Plan a clear visual journey

A film-planning resource for conceptual 3D scenes. Not manufacturing or engineering instructions.

Project / audience

One-sentence visual story: what should viewers understand?

Scene / asset credits / permissions

Target duration, aspect ratio, resolution and frame rate

EXAMPLE: DETAIL TO CONTEXT

Show one familiar item in close-up, reveal where it sits in the scene, then follow its movement to the next visual stage. Keep screen direction and the item identity clear. A modeled handoff illustrates a story; it does not validate a real process.

CINEMATIC CUT - USE AS VIEWING REFERENCES

0:17 design review | 0:33 transport | 0:52 station kit
1:11 machine cell | 1:30 inspection | 1:50 structure
2:07 handoffs | 2:27 modules | 2:46 concept completion
3:06 systems evidence | 3:25 flight deck
3:45 finishing | 4:04 delivery | 4:22 closing invitation

Watch: youtube.com/watch?v=oeP5d3pehWE. Times refer to the 4:42 cinematic cut.

One shot, one purpose

Duplicate this page for each shot. Review start, middle and end frames before final export.

Shot number / purpose / subject

Camera name / scene location / movement

Output start-end / source animation start-end

Composition, screen direction and continuity notes

Lighting, exposure and audio cues

- [ ] Subject and text are readable at phone size; safe areas checked.
- [ ] Start, middle and end previews checked for clipping or missing assets.
- [ ] Shot order, exposure, motion and audio continuity reviewed.
- [ ] Credits and permissions recorded; conceptual claims labeled accurately.
- [ ] Final duration, aspect ratio, captions and full playback checked.

Exercise: a 15-second sequence with 3 seconds of detail, 4 of context, 5 of movement and a 3-second closing view. Change one variable, then compare the result.