR SCENE (HOU	URS):	0

### DAY 2

SCENE # :	7	SCENE:	GARAC	GE .	DAY 2	PAGES:										
<b>√</b> [49]	PRIORITY LEVEL	SHOT#	SUBJECT [50]	SHOT SIZE [51]	TIME/LIGHT	ANGLE	MOVEMENT	EQUIPMENT	LENS	RZR RIGGING	NOTES	CAMERA FACING (N,S, E,W) [52]	SCRIPT TIME (MIN) [53]	SETUP TIME (MIN) [54]	EST. # OF TAKES [55]	SHOOT TIME (MIN) [56]
	1	7.1														0

# RECEIPTS







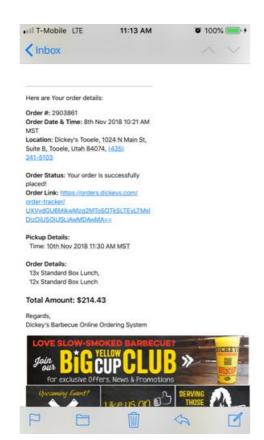














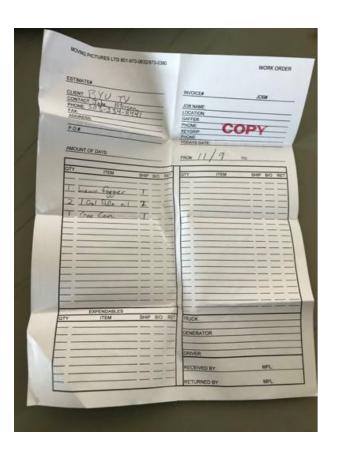
















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