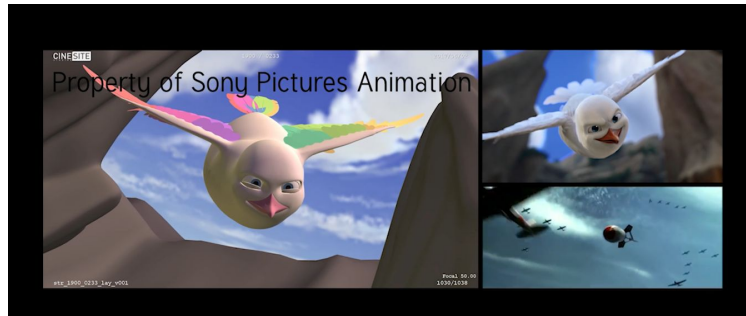
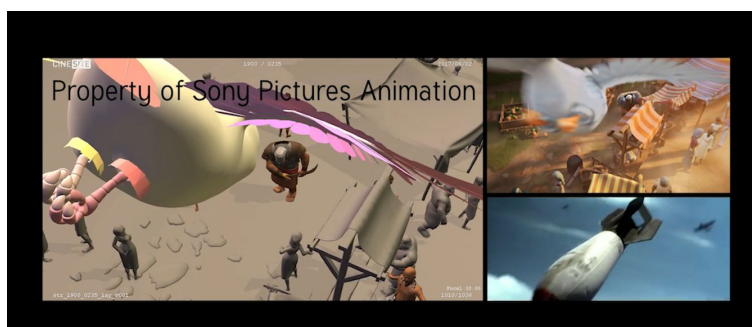


Shot Breakdown for “The Star”

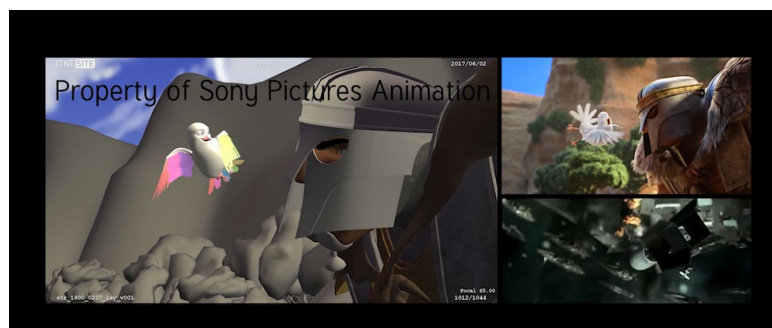
The original storyboards for these shots leaned on the vague side, but this also gave me a few big opportunities to pitch my own ideas. I thought of Dave (the dove character) as a living missile that shares a lot of the same flavors as this epic shot from "Pearl Harbor".



Since he was bursting with heroic confidence, I pitched him shooting past camera. The camera counter rotates against him with wider lenses to punch up dynamic energy...



Then slams to a 65mm profile to flatten space for his miserable bail.



I was also limited to working with no more or less than 3 shots. It would've been nice if I had access to sharing the boards too, but it was still incredibly useful pairing reference to help visualize the idea.