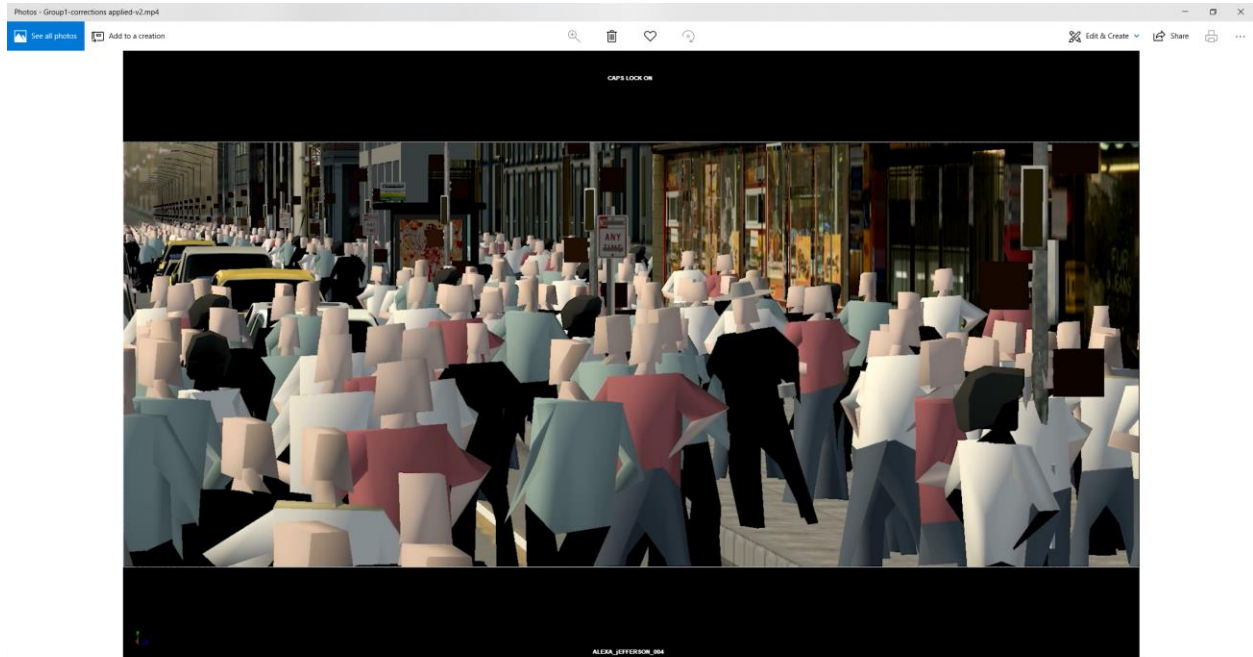


CORRECTION 01 - EDITING

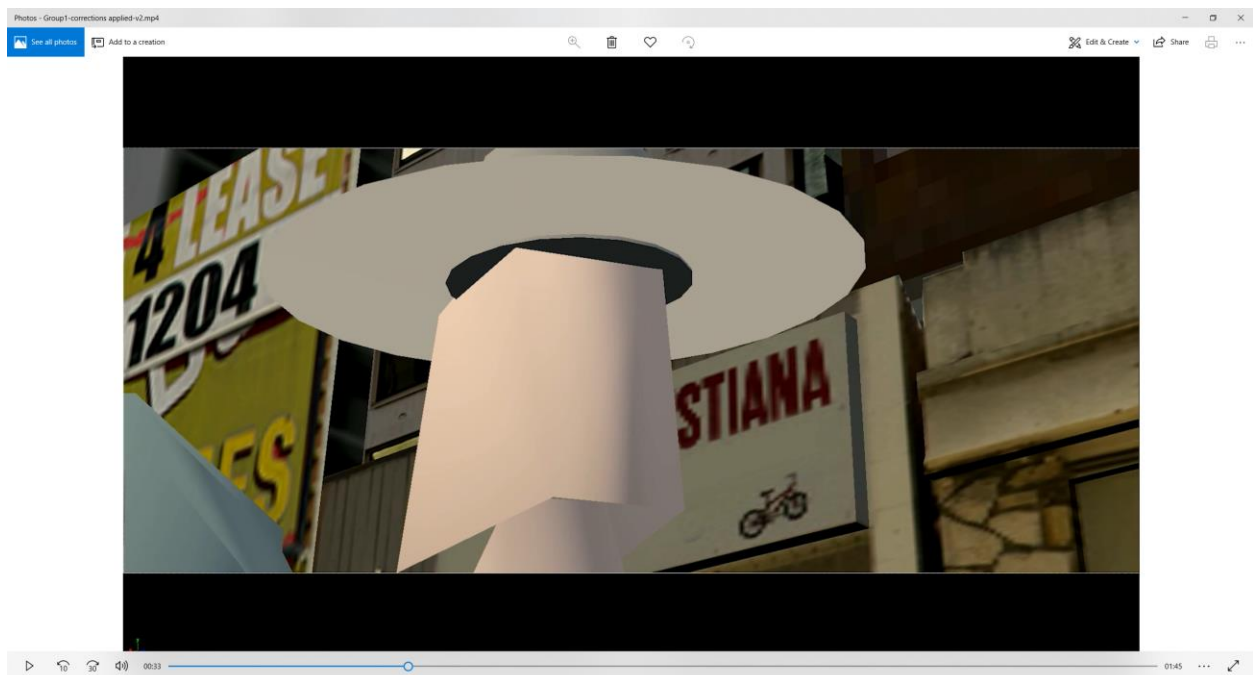
INTRO - We should slow down the shots, ease out.

CORRECTION 02 - ANIMATION



When Jefferson goes out of the crowd, we should animate him to hide the tuna can.

CORRECTION 03 - CAMERAS



This shot is a bit weird, it can be our mark but otherwise we should change it. We should open it and

give more air. It will be very convenient to do a profile shot with a long lens instead, so we can also view the crowd within the frame.

REDO, NAME:

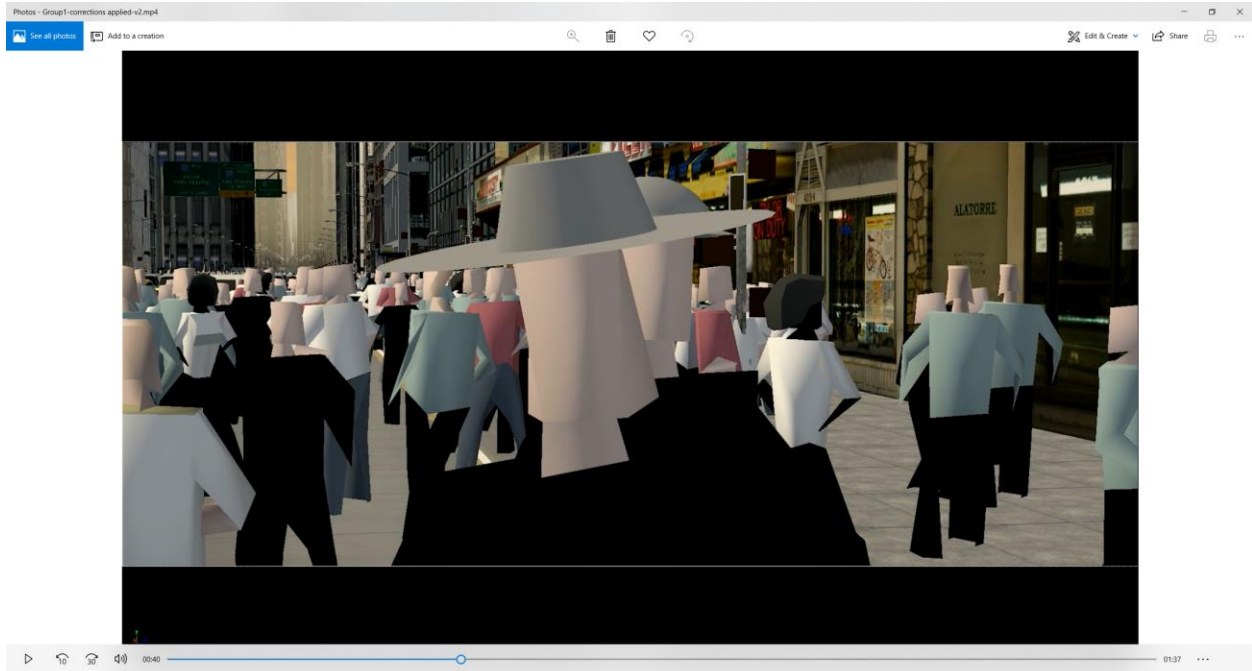
CORRECTION 4 - CAMERAS



Do not stop the shot –starts with movement and then it stops. We can make a travelling shot with the camera moving uniformly and following his path.

REDO, NAME:

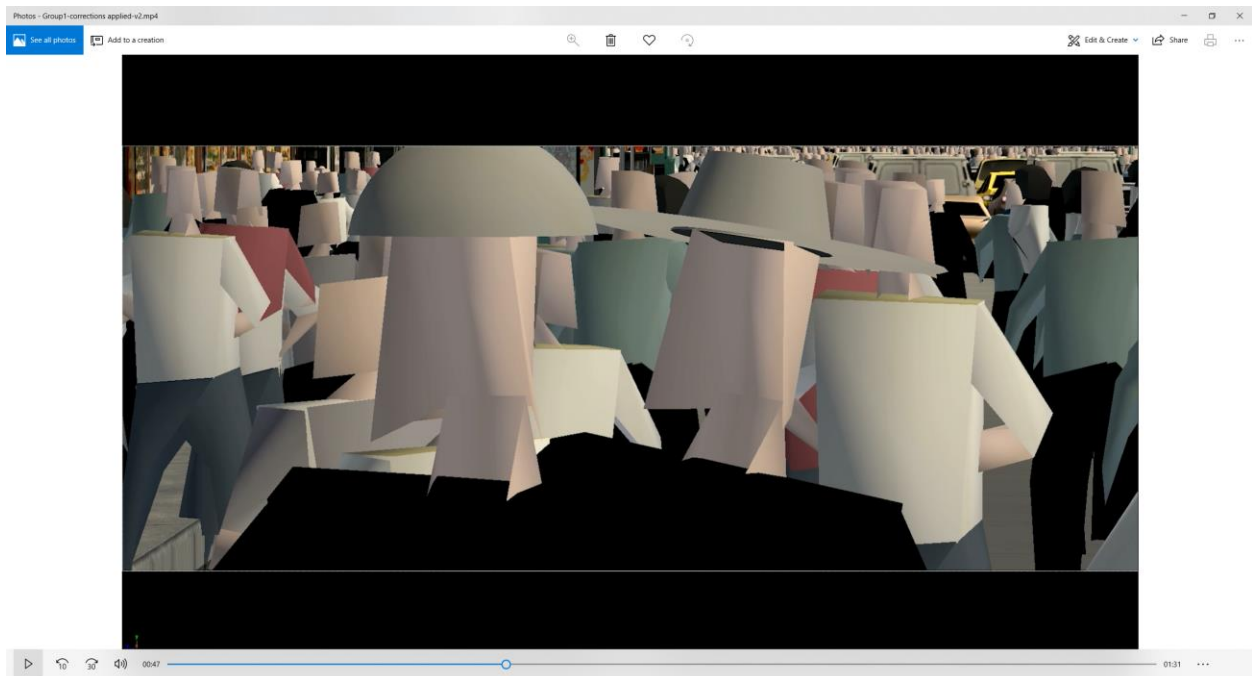
CORRECTION 5 – EDITING AND ANIMATION



Quiet down the camera movement at the beginning. Find a good frame and simple track.

We should separate the shots in two parts in the editing, because we go from a zoom out to a zoom in, and that is not logical. We should also **clean up the foreground**.

CORRECTION 5 - ANIMATION

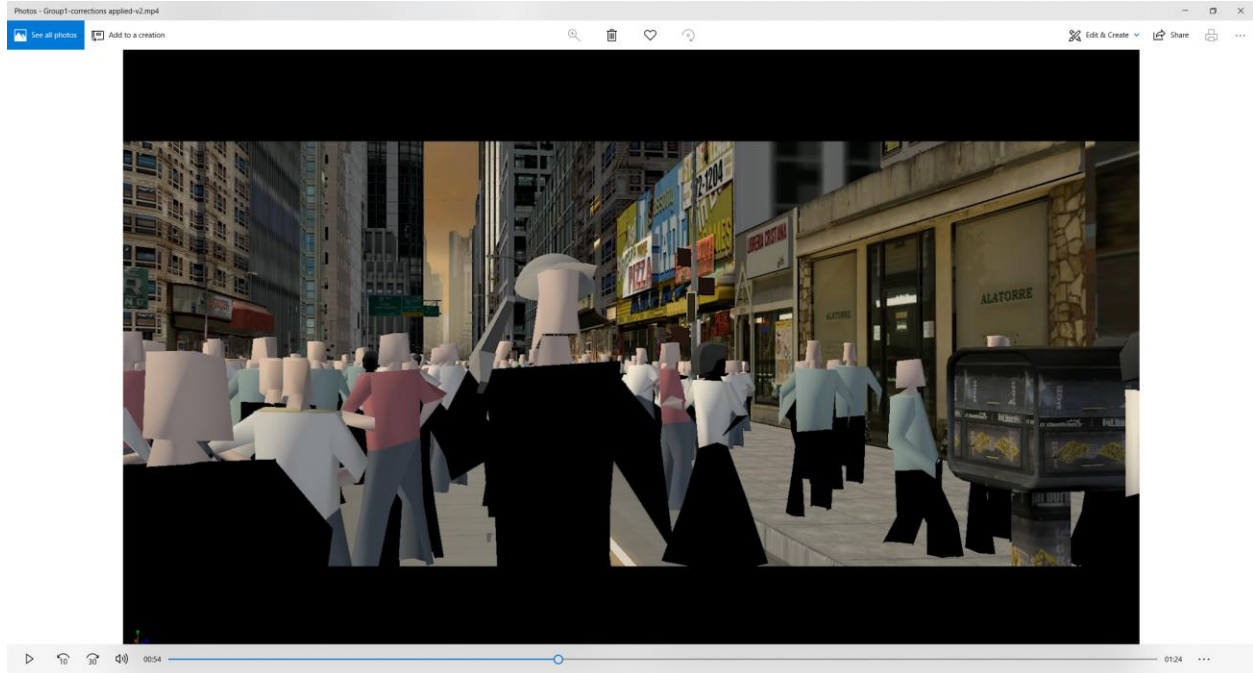


He should turn the other way around to maintain the direction left to right.

CORRECTION 6 - CAMERAS

JUMP SCENE add scene showing the boots, we should see the boot to understand that he is able to jump because of the boots.

CORRECTION 7 - CAMERAS



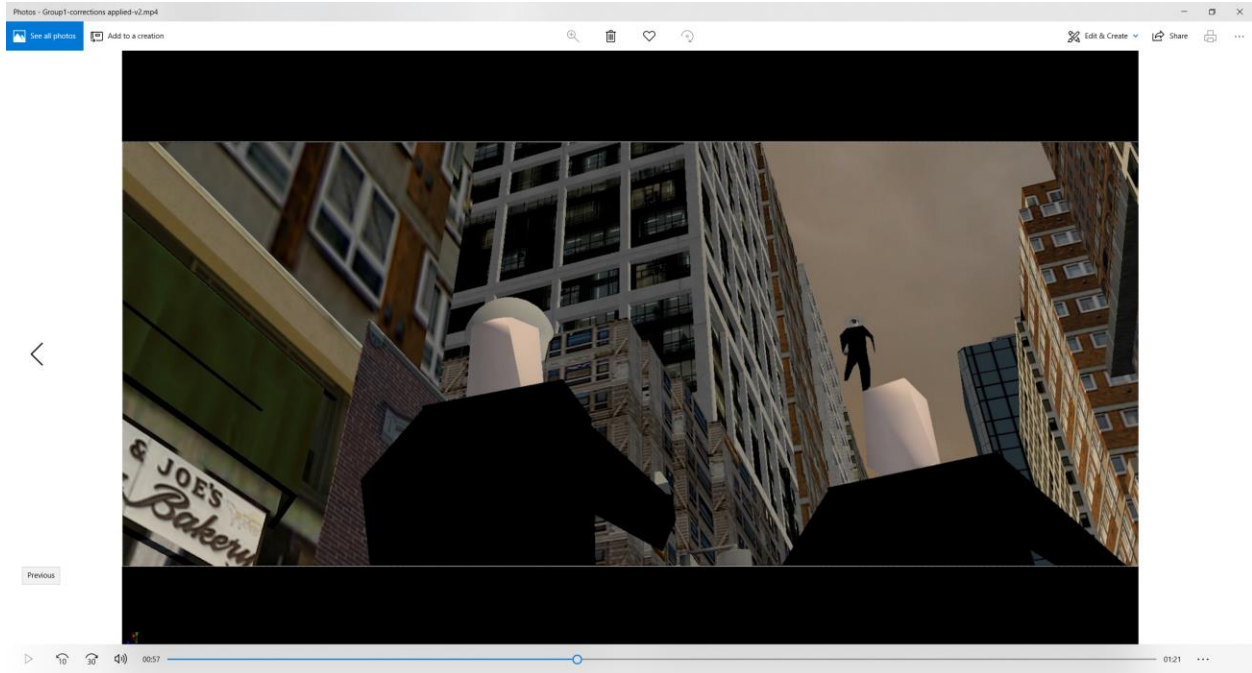
Do not stop the camera in this shot, keep it drifting and zooming in because when we stop the camera, we stop the action.

CORRECTION 8 - CAMERAS

ADD SHOT

After he shots for the second time we can show the boots, so we understand they broke

CORRECTION 9 - CAMERAS

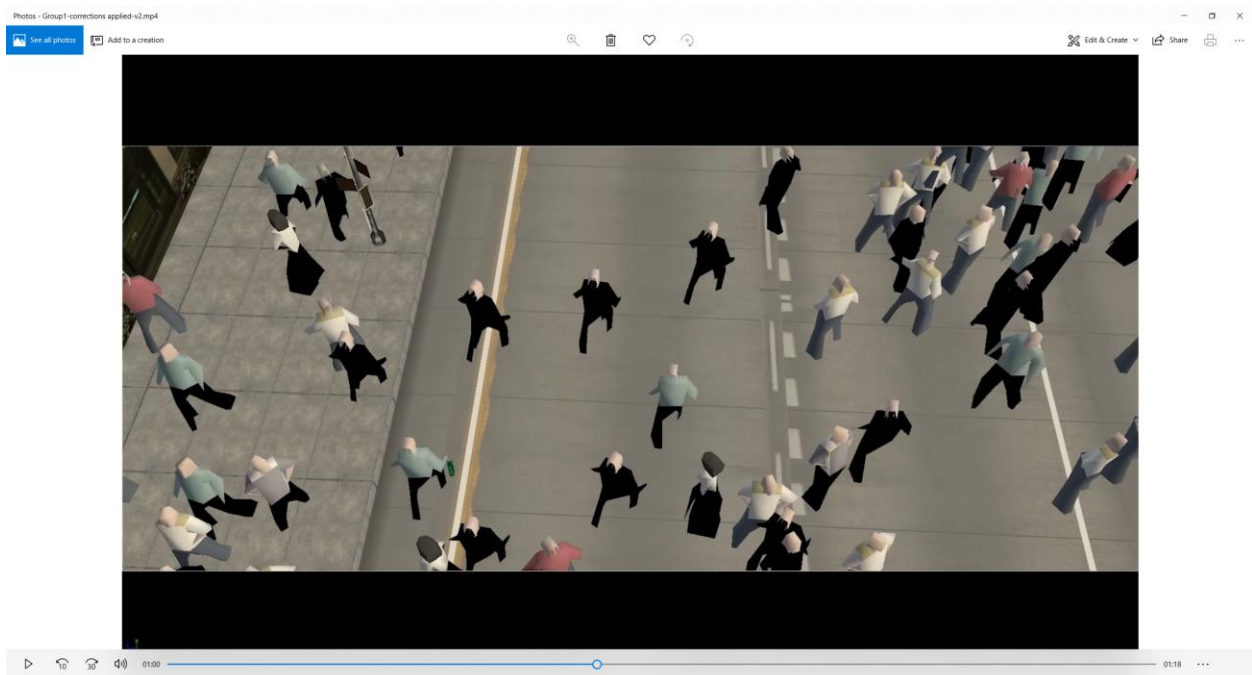


Show the gun more clearly in this scene and take out the guy in the right.

CORRECTION 10 - EDITING

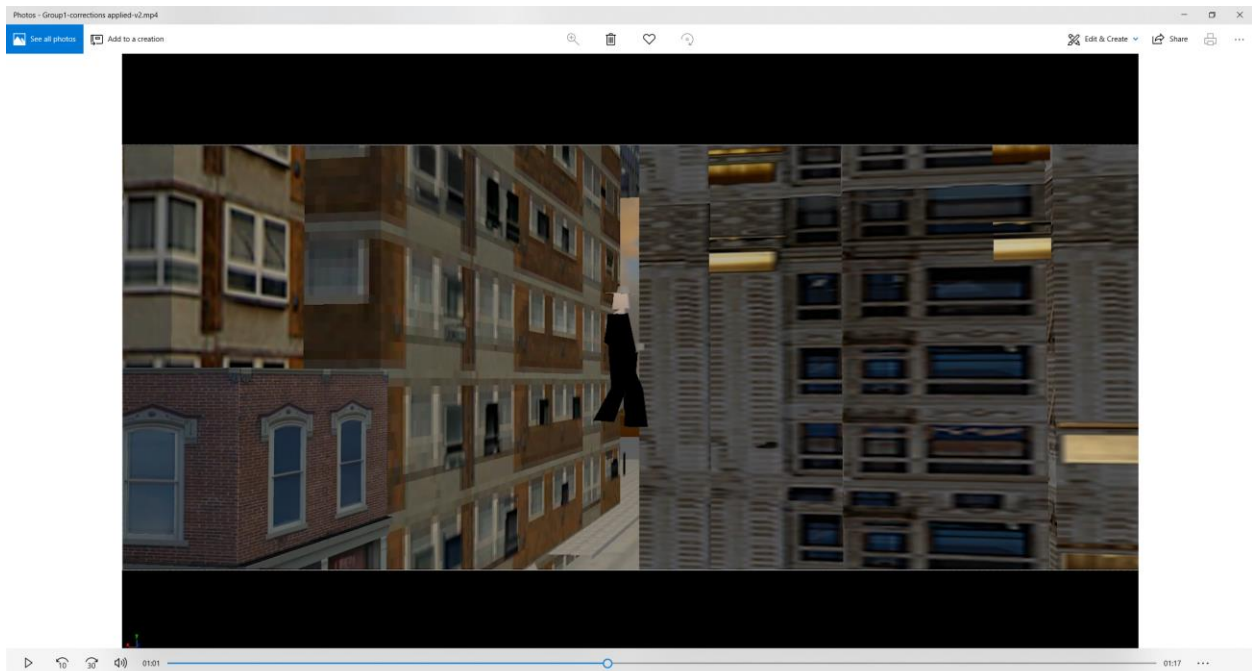
In general, too much shots in this jump.

CORRECTION 11 - CAMERAS



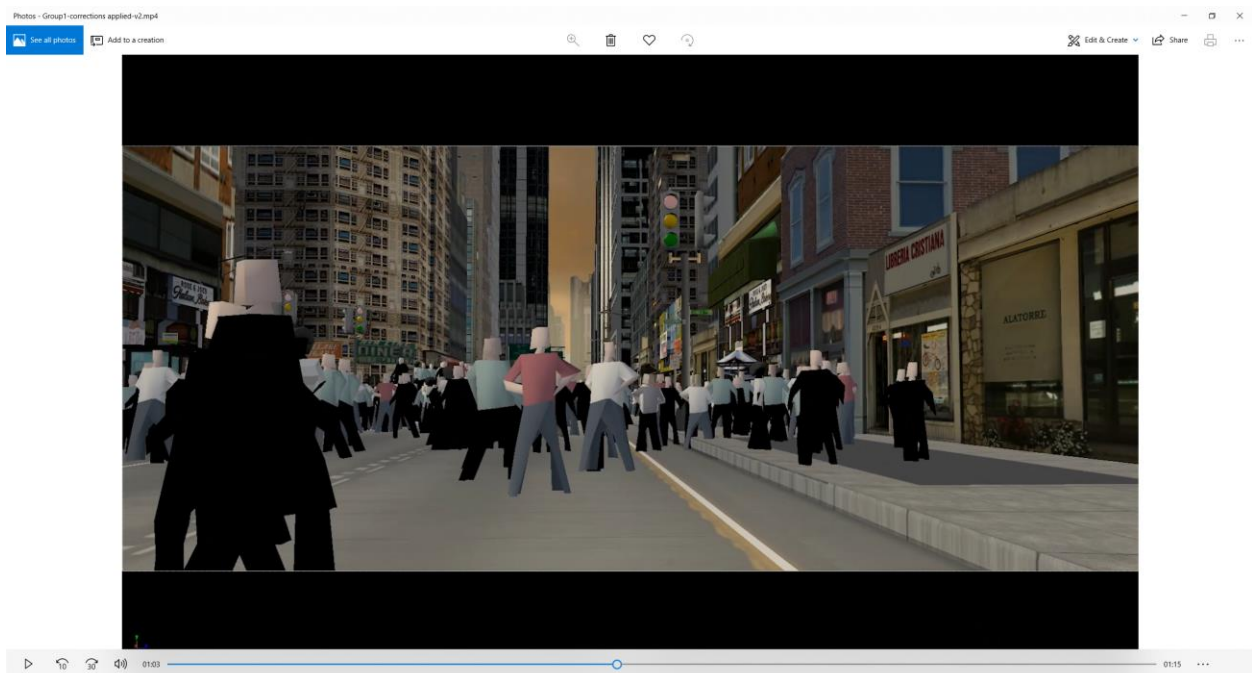
This shot is slow we should keep the speed of the camera high.

CORRECTION 12 - CAMERAS



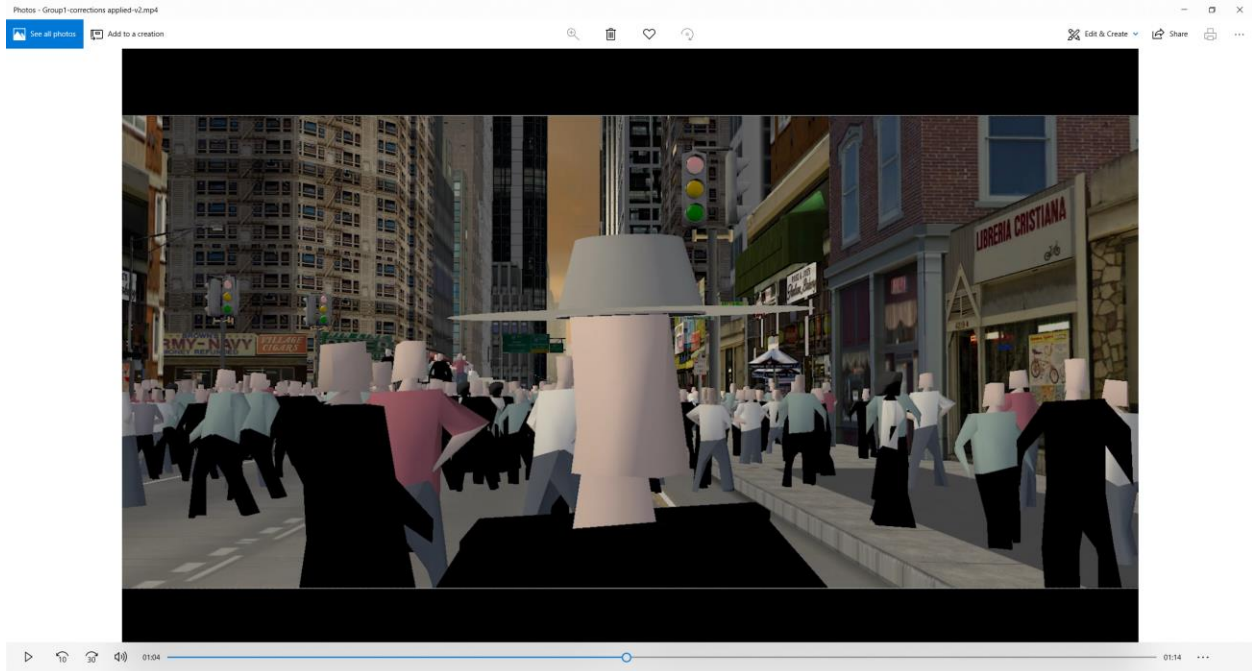
This shot is nice but has too much jitter. We should keep just a profile shot and follow the character.

CORRECTION 13 - EDITING



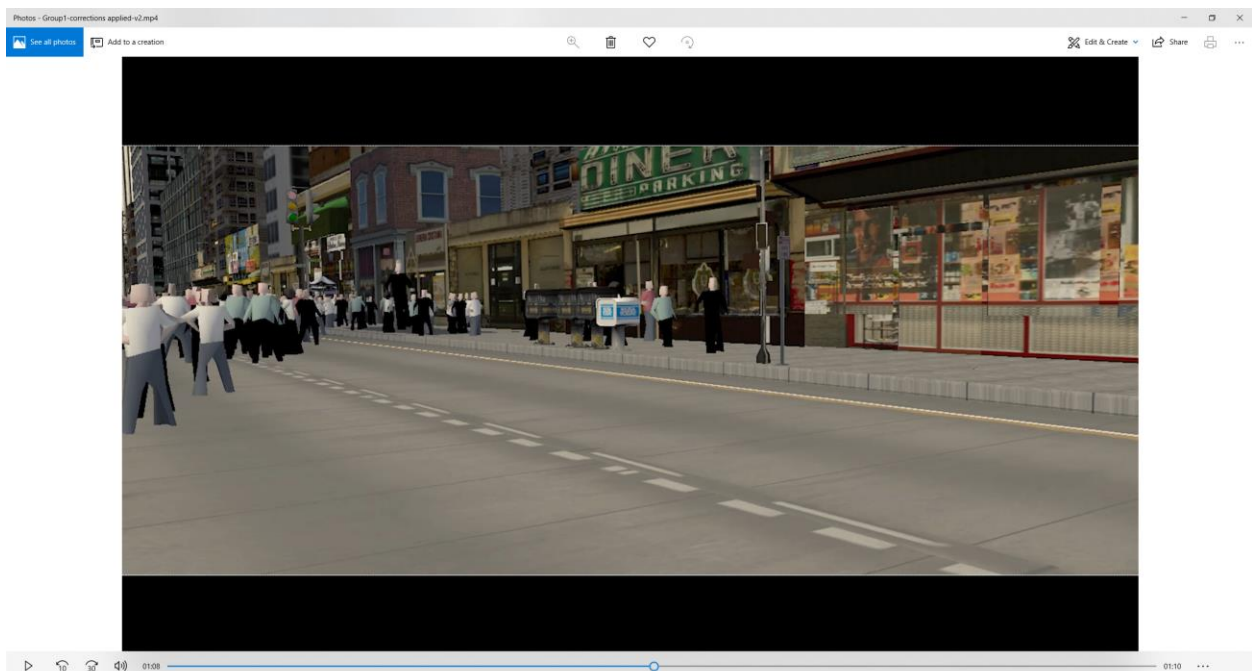
The zoom out shot is okay, but we should start it after and maintain it a bit longer.

CORRECTION 14 - CAMERAS



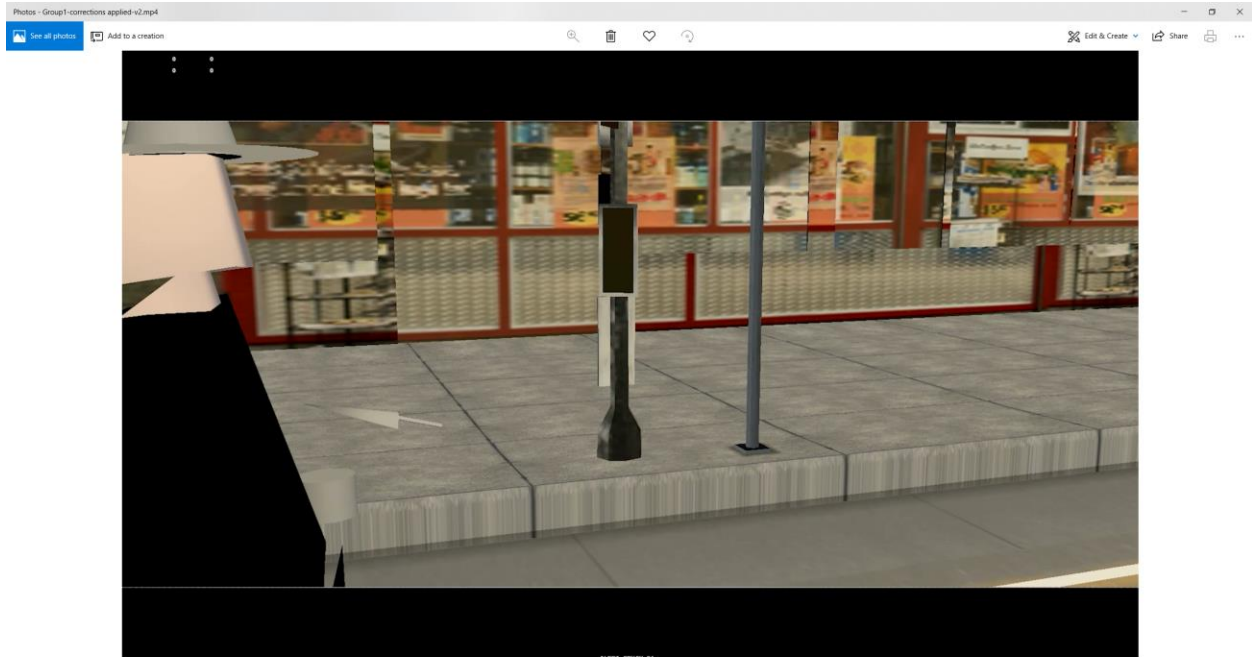
This shot is fine, but it is really like the other, we can try to use the same camera but with another lens, change the frame too, since there is too much air above the character.

CORRECTION 15 - CAMERAS



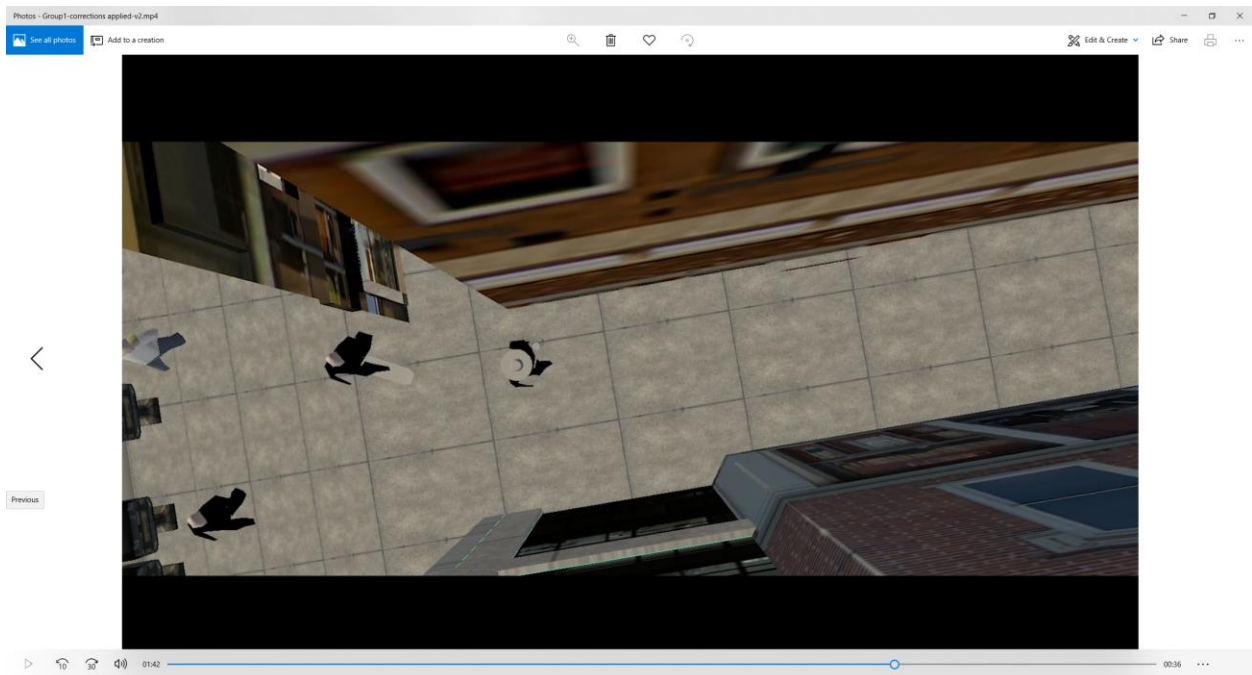
Skater approaching is okay but it should just go forward and forward. Plus, there is too much air in the right of the frame so we should reframe it.

CORRECTION 16 – CAMERAS AND EDITING



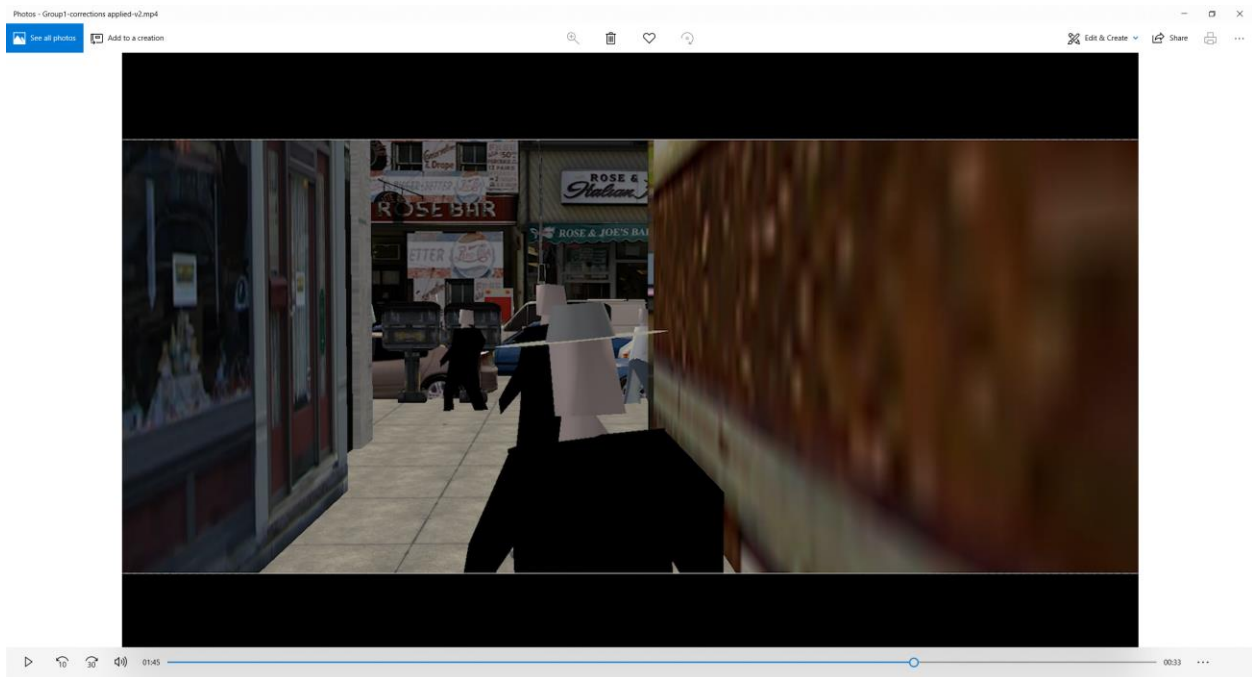
Sort all this out

CORRECTION 17 – ANIMATION AND CAMERAS



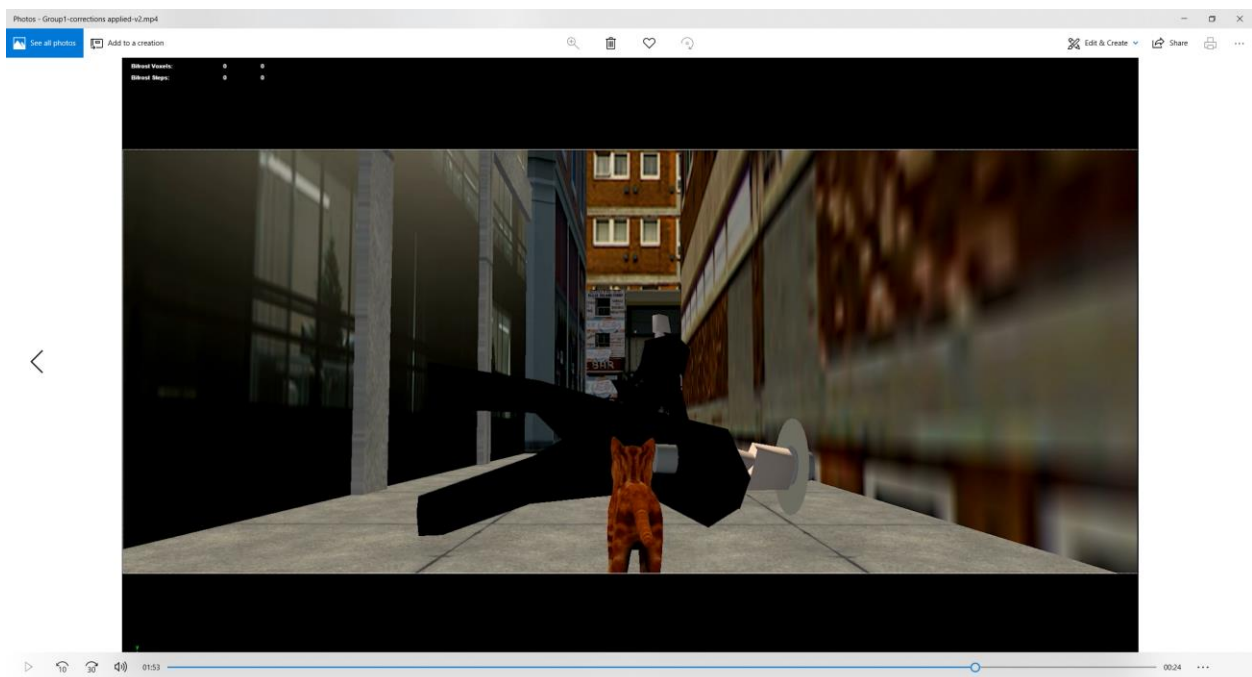
This shot is okay, but we will want to take the skater out, make him come afterwards, so we maintain the feeling that jefferson has time to run. Would be more effective if we show just jefferson and the skater comes just at the end.

CORRECTION 18 - CAMERAS



No need to zoom out and frame the shot better so they both can be seen. we can use a longer lens, so we can also feel that the skater is closing.

ADD SHOT showing Jefferson taking the knife out of himself and opening the tuna can, do not let him die so fast. Make a shot of Jefferson opening the tuna can. I do not understand my notes, but he said something else.



Do not camera move, leave this shot symmetrical, that will be powerful.

ADD SHOT cat eating tuna or eating the blood.