

# WEEK TWO SHOTS

So we've set up the story, now what? Well it's time to get things going further and show our hero Cadet as someone who is definitely going to get things done!

We're also going to try out a Special Effect that speeds up an action that could otherwise take a long time.

So you might be asking... WHAT IS A SPECIAL EFFECT?

It's rare to see a film that doesn't use some form of visual effect these days. Most of these will go completely unnoticed by the people watching. This might seem like it would be hard for the artists who work long hours on them, but trust us, it is really, really cool to have your audience scratching their head asking, "HOW DID THEY DO THAT?!"

There are many types of visual effect, and today we will be focusing on a simple effect that can be done in-camera without any expensive computers.

So are you ready?

**LIGHTS, CAMERA, ACTION!**

## SHOT ONE

**Shot Size:** Medium Shot (MS)

**Actions:** Enter frame, run into room wearing pyjamas from last week. Close door. Whilst in room, get changed into Cadet costume. Exit the room again and make a heroic pose!

**Fun Variant:** What you choose to be your Cadet Costume is entirely up to you! It can be bright, silly, or 100% heroic! Want a cape? Go for it! We want to see all the wonderful costume ideas our directors come up with!

**Why this shot?** This is the first effects shot you'll be doing. Exciting stuff! Although not as flashy as the special effects seen in big Hollywood blockbusters, it's simple and is a cool trick to know. We're going with a mid shot here so that the audience can fully see the clothes before and after changing. After all, it's your hero costume!



## SHOT TWO

**Shot Size:** Medium Close-Up (MCU)

**Actions:** Cadet delivering their scripted line into the phone.

**Script:** “Now, to find the Captain! (Pause) But how should I look for him?”

**Fun Variant:** Maybe play around with how this line is said. Is the Cadet super serious? Happy?



**Why this shot?** Once your heroic Cadet is all ready to go on their adventure, we want to show the audience where we are heading next. The words in this shot are really heroic and full of ACTION so jumping into a Mid-Close Up helps highlight it to people watching! We wouldn't want them to miss anything!

## **TOP TIP!**

The trick with this shot is to leave the camera recording throughout ALL of the actions. Yes, however long it takes for the Cadet to change costume. While it may not look slick now, as long as the camera is resting somewhere still, you can edit out the time in-between entering and exiting in week six and make it look SUPER FAST! (Parents, please note, your child will likely never get ready this quick again!)

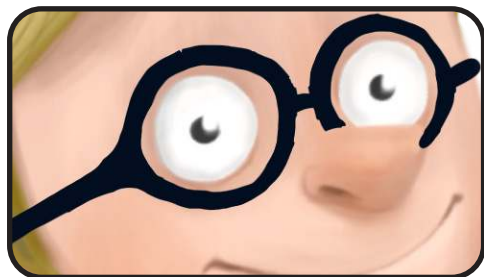
## SHOT THREE

**Shot Size:** Extreme Close-Up (ECU)

**Actions:** Cadet strokes their chin in thought. Delivers scripted line. Smiles at camera then exits frame.

**Script:** “I think we need a Montage...”

**Why this shot?** With each shot this week, we have got closer and closer to the Cadet. This is known as a “Punch-In” and is used to bring extra attention to something. This can be an action, a line of speech, or both!



**That's it for this week! Next time, we'll be looking at Montages, what they are, and why they are used! Will the Captain be found?**

**We look forward to seeing you then!**