

FILM STORYBOARD

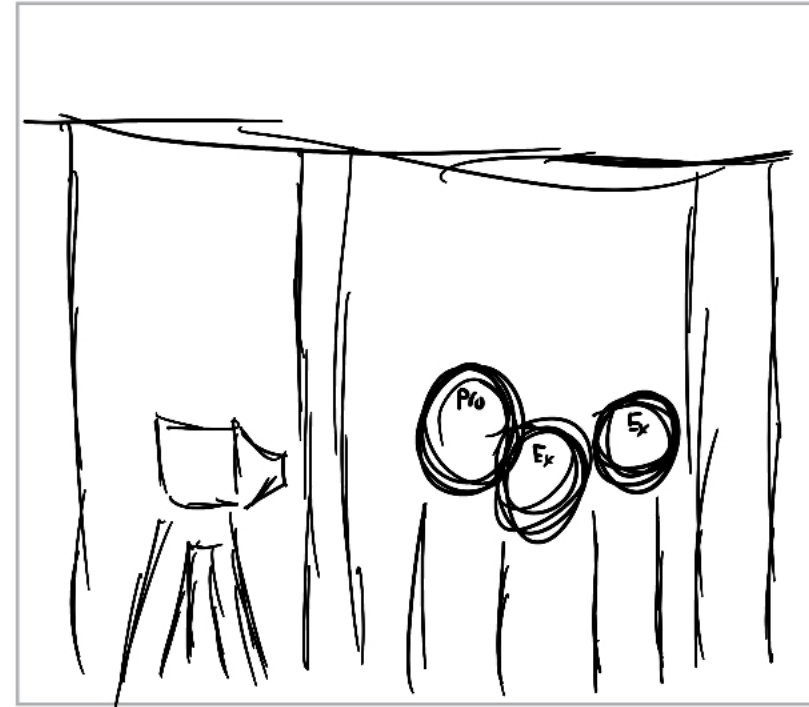
PROJECT TITLE The Lie of a Party PROD. # DATE
PROD. COMPANY Dezaos SCRIPT DATE Nov 18th 2024
DIRECTOR Andre Ornelas ARTIST Andre Ornelas

FRAME



ECU CU MCU MS LS ELS

SET PLAN



Lens NA/ Pocket 3 Height Dependant

Scene #

1

Shot #

1

Script Page(s)

1

Length of Shot

~ 1min

DESCRIPTION OF SCENE

Protagonist talks to someone as narrator watches from a far.

Light

- Day
 Night
 Interior
 Exterior

ACTION

Talking

DIALOG

Narrator (V.O) Pg 1. S.1

"What's funny... Strongly enough..."

Sound

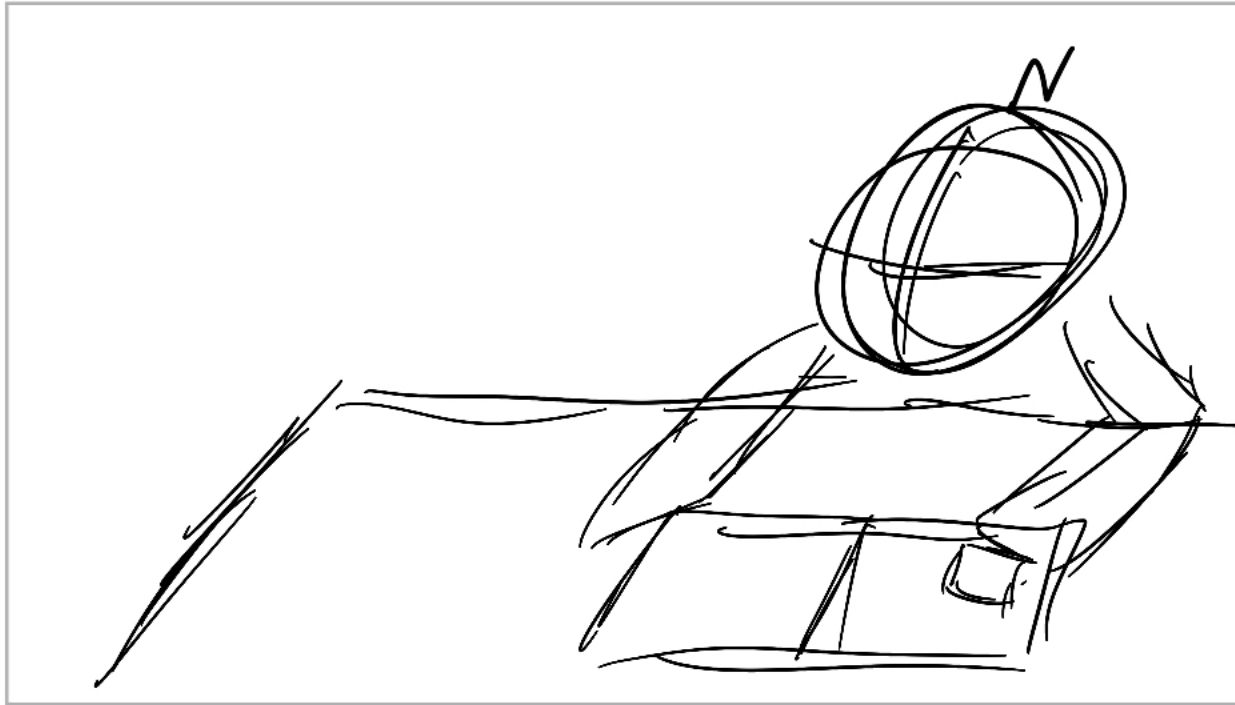
- Sync
 MOS
 Wild

FILM STORYBOARD

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DIRECTOR Andre Ornelas

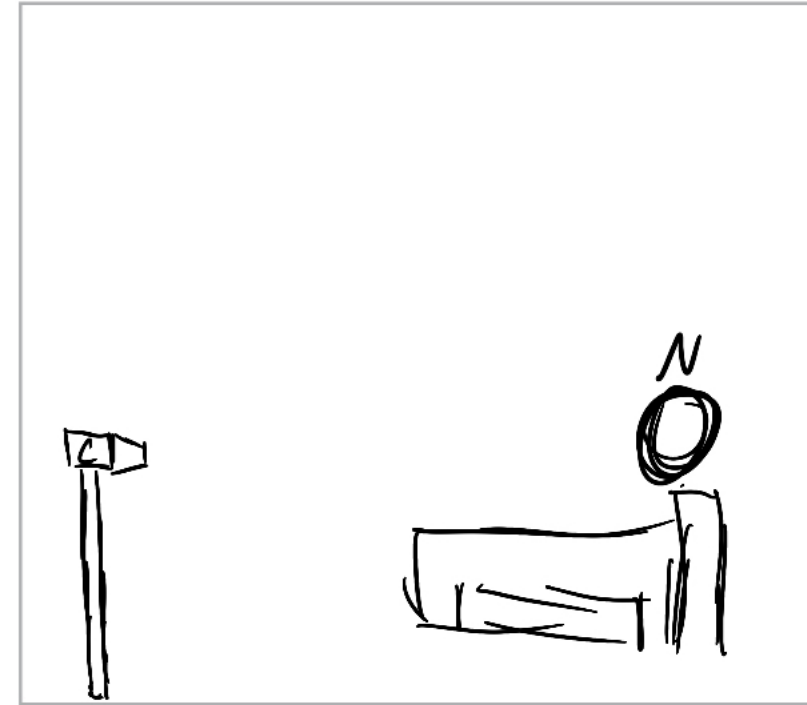
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ECU CU MCU MS LS ELS

SET PLAN



Lens NA Pocket 3 Height

Scene

1

Shot

2

Script Page(s)

1

Length of Shot

~ 1 min

DESCRIPTION OF SCENE

Narrator sketches

ACTION

Narrator Stares to the side

DIALOG

Narrator (V.O) Pg 1. S.1
"Strongly enough ... actual event"

Light

Day
 Night
 Interior
 Exterior

Sound

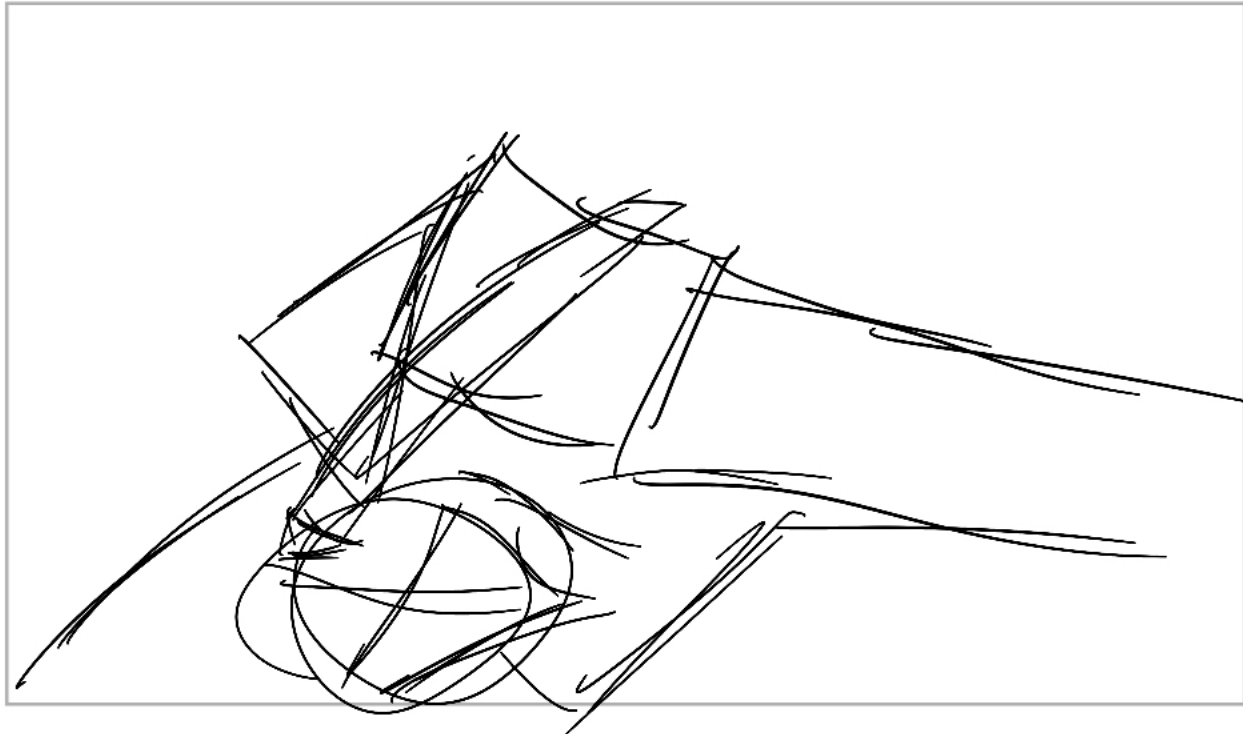
Sync
 MOS
 Wild

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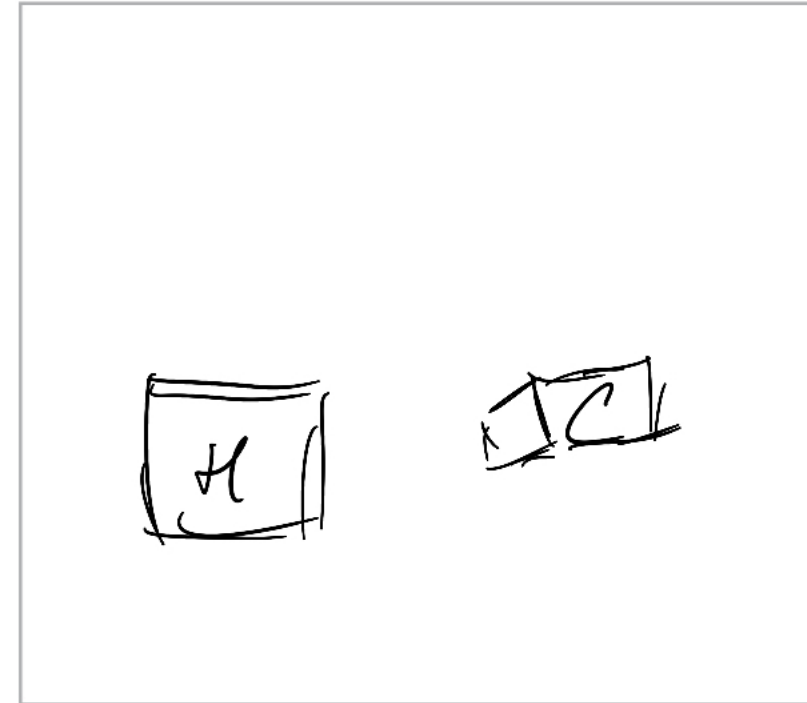
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SET PLAN



Lens NA Pocket 3 Height NA/

Scene #

1

Shot #

3

Script Page(s)

1

Length of Shot

~ 5s

DESCRIPTION OF SCENE

Narrator sketches

ACTION

Narrator drawing in book

DIALOG

Narrator (V.O) Pg 1. S.1
"as if it were a lie"

Light

Day
 Night
 Interior
 Exterior

Sound

Sync
 MOS
 Wild

FILM STORYBOARD

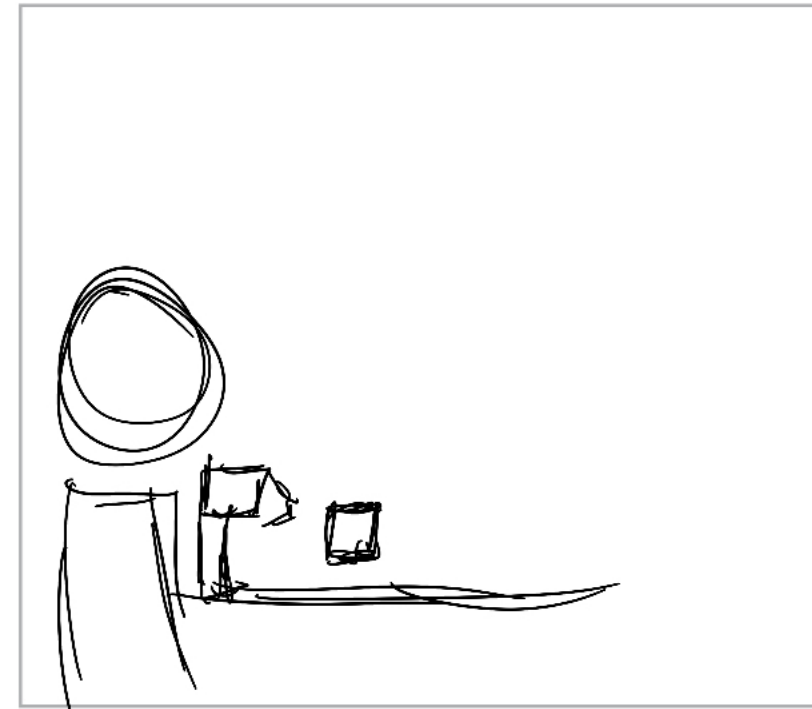
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ECU CU MCU MS LS ELS

SET PLAN



Lens Packet 3 Height PoV

Scene #

2

Shot #

1

Script Page(s)

1

Length of Shot

~5s

DESCRIPTION OF SCENE

Protagonist holds a DJI Mic in his hands

ACTION

Protagonist plays with the mic

DIALOG

NA

Light

Day
 Night
 Interior
 Exterior

Sound

Sync
 MOS
 Wild

FILM STORYBOARD

PROJECT TITLE The Lie of a Party

PROD. #

DATE

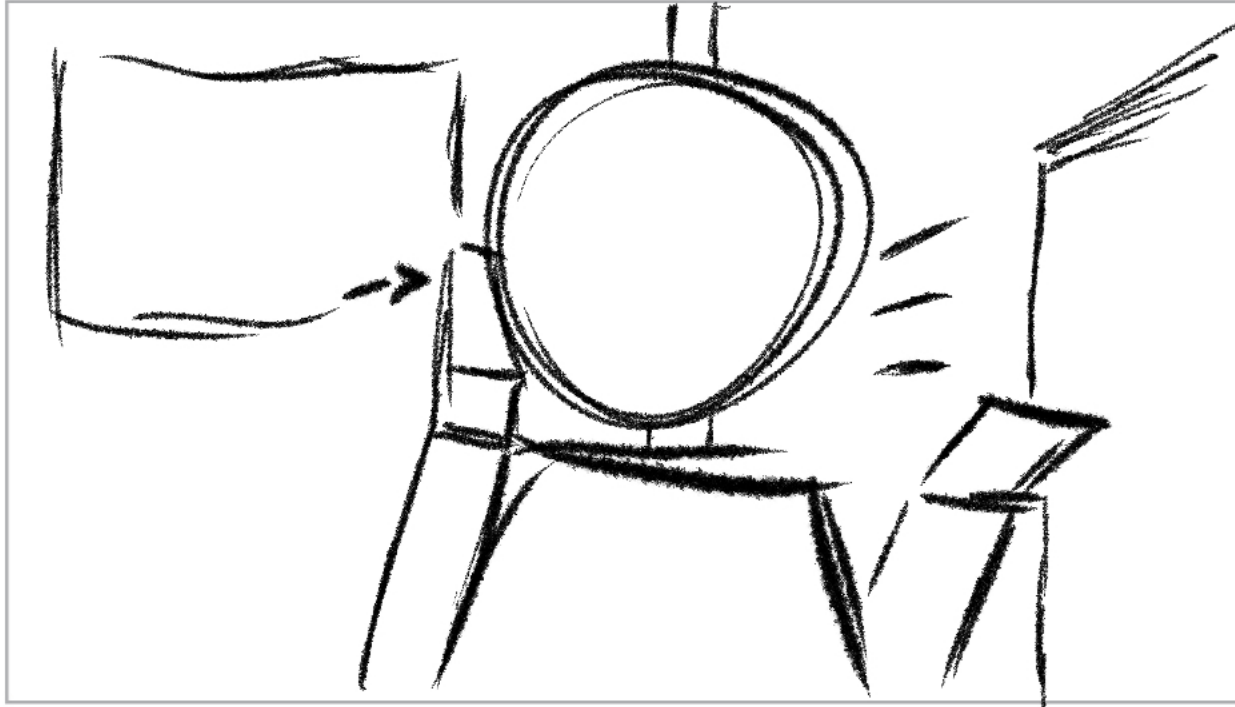
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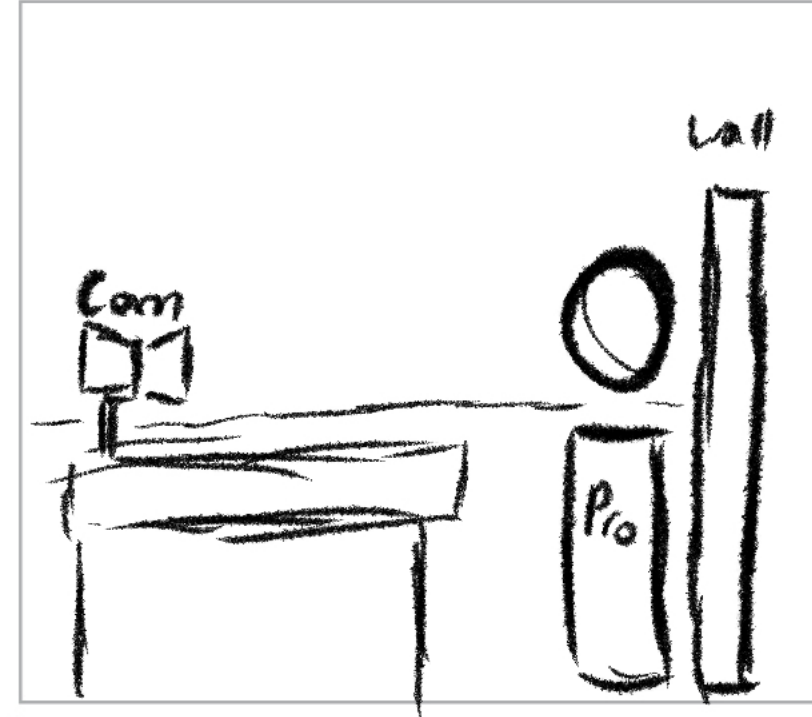
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SET PLAN



Lens Pocket 3 Height NA

Scene #

3

Shot #

1

Script Page(s)

1

Length of Shot

NA

DESCRIPTION OF SCENE

Protagonist talking on phone

Light

Day

Night

Interior

Exterior

ACTION

Phone Call

DIALOG

See pg 1, Scene # 3
"Nah man"

Sound

Sync

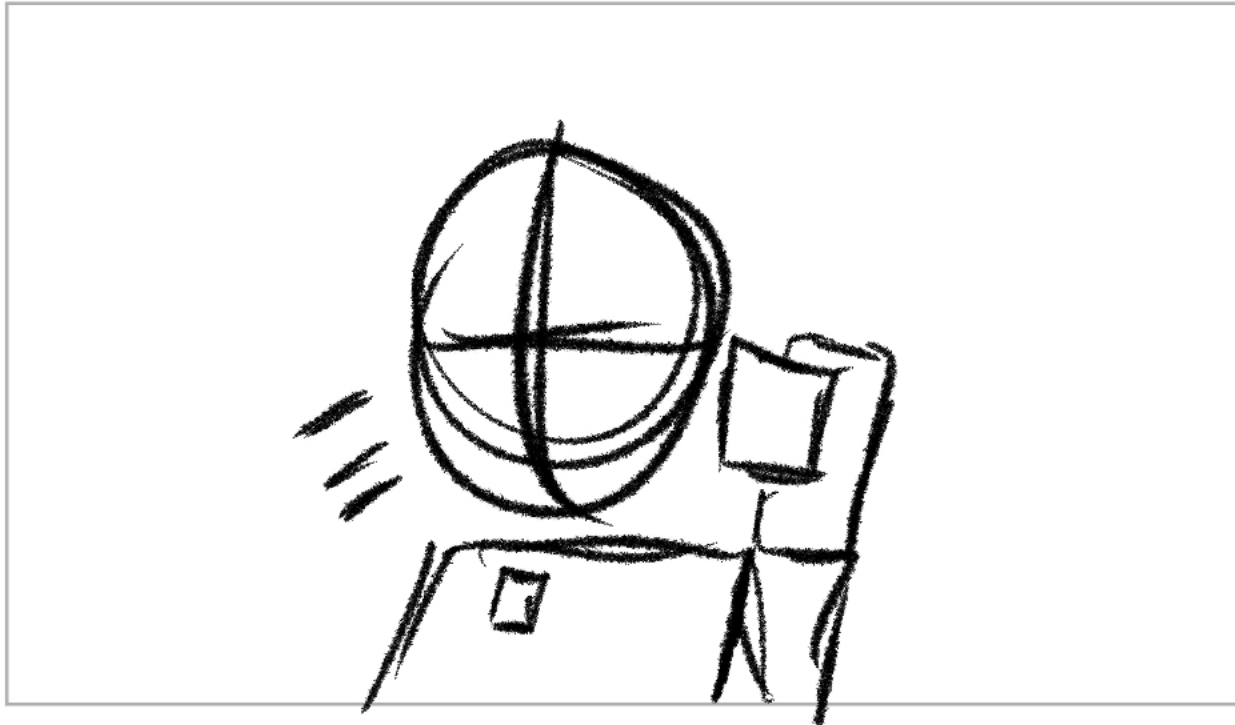
MOS

Wild

FILM STORYBOARD

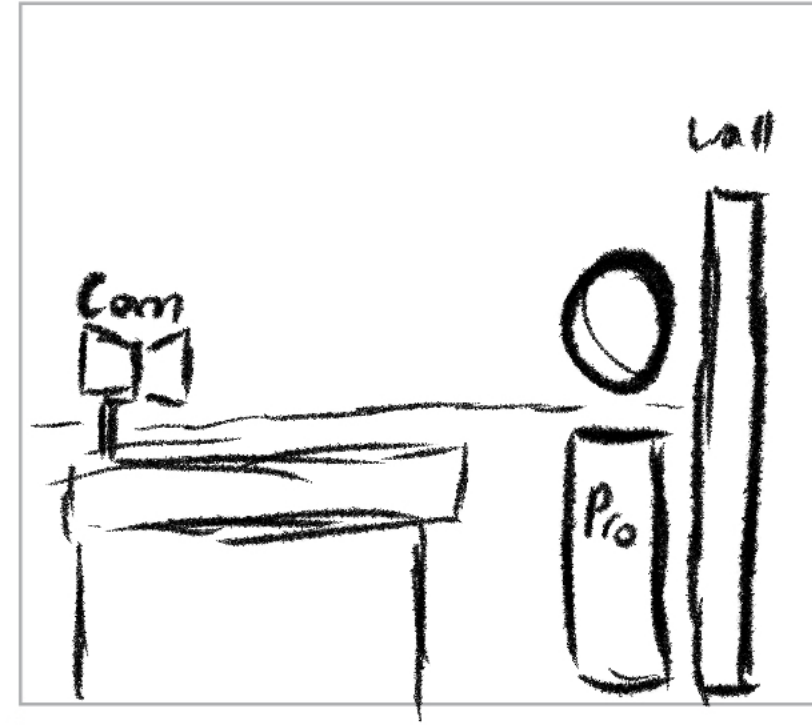
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SET PLAN



Lens Pocket 3 Height NA

Scene #

3

Shot #

4

Script Page(s)

4

Length of Shot

NA

DESCRIPTION OF SCENE

Hand-drawn description of the scene, consisting of several horizontal lines for text.

Light

Day
 Night
 Interior
 Exterior

ACTION

Hand-drawn action description, consisting of several horizontal lines for text.

DIALOG

Hand-drawn dialog description, consisting of several horizontal lines for text.

Sound

Sync
 MOS
 Wild

FILM STORYBOARD

PROJECT TITLE The Lie of a Party

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FRAME



Scene #

4

Shot #

1

Script Page(s)

2

Length of Shot

NA

Light

Day

Night

Interior

Exterior

Sound

Sync

MOS

Wild

ECU

CU

MCU

MS

LS

ELS

FILM STORYBOARD

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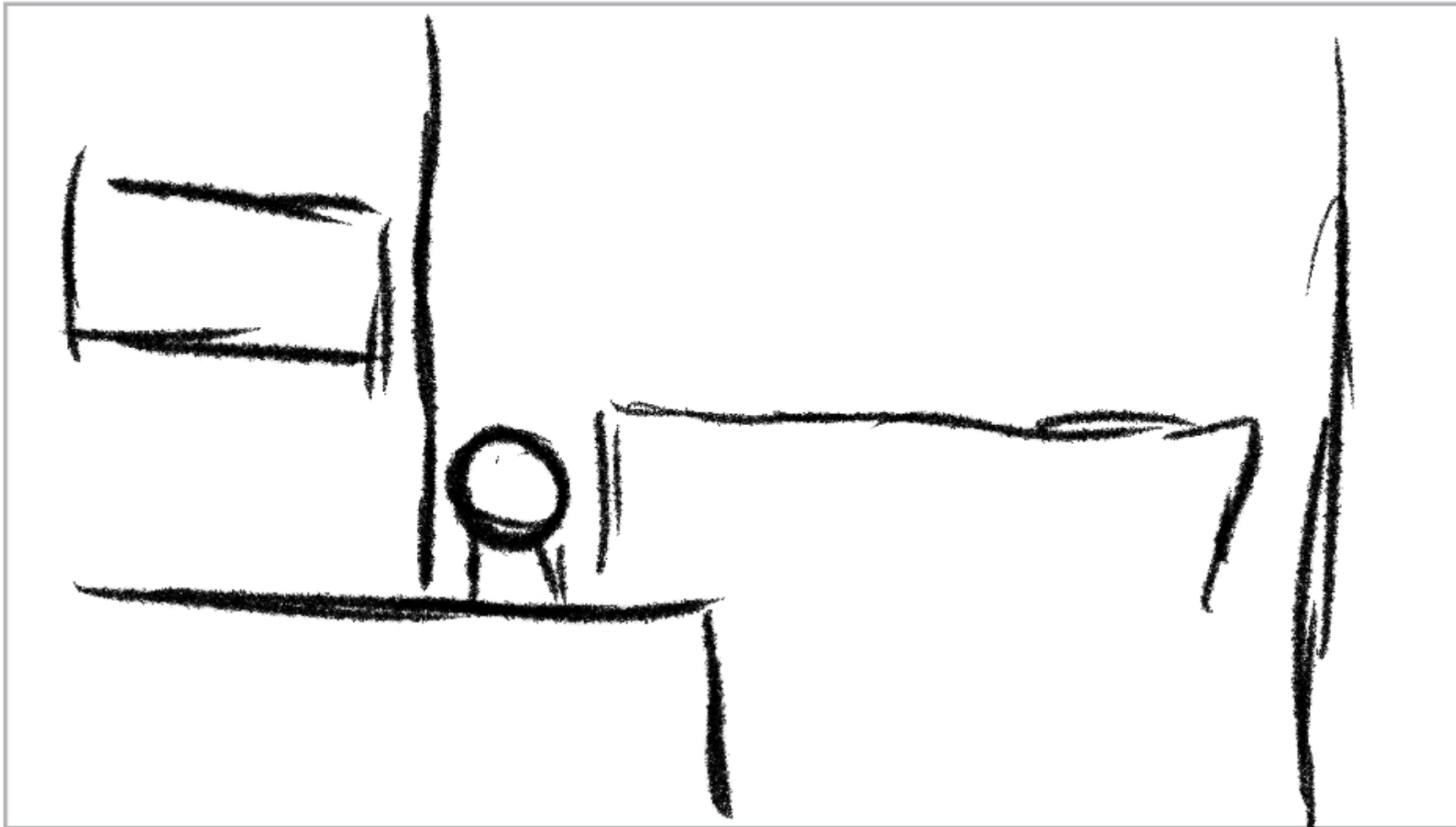
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Scene #

4

Shot #

2

Script Page(s)

2

Length of Shot

NA

Light

Day

Night

Interior

Exterior

Sound

Sync

MOS

Wild

ECU

CU

MCU

MS

LS

ELS

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Scene #

4

Shot #

3

Script Page(s)

2

Length of Shot

NA

Light

Day

Night

Interior

Exterior

Sound

Sync

MOS

Wild

ECU

CU

MCU

MS

LS

ELS

FILM STORYBOARD

PROJECT TITLE The Lie of a Party

PROD. #

DATE

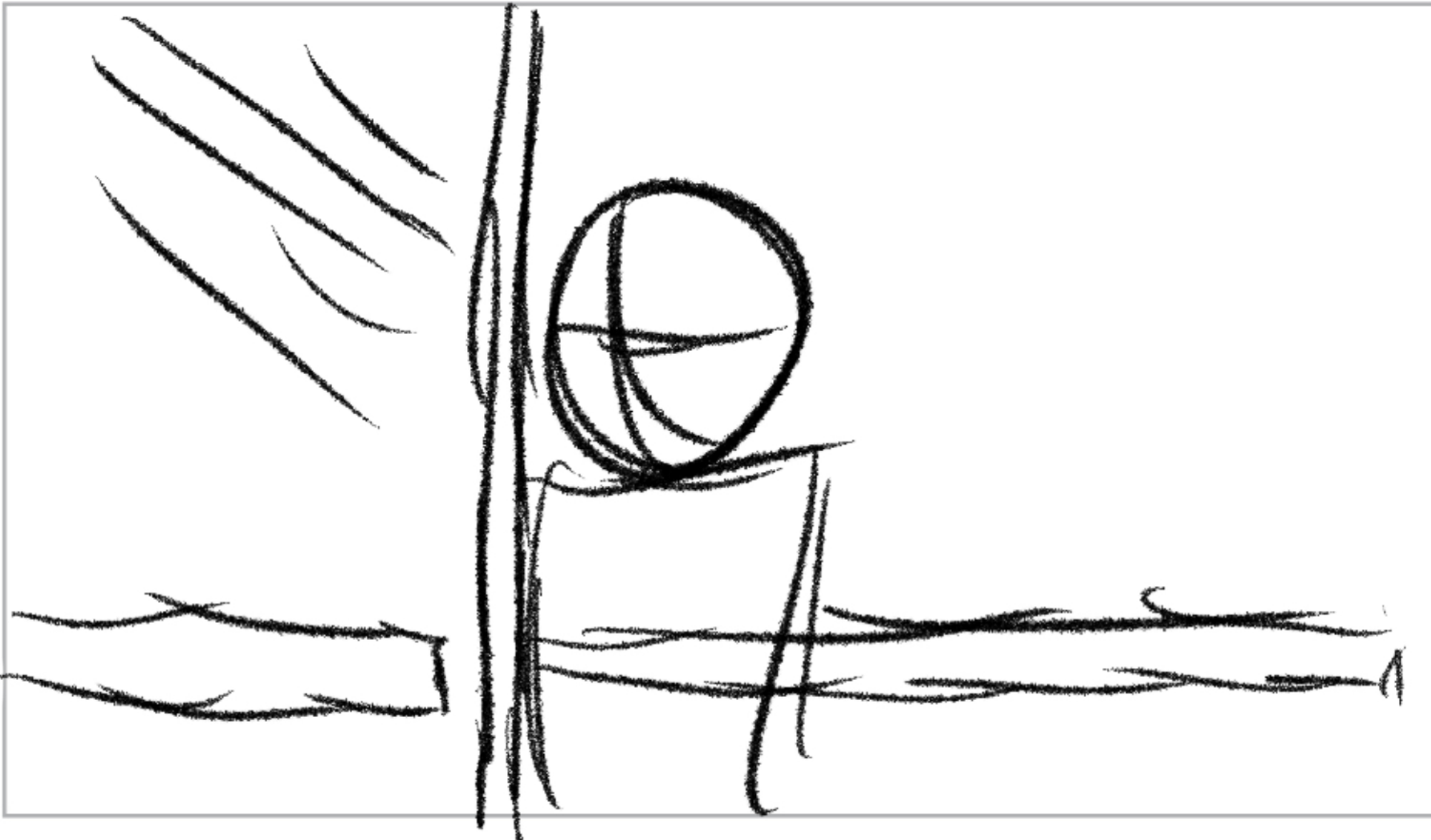
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Scene #

4

Shot #

4

Script Page(s)

2

Length of Shot

NA

Light

Day

Night

Interior

Exterior

Sound

Sync

MOS

Wild

ECU CU MCU MS LS ELS

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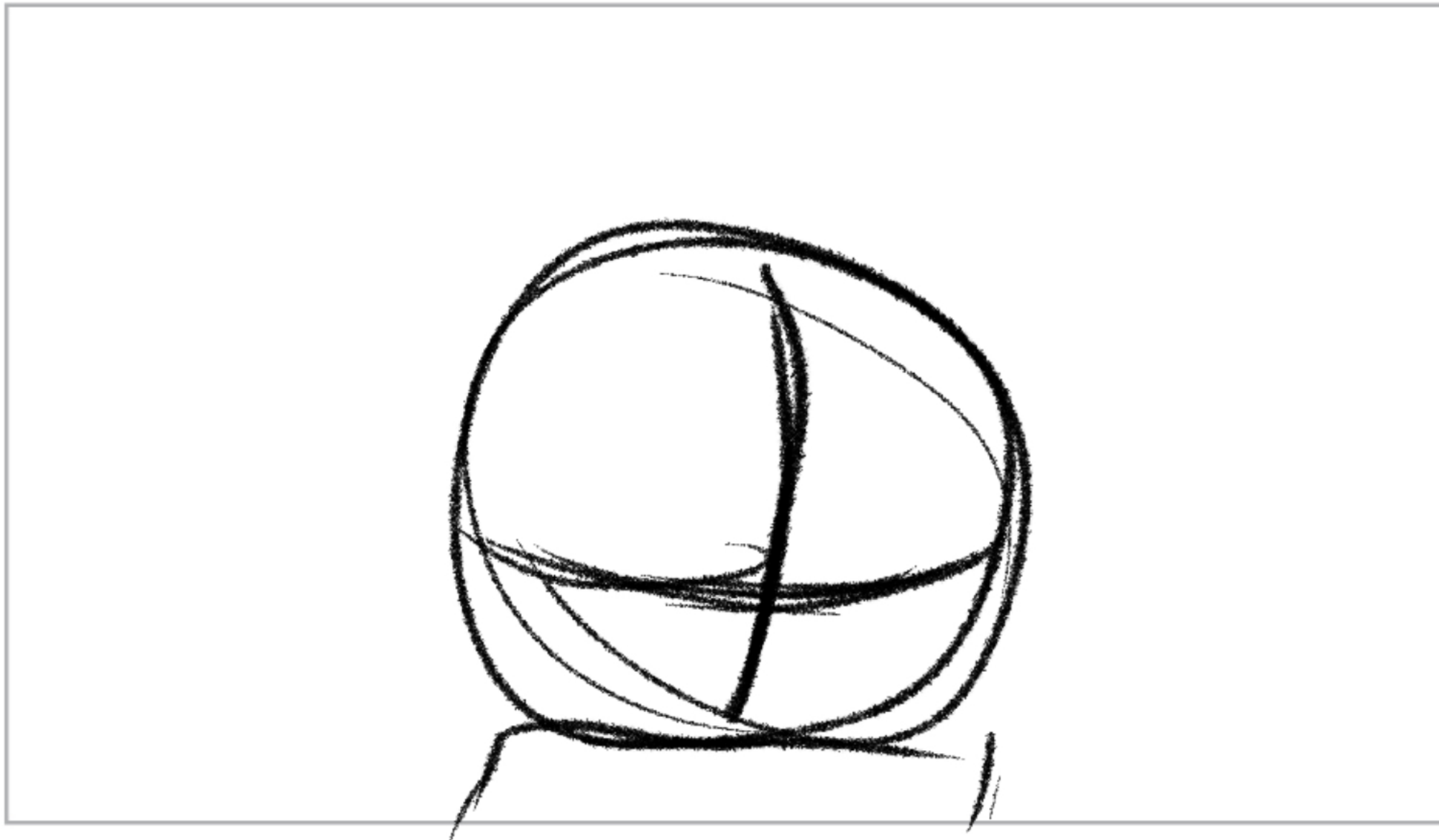
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Scene #

4

Shot #

5

Script Page(s)

2

Length of Shot

NA

Light

Day

Night

Interior

Exterior

Sound

Sync

MOS

Wild

ECU

CU

MCU

MS

LS

ELS

FILM STORYBOARD

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DATE

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Scene #

4

Shot #

6

Script Page(s)

2

Length of Shot

NA

Light

Day

Night

Interior

Exterior

Sound

Sync

MOS

Wild

ECU

CU

MCU

MS

LS

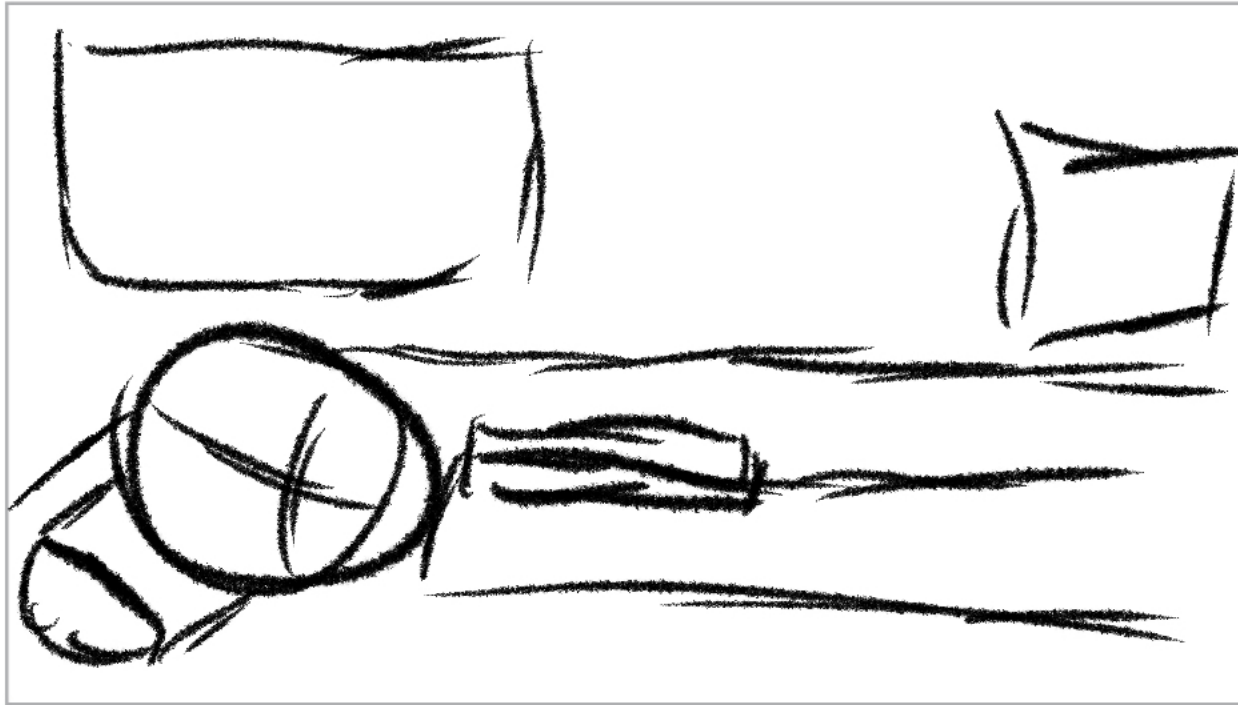
ELS

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ECU CU MCU MS LS ELS

Scene #

5

Shot #

1

Script Page(s)

2

Length of Shot

~30s

DESCRIPTION OF SCENE

Protagonist Sleeps

Light

Day
 Night
 Interior
 Exterior

ACTION

Get into bed

DIALOG

"Finally."

Sound

Sync
 MOS
 Wild