# BELOW DECK PRODUCTION BIBLE



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# LOGLINE & SYNOPSIS

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# LOGLINE

Two wary pirates on an abandoned ship question the vanishment of their crew, leading them to a supernatural encounter beyond their understanding.

## SYNOPSIS

On an abandoned pirate ship resides an eerie silence. Onboard, Jane and Samuel, two pirates with a history of distrust, find themselves in a tense confrontation. Jane suspects Samuel of foul play, fearing he may have poisoned their crew or is a spy for the British. Samuel denies the accusations.

As tensions rise, their dispute takes an unexpected turn when Samuel suspect that something has taken their shipmates, including their beloved parrot, Squeaky. The duo's focus shifts from mutual suspicion to shared concern for their missing comrades.

Suddenly, ominous footsteps approach from above deck, sending shivers down their spines. With weapons drawn, Jane and Samuel prepare for the unknown. When the cabin door creaks open, their fear intensifies as an otherworldly presence materializes.

# S T O R Y T R E A T M E N T

### STORY TREATMENT



# SCRIPT

INTRO: WE ESTABLISH OUR SCENE LOOKING AT ON AN OLD WOODEN PIRATE SHIP IN THE MIDDLE OF RAINSTORM, LIGHTNING STRIKES RUMBLING THROUGHOUT THE DECK, FAINT ORANGE LIGHTS LIT UP ALL OVER THE BOAT. SUDDENLY SOUNDS OF PLATES CRASHING AND CHAIRS FALLING OVER BREAK THE STORMY SILENCE, WE HEAR THE BEGINNING OF AN ARGUMENT AS WE CUT TO THE GLOOMY INTERIOR UNDER THE DECK ON ONE OF THE LIGHTNING STRIKES. A PIRATE DRESSED FANCILY (JANE), IS HOLDING ANOTHER SCRUFFIER PIRATE (SAMUEL) BY THE COLLAR, HAVING BEEN CHASED AROUND HE IS BEING ACCUSED OF A GRAVE AFFAIR. THE CONVERSATION CONTINUES AS THE FANCIER PIRATE IS SHAKING THE SCRUFFIER ONE FOR ANSWERS.

SAMUEL IS UNIMPRESSED, HE DOESN'T LISTEN TO FEMALE LEADERS. HE ROLLS HIS EYES AND PULLS HIMSELF OUT OF JANE'S GRASP AS HE KEEPS THE CONVERSATION GOING. AS SOON AS JANE ACCUSES SAMUEL, HE UNSHEATHES HIS SWORD AND POINTS IT AT JANE AS HE DEFENDS HIMSELF. JANE DOES THE SAME TOWARDS SAMUEL AS SHE DEFENDS HERSELF AS WELL. SCRIPT ADDITION: AFTER ACCUSING EACH OTHER THEY SIMULTANEOUSLY LOOK AT THE SURVIVING PARROT IN A CAGE AT THE END OF THE ROOM AS JA TO SAY THEY ARE CONSIDERING THE PARROT TO BE THE TRAITOR. THEY THEN SHAKE THEIR HEADS AS THEY REALIZE HOW ABSURD THIS ALL SEEMS.

SILENCE FALLS AS THEY DO NOT KNOW HOW TO PROCEED NOR WHAT TO THINK. AS SAMUEL SITS DOWN AT A TABLE, HE THOUGHTFULLY CONSIDERS THE SITUATION BY HYPOTHETICALLY ASSUMING JANE IS INNOCENT. JANE APPROACHES THE TABLE AS SHE REPLIES, SHE LEANS ON THE TABLE WITH HER TWO HANDS FACING SAMUEL, STILL NOT TRUSTING HIM. SAMUELS FINAL LINE IS INTERRUPTED BY THE LOUD THUD OF HEAVY FOOTSTEPS ON THE UPPER DECK.SAMUEL SLOWLY GETS UP HIS CHAIR EYEING THE UPPER DECK, HIS HAND ON HIS SHEATHED SWORD HANDLE .AS JANE FOLLOWS THE SOUND OF THE STEPS WITH HER HEAD SHE SLOWLY PULLS OUT HER PISTOL AND AS THE FOOTSTEPS MAKE THEIR WAY TO THE LOWER DECK, SHE COCKS IT. THE DOOR IS HEARD BEING SWUNG OPEN AS WE ONLY LOOK AT OUR PIRATES FACES CHANGE TO DISBELIEF. A GIANT LOW PARFOT SQUAK IS HEARD RUMBING THROUGH THE SHIP AS WE CUI TO BLACK. (THIS ENDING ONLY IF AGREED WITH EVERYONE TO INCLUDE THE PARROT JOKE IN THE MIDDLE.)

HARACTERS





AN EXPERIENCED AND TOUGH PIRATE, JANE GREW UP HER WHOLE LIFE AROUND THE LOW SCUM OF THE SEA. SHE HAS HAD TO STAND UP FOR HERSELF AT EVERY MOMENT AMONG A CREW OF MALE ONLY PIRATES, WHICH HAS MADE HER EXTREMELY FIERCE AND BRAVE. SHE QUICKLY WENT UP THE RANKS OF THE SHIP FOR HER CUNNING WITS AND COMMON SENSE MALE PIRATES LACKED. ALTHOUGH NOT QUITE A CAPTAIN YET, HER CLOTHES AND ATTITUDE HINT AT HER BEING OF A HIGHER POSITION THAN OTHERS. SHE WEARS FANCIER CLOTHES AND WEARS EXPENSIVE JEWELRY FROM HER RAIDS. A PIRATE HAT ONLY HIGHER CREW WEARS HOLDS HER LONG HAIR IN PLACE. NEXT TO HER SWORD SHE IS ONE OF THE FEW OF A HIGH ENOUGH RANK TO HAVE HER OWN PISTOL.

#### SAMUEL:

JANE:

A RATHER NEWER CREW MEMBER, SAMUEL IS PART OF THE LOWER RANKS OF THE SHIP. HE'S SLY BUT CARELESS WITH A VULGAR DEMEANOR DUE TO HIS LACK OF EXPERIENCE AND YOUNGER AGE.

HAVING VERY LITTLE RESPECT TOWARDS FEMALE PIRATES, SAMUEL DOES NOT APPRECIATE HAVING JANE HIGHER IN THE CREW CHAIN AND IS RELUCTANT WHEN IT COMES TO ANYTHING IN RELATION TO HER. HIS LOWER RANK CAN BE RECOGNIZED BY MORE SIMPLE AND LESS CLOTHING, BASIC JEWELRY AND NO FANCY SILKS FROM GLOBAL TRADES OR RAIDS. BECAUSE OF HIS LOWER STATUS HE DOES NOT OWN A HAT NOR A PISTOL, HIS ONLY MEANS OF DEFENCE IS A RUSTY OLD SWORD

# **SET & PROPS**

JANE AND SAMUEL FIND THEMSELVES ON A CREAKY AND USED PIRATE SHIP ANCHORED IN THE MIDDLE OF A RAINSTORM. THE SHIP HAS SEEN A LOT OF WEAR AND TEAR FROM THE ROUGH ELEMENTS OF THE SEA AND THE BATTLES IT HAS SURVIVED.

BELOW DECK WE FIND OUR PROTAGONISTS TAKING SHELTER IN THE CAPTAINS QUARTER TRYING TO UNDERSTAND THEIR SITUATION. AN OVERCLUTTERED AND GLOOMY ROOM, GENTLY LIT BY COUNTLESS CANDLES, SOME LANTERNS AND A CHANDELIER. THE ROOM IS OVERCLUTTERED WITH SCRAP, EQUIPMENT AND TREASURE. SKULLS, ROPES AND MAPS ARE SCATTERED EVERYWHERE MAKING IT DIFFICULT FOR OUR PROTAGONISTS ND TO KNOCK ANYTHING OVER.

IN THE MIDDLE SITS A LARGE WOODEN TABLE WITH A LARGE MAP LAYED ON IT. CUTTLERY, COINS AND MUGS COVER THE MAP. AROUND THE TABLE ARE THREE WOODEN CHAIRS, ONE CLEARLY FANCIER, MEANT FOR THE CAPTAIN. AT THE END OF THE ROOM IS A BIRD CAGE FOR THE CAPTAINS PARROT. A TREASURE CHEST IS SEEN WIDE OPEN FILLED WITH KNICK KNACKS AND SHINY GOLD ON ONE SIDE OF THE ROOM. COBWEBS AND DUST ARE TO BE FOUND IN UNTOUCHED CORNERS.

SAMUEL CARRIES A RUSTY SWORD AS JANE CARRIES A FANCIER SWORD AND A PISTOL.

TO GIVE A SENSE OF DEPTH: ROPES HANGING FROM ABOVE, LANTERN HANGING FROM ROPE. Background is quite busy and layed as to give perception. Foreground ( table, skulls, stacked books etc) should also be used for certain shots, can also be used for framing shots.



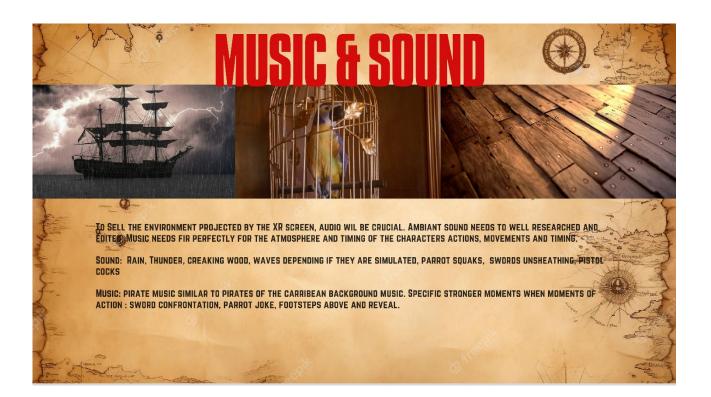
# TONE

BECAUSE OF THE SHORTER NATURE OF THE SCRIPT, I THINK IT IS SMART TO HAVE A TONE THAT IS ALREADY FAMILIAR SUCH AS THE PIRATES OF THE CARRIBEAN SERIES. THOSE MOVIES MANAGE TO TELL SERIOUS STORIES AMONG APPROPRIATE AMOUNTS OF ACTION AND COMEDY.

I WOULD LIKE TO REPRESENT SUCH A TONE OF SERIOUS ACTION IN CHARACTERS MOVEMENT, A LIGHTHEARTEDNESS IN CONVERSATION AND BRIEF COMICAL MOMENTS THAT BREAK THIS SERIOUS AND GRIM WORLD OF PIRATES

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BY KEEPING THIS ASPECT OF FAMILIARITY AND PORTRAYING A DARK, GRITTY YET HUMOROUS WORLD, THE TWIST AT THE END OF THE PARROT COMES AS A SURPRISE CLASHING WITH THE SERIOUSNESS OF THE SITUATION THEY FIND THEMSELVES IN. (HOPEFULLY RESULTING IN A CHUCKLE) PIRATES# CARIBBEAN



# SCRIPT

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### SCRIPT

#### BELOW DECK

Written by Mata Haggis

Adapted by Paul Bianchi

EXT. PIRATE SHIP - EVENING

Establishing shots reveals an empty pirate ship among a thick layer of fog. The sea is awfully calm. INT. PIRATE SHIP - EVENING We cut to two pirates arguing below the creaking deck. JANE is menacingly holding SAMUEL by the collar, pushing him against a cluttered table. She shakes him. JANE How am I to know you didn't poison the crew and throw 'em all overboard in the night? Samuel rolls his eyes and escapes jane's grasp, distancing himself towards the other side of the table SAMUEL What good would it do me, out here? Nothing but stinking brine all around. Needs a crew to get her movin'. JANE Mayhaps you found something, mayhaps they found something on you... Mayhaps you're a spy for the British. Samuel jumps up and pulls out his sword and points it at jane SAMUE L I ain't no traitor.

Jane confidently pulls out her pistol, cocks it and points it a Samuel.

JANE And I ain't no poisoner. Samuel considers his situation, he lowers his weapon out of frustration SAMUEL Blast it all, They've even swiped Squeaky. Darn bird's lost without us. Samuel defeatedly waves towards the empty parrot cage, blasted partially open. He moves on and sits down at the table. SAMUEL (Thoughtful) saying that I be Just believing you, the crew dead for nothing ain't happening. Jane leans her hands on the table, still wary of Samuel. JANE We don't know they're dead, not for sure, just gone. SAMUEL I heard tell of sirens in these waters, calling to men, luring 'em to their deaths. JANE But not you or I. SAMUEL It don't make no sense. Sound of SLOW, HEAVY FOOTSTEPS on the ship's deck above. Samuel stands up quickly and pulls out his sword out of panic. Jane follows the footsteps with her eyes as they pass over their heads and slowly pulls out her pistol and cocks it. A large feather falls down in front of Samuel. He picks it up and examines it. The sound makes its way towards the lower deck and the cabin door is heard being swung open. Our pirates look in disbelief, their jaws dropping out of fear and confusion. JANE

Squeaky? ( in a trembling voice, unsure) a large parrot squawk is heard throughout the ship as we cut to a wide shot of the ship

cut to black Roll credits

END

# S C R I P T B R E A K D O W N

# SCRIPT BREAKDOWN TEMPLATE

XR stage - PRH	Class Number: year 3/4	Production Title: Below deck		
Scene Number: 1	Scene Description:	Scene Name:		
Day/Night: Evening	Int/Ext: INT	Script Page Number:1		

		SOUND EFFECTS/MUSIC
• Samuel • Jane	<ul> <li>PINK</li> <li>Cluttered table</li> <li>Sword</li> <li>Pistol</li> <li>Parrot cage</li> <li>Tuns</li> <li>Wooden</li> <li>boxes</li> <li>Candle holder with candles</li> <li>Treasury</li> <li>Swords/sabers</li> <li>Ropes</li> <li>Compass</li> <li>Binocular</li> <li>Globe</li> <li>World map</li> <li>Food/drinks</li> <li>Wooden</li> <li>bucket</li> <li>Pipe</li> <li>Navigator</li> <li>Measuring tools (for the map)</li> <li>Telescope</li> <li>Table (picknick table)</li> <li>Skulls</li> <li>Bird cage</li> <li>Gold coins</li> <li>Bird cage</li> <li>Feather</li> </ul>	GREY

	WARDROBE MAKE- UP/HAIR RED • Samuel needs to have a collar • Gold accessories (Hooped earrings) • Rings • Pistol & sword belt • Hair jewelry • Pirate hat + hair scarf • Boots	PROPS (Virtual) BLUE
SPECIAL EQUIPMENT DARK GREEN	PRODUCTION NOTES	

### SCRIPT BREAKDOWN

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Written by Mata Haggis

Adapted by Paul Bianchi

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An establishing shot reveals an empty pirate ship among a thick layer of fog. The sea is awfully calm.

INT. PIRATE SHIP - EVENING We cut to two pirates arguing below the creaking deck. JANE is menacingly holding SAMUEL by the collar, pushing him against a cluttered table. She shakes him. JANE How am I to know you din't poison the crew and throw 'em all overboard in the night? Samuel rolls his eyes and escapes jane's grasp, distancing himself towards the other side of the table SAMUEL What good would it do me, out here? Nothing but stinking brine all around. Needs a crew to get her movin'. JANE Mayhaps you found something, mayhaps they found something on you... Mayhaps you're a spy for the British. Samuel jumps up and pulls out his sword and points it at jane SAMUEL I ain't no traitor. Jane confidently pulls out her pistol, cocks it and points it a Samuel.

<mark>JANE</mark>

#### And I ain't no poisoner.

Samuel considers his situation, he lowers his weapon out of frustration and says:

#### SAMUEL

Blast it all, They've even swiped Squeaky

Samuel defeatedly waves towards the empty parrot cage, blasted partially open. He moves on and sits down at the table.

#### <mark>SAMUEL</mark>

(Thoughtful) Just saying that I be believing you, the crew ain't dead for nothing happening. Jane leans her hands on the table, still wary of Samuel. JANE We don't know they're dead, not for sure, just gone. SAMUEL I heard tell of sirens in these waters, calling to men, luring 'em to their deaths. JANE But not you or I. SAMUEL It don't make no sense. Sound of SLOW, HEAVY FOOTSTEPS on the ship's deck above. Samuel stands up quickly and pulls out his sword out of panic. Jane follows the footsteps with her eyes as they pass over their heads and slowly pulls out her pistol and cocks it. The sound makes its way towards the lower deck

cocks it. The sound makes its way towards the lower deck and the cabin door is heard being swung open. Our pirates look in disbelief, their jaws dropping out of fear and confusion.

#### <mark>JANE</mark>

Squeaky? ( in a trembling voice, unsure) a large parrot squak is heard throughout the ship as we cut to black

# SHOT LIST

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# SHOT LIST

Set 1

Shot number	Movements	Frame size	Angles	Description	Lense	Set up	Notes	
1-A	x	Close Up	Side Eye level	JANE is menacingly holding SAMUEL by the collar, pushing him against a cluttered table. She shakes him	50mm		x	1
3-A	Slide	Medium (Cowboy)	from the side	Samuel distances himself towards the other side of the table	35mm		x	2
7-A	x	Wide	from the side	both pointing gun/sword	35MM		move fill light to front	3
11-A	х	Close Up		Cage	50MM			5
3-F	Pan	Close Up	Eagle eye	A pan of the table to show what is on it	50mm	TABLE	Shoulder mount/grip	6
8-A	x	Close up	Dutchie/High Angle	Samuel considers his situation,	24mm		floor visible	7
9-A	х	Close Up	Dutchie/Low Angle		35mm	2	ceiling	8

Set 2	2
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Shot number	Movements	Frame size	Angles	Description	Lense	Set up	Notes	
2-A	x	Medium	Over the shoulder	Samuel rolls his eyes and escapes jane's grasp,	50MM?		x	1
5-B+C	x	Medium (Wider)	Over the shoulder	Samuel jumps up and pulls out his sword	50mm		x	2
12-A	x	WIDE		He moves on and sits down at the table	50MM		a	3
14-A	Dolly out	Medium	High Angle	",,,luring 'em to their deaths"	35MM		The dolly start at the end iso250	4
19-A	x	wide		Feather falls on the ground, Samuel notices it and bends down to get it	50mm		x	5
18-A	Dolly In + Pan Down	Medium to Close Up	Eye level to High	Squeeky Appearance	24MM		Orbiter: 2300K, 80.1 intensity, ARRICGT Moon: 4700K shadow: 3900K Squeaky shadow blocked by reflector to orbiter 125 ISO	6
16-A	x	Close up	Eye level	Reaction of Jane	50mm		x	7
18-A	×	Close up	Eye level	Reaction of Samuel	50mm		x	8
5-B	x	Close-Up	Crotch level	Samuel pulls out his sword out of the sheath	50mm	AL .	x	9

Shot number	Movements	Frame size	Angles	Description	Lense	Set up	Notes		
4-A	Dolly In	Medium to Close Up	Over the shoulder	Jane approaching/accusing Samuel	85mm	Li	dolly1	1	test
13-A	Dolly In	Medium	Lower angle	Jane leans her hands on the table, still wary of Samuel	50MM	江	dolly2	2	
6-A	x	Medium	POV OF SAMUEL?	Jane confidently pulls out her pistol, cocks it and points it a Samuel	50mm	Å	cam p2	3	
11-B	x	Medium		Jande holsters her gun and walks away.	85mm		cam p3	4	

Set 3

# BUDGET

# BUDGET

Name of Project	Below Deck					Budget	Actual	Under/Over
# shooting days:	3					€ 500	€ 322,44	€ 177,56
Producers:	Eva Gimet &	Wouter Hei	ıkelom					
Description	Price	Quantity	Total	Shipping	Store / Link			
Asset Pack Budget	€ 9,29	1	€ 9,29					
Production Budget			€ 326,21					
Casting call website	€ 1,30	1	€ 1,30					
Set Design			€ 130,89					
Bird Cage	€ 7,50		€ 7,50					
Accessories	€ 37,72	1	€ 42,47	€ 4,75				
Holster	€ 6,30	1	€ 6,30		https://www.partywinkel.nl			
Pirate Hat	€ 5,25	1	€ 5,25		https://www.partywinkel.nl			
Pistol	€ 2,95	1	€ 2,95		https://www.partywinkel.nl			
Color Lenses	€ 10,45	1	€ 10,45		https://www.partywinkel.nl			
Shoe Covers	€ 9,92	1	€ 9,92		https://www.partywinkel.nl			
Necklace (Bracelet)	€ 2,25	1	€ 2,25		https://www.partywinkel.nl			
Tissue Paper	€ 0,60	1	€ 0,60		https://www.partywinkel.nl			
Spray paint (2)	€ 3,09	2	€ 6,18					
Clamp board	€ 8,90	1	€ 8,90					
Chains	€ 22,60	1	€ 22,60					
Costume	€ 12,50	1	€ 12,50					
Trousers	€ 5,00	1	€ 5,00					
Candles	€ 6,26	1	€ 6,26					
Make-Up	€ 19,48	1	€ 19,48					
Transportation Actors			€ 107,16					
Yuri	€ 0,00	0	€ 0,00					
Sam	/	3	€ 107,16					
Food			€ 73,80					
Lunch Coupons	€ 5,00	9	€ 45,00					
Snacks & Drinks Day 1	€ 14,93	1	€ 14,93					
Snacks & Drinks Day 2	€ 13,87	1	€ 13,87					
Continuou a	10%		6.50.00					
Contingency	10%		€ 50,00					
Total			€ 372,44		<b>T</b> ( ) ( ) ( ) ( ) ( )		_	
Total Spent			€ 322,44		Total without Contingency			

# RECEIPTS

INVOICE NR 1. DATE: 09-12-2023									
DATUM	BESCHRIJVING	PRIJS PER EENHEID	AANTAL KM	TOTAAL					
9-11-2023	Reiskosten Below Deck	0,19	188	35,72					
16-11-2023	Reiskosten Below Deck	0,19	188	35,72					
23-11-2023	Reiskosten Below Deck	0,19	188	35,72					
Sam post				107,16					
Groot agteveldla		Subtotaal							
3791RJ Achterve 0624383571	eld	Btw		21%					

Totaal

Graag zsm overmaken naar NL63INGB0008793294 t.n.v. S. Post onder vermelding van: reiskosten below deck.

Albert Heijn Oude Vest 4811 HR Breda 076-5138415							
AANTAL	OMSCHRIJV		PRIJS	BEDRAG			
1 1.16KG 1	BONUSKAAI SNOEPGROI SNOEP TOM SNOEPGROI LAY'S CHIPS BANANEN KAAS RUITB	rt Ente Iaat Ente	2,19	0,39 BE	3		
BBOX	SUBTOTAAL KAAS RUITB			13,69 -0,06			
BONUS		ENTE		-0,96 <b>1,02</b>			
12	Waarvan BONUS BOX SUBTOTAAL						
TOTAAL				13,87			
SPAARACTIES:	eSPAARZEG	EL		13,07			
BETAALD MET:	PINNEN			13,87			
POI: 50204234 KLANTTICKET Merchant Transactle (A0000000043050 Kaart 673400 BETALING	02488097	ABN AMRO Kaartserle	nummer	2X6T30 3320 4 /2023 08:36			
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BTW 9% TOTAAL	0	VER 1,62 1,62		EUR 1,05 1,05			
1651 08:35	3	15	16	3 6-11-2023			
Vragen over je kassabon? Oraze medeverkers helpen je graagl							

Robin.astarion@gmail.com

	Ø									
	Albert Heijn Brabantplein 24 tel 076-5310300									
	tel 07	00								
AANTAL	OMSCHRIJV		PRIJS	BEDRAG						
	BONUSKAA	RT		xx4639						
1	AH WATER			2,59						
	+STATIEGEL	D		0,90						
1	LAY'S CHIPS				35%					
1	AH APPELTJ			2,99						
1	SNOEPGRO			1,99						
1	SNOEPGRO			1,99						
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6	SUBTOTAAL			17,44						
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BONUS	SNOEPGRO			-0,96						
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	Waarvan									
	BONUS BOX	K		0,00						
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14	KOOPZEGEL	S		1,40						
TOTAAL				14,9	3					
SPAARACTIES	eSPAARZEG	EL								
BETAALD MET	PINNEN			14,93						
POI: 50077858										
KLANTTICKET Merchant	1315641	Terminal		4Z4XC6 3313						
Transactie	02461504			2212						
(A0000000430)		ABN AM	RO BANK							
Kaart 673400	0x0000000x8314									
BETALING Autorisatiecode		Datum	09/11	/2023 08:17						
Contactless			hode CHIP	14,93 EUR						
BTW	0	VER		EUR						
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TOTAAL	1:	1,59		1,04						
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08:16			1	9-11-2023						
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# Factuur F200731759 Order 101874053

Lieke Ras

Datum

Donderdag 26 Oktober 2023

#### Partywinkel.nl

Luzernestraat 83 J 2153 GM Nieuw-Vennep Netherlands, The www.partywinkel.nl

KvK 68411278 BTW NL857428603B01 IBAN NL48 INGB 0006 0417 71 BIC INGBNL2A

<b>Factuurnummer</b> F200731759	<b>Ordernummer</b> 101874053	<b>Klantnummer</b> 187652961	<b>Betaalmethode</b> Buckaroo - PayP	al				
Omschrijving			Artikelcode	Aantal	BTW	Item prijs	Korting	Subtotaal
Boland Piraten Ketting	g Amulet		74126	1x	21%	€2,25	€0,00	€2,25
Fiestas Guirca Piraten	Pistool 42cm		18525	1x	21%	€2,95	€0,00	€2,95
Boland Piratenhoed			81899	1x	21%	€5,25	€0,00	€5,25
Boland Beenkappen Z	wart 2st		81995	1x	21%	€9,92	€0,00	€9,92
Boland Halloween Kle	urlenzen Wazig Wit		40022	1x	21%	€10,45	€0,00	€10,45
Boland Cowboy Holste	er met Riem		579	1x	21%	€6,30	€0,00	€6,30
Unique Vloeipapier W	it 31cm 10st		6280	1x	21%	€0,60	€0,00	€0,60
Verzending & Afhande Bezorgd op afleveradre	•			1x	21%	€4,75	€0,00	€4,75
<b>Betaalkosten</b> Buckaroo - PayPal				1x	21%	€0,00	€0,00	€0,00

Totaal incl. BTW	€42,47
BTW 21%	€7,37
Totaal excl. BTW	€35,12

Heb je gekozen voor Achteraf Betalen? Je ontvangt dan per email een betaaloverzicht met het betaaltermijn.

# filmpeople

to:

Wouter Heukelom 18 Gansvelden 5685HB Best

from

Filmpeople Lekerweg 8 1609 GE Oosterleek Netherlands

# INVOICE

Customer no: 75348 Invoice no: 256215 Date: 07-09-2023 Payment due in 14 days

### description

Bijdrage voor plaatsen van bericht: Casting call virtual production short	
excl VAT / BTW €	€ 1,08
VAT / BTW (21 %) €	€ 0,22
Total €	€ 1,30

### >>> Invoice payed

Please see our terms on www.filmpeople.nl/paginas/view/75.

Filmpeople - VAT/ BTW no: NL001607313B60 - KvK 33274310 - IBAN NL51 BUNQ 2042 7688 04

#### 123inkt.nl <klantenservice@123inkt.nl>

# Uw bestelling bij 123inkt.nl

Aan wouterheukelom@ziggo.nl



# Uw bestelling bij 123inkt.nl

#### Geachte heer Heukelom,

Hartelijk dank voor uw bestelling!

Zodra wij de bestelling verzonden hebben, ontvangt u van ons een tweede e-mail. Hierin vindt u de factuur en een barcode waarmee u het pakket online kunt volgen.

#### Nr 23796748: maandag, 6 november, 2023 - 12:38:27

Factuuradres Wouter Heukelom Gansvelden 18 5685 HB BEST

Wouter Heukelom Gansvelden 18 5685 HB BEST

#### Winkelwagentje

Aantal	ArtikeInr	Product	Prijs	Totaal
1	402202	Maul houten klembord A4 staand	€ 3,95	€ 3,95

Aantal	ArtikeInr	Product Prijs	Totaal
		Subtotaal	€ 3,95
		Verzendkosten	€ 4,95
		Totaal (Incl. 21% btw)	€ 8,90
Uw beste	lling is betaa	ld via iDEAL en zal zo spoedig mogelijk worden verzonden.	

#### U heeft ervoor gekozen om geen kortingmails te ontvangen. Wilt u deze toch ontvangen? klik dan hier.

#### Heeft u vragen?

Heeft u specifiek een vraag over een door u besteld artikel? Bekijk dan in uw 123inkt account het onderdeel <u>Vraag en antwoord</u>. Hier vindt u per artikel veelgestelde vragen en antwoorden.

Ons verzoek: Bent u tevreden? Zegt het voort. Bent u ontevreden of heeft u op- en aanmerkingen, laat het ons a.u.b. weten via <u>klantenservice@123inkt.nl</u>.

Met vriendelijke groet,

123inkt.nl

P.S. Kent u onze andere webwinkels al?



www.123inkt.nl | Nieuw Walden 56-64 | 1394PC | Nederhorst den Berg | Tel: +31 (0)294-787123

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#### Hi Cradle!

Thanks for your purchase from Epic Games Commerce GmbH.

# INVOICE ID: A929251215

#### YOUR ORDER INFORMATION:

Order ID:

Order Date:

A2309120844588149 adeprojects@ade-buas.nl Source: Unreal Engine Marketplace

**Bill To:** 

September 12, 2023

YOUR COMPANY INFORMATION:

**Company Name:** Breda University of Applied Sciences

**Customer VAT Number:** NL007833799B01

**Company Address:** Monseigneur Hopmansstraat 2, Breda, 4817JS, NETHERLANDS

HERE'S WHAT YOU ORDERED:

#### Description: Publisher: Price:

Pirate Ship Cabin C-Media €9.29 EUR

TOTAL: €9.29 EUR

Please note: This supply is subject to the reverse charge mechanism.

#### **PAYMENT DETAILS:**

PAID FROM: MASTERCARD - 9939 €9.29 EUR



	Zuidelijk Toneel		Naam: elenara maksimova	Adres:
www	<u>v.hzt.nl</u>		e-mail: 201076 @ buas. nl	Tel: 0683543294
oop kleding	€ 12,50		Datum uitleen: 2 - 11 - 7073	Datum retour: 2 - 1 - 2024
			Huurbedrag: 5,00	Compleet: ja nee
	Totaal: € 12,50		Wassen	Stomen (Bewijs stomerij)
	Btw-totaal: € 2,17		I broch enhel bruin	
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			Huurder heeft kennis genomen van de voorwaarden va	n het Kostuumverhuur en verklaart zich hiermee akkoord

# PRE-PRODUCTION & PRODUCTION SCHEDULE

# SHOTGRID SCHEDULE

Id	Phase Name	Project	Start Date	End Date
321	Pre-production	VP_PRH_BELOW_DECK_20	2023-09-07	2023-10-05
334	Casting	VP_PRH_BELOW_DECK_20	2023-09-07	2023-09-28
322	Deadline Pre-Production Docs	VP_PRH_BELOW_DECK_20	2023-10-05	2023-10-05
323	Testing Phase	VP_PRH_BELOW_DECK_20	2023-10-06	2023-11-02
327	Test Day 1	VP_PRH_BELOW_DECK_20	2023-10-13	2023-10-13
328	Test Day 2	VP_PRH_BELOW_DECK_20	2023-10-26	2023-10-26
329	Test Day 3	VP_PRH_BELOW_DECK_20	2023-11-02	2023-11-02
319	Production	VP_PRH_BELOW_DECK_20	2023-11-03	2023-11-23
320	Shooting Day 1	VP_PRH_BELOW_DECK_20	2023-11-09	2023-11-09
324	Shooting Day 2	VP_PRH_BELOW_DECK_20	2023-11-16	2023-11-16
325	Shooting Day 3	VP_PRH_BELOW_DECK_20	2023-11-23	2023-11-23
326	Post-Production	VP_PRH_BELOW_DECK_20	2023-11-24	2024-01-12
331	Screening Final Cut	VP_PRH_BELOW_DECK_20	2024-01-11	2024-01-11
330	Deadline PRH	VP_PRH_BELOW_DECK_20	2024-01-12	2024-01-12

Color	Milestone	Description
project		
254,230,196		
252,13,45	x	
0,194,255		
252,13,45	x	
252,13,45	x	
252,13,45	x	
213,247,98		
252,13,45	x	
252,13,45	x	
252,13,45	x	
109,0,249		
252,13,45	x	
252,13,45	x	

# **GENERAL SCHEDULE**

Task Name	Bucket Name	Progress	Assigned To
Story Treatment	To Do	Completed	Bianchi, Paul (212490)
SPORT DAY	EXTRA	Completed	
Script Breakdown	Doing	Completed	Hassen, Sabeur Ben (211171); Maksimova, Eleonora (201076); Ras, Lieke (203179); Körtvélyesi, Vilma (213838)
Script V2	Doing	Completed	Bianchi, Paul (212490)
Project Schedule	Doing	Completed	Heukelom, Wouter (190623);Gimet, Eva (203128)
Mood Board	To Do	Completed	Maksimova, Eleonora (201076);Ras, Lieke (203179);Bianchi, Paul (212490)
Casting	Doing	Completed	Heukelom, Wouter (190623);Bianchi, Paul (212490);Gimet, Eva (203128)
Set Design & Props List	Doing	Completed	Maksimova, Eleonora (201076);Ras, Lieke (203179)
Story Boards	To Do	Completed	Bianchi, Paul (212490)
Floor & Lighting Plan	To Do	Completed	Hassen, Sabeur Ben (211171);Körtvélyesi, Vilma (213838)
Sound Design / Spot List	To Do	Completed	Mathijssen, Jens (210060);Boor, Valeski (213785)
TEST DAY	EXTRA	Completed	
AUTUMN HOLIDAY	EXTRA	Completed	
TEST DAY	EXTRA	Completed	
Chain Of Title	To Do	Completed	Heukelom, Wouter (190623);Gimet, Eva (203128)
TEST DAY	EXTRA	Completed	
Budget	To Do	Completed	Heukelom, Wouter (190623);Gimet, Eva (203128)
SHOOTING DAY 1	EXTRA	Completed	
SHOOTING DAY 2	EXTRA	Completed	
SHOOTING DAY 3	EXTRA	Completed	
Shot Logs	To Do	Completed	Hassen, Sabeur Ben (211171);Körtvélyesi, Vilma (213838)
Production Bible	To Do	Not started	Heukelom, Wouter (190623);Gimet, Eva (203128)
X-MAS HOLIDAY	EXTRA	Not started	

Due Date	Labels	Description
14/09/2023	Director	
21/09/2023	No PH.	No PH.
28/09/2023	DOP;Set Design	Collaborate on script breakdown (although   think it is mostly set design).
28/09/2023		Adjusted version of the script according to director's vision.
28/09/2023		
28/09/2023	Director;Set Design	Collaborate on creating a mood board.
		Potential actors will be selected by producers. Selection discussed with at least director
		(and anyone else interested).
28/09/2023	Producers;Director	
05/10/2023	Set Design	List with everything needed for set design + estimation of cost.
05/10/2023	Director	
05/10/2023	DOP	
05/10/2023	Sound Design	
12/10/2023	Important	
19/10/2023	No PH.	No PH.
26/10/2023	Important	
26/10/2023	Producers	
02/11/2023	Important	
02/11/2023	Producers	
09/11/2023	Important	
16/11/2023	Important	
23/11/2023	Important	
23/11/2023	DOP	
12/01/2024	Producers	Final deliverable production (put docs together).
05/01/2024	No PH.	No PH.

# CALLSHEETS

# CALLSHEETS

Day 1 - 09-11-2023



### VIRTUAL PRODUCTION – BELOW DECK CALLSHEET

THURSDAY 09-11-2023

Planning – Shooting Day 1 / SET 1

On Thursday the 9<sup>th</sup> of November '23, we will shoot the first sequence of our virtual production short film. Below you will find all the information necessary. If you have any questions, please contact the producers Eva or Wouter.

### **CREW BUAS**

Function	Name	Cellphone
Producer BOTH	Eva Gimet	+31 6 30443606
Producer SET	Wouter Heukelom	+31 6 17732080
Director	Paul Bianchi	Via producers
DOP + lights	Vilma Körtvélyesi	Via producers
DOP 1 <sup>st</sup> assistant	Sabeur Ben Hassen	Via producers
Audio	Valeski Boor	Via producers
Audio 1 <sup>st</sup> assistant	Jens Mathijssen	Via producers
Set Design (Set continuity)	Lieke Ras	Via producers
Set Design (Actor continuity)	Eleonora Maksimova	Via producers
Runner + Focus puller	Aranka ter Avest	Via producers
Assistant	Stephen Paine	

### **CREW EXTERNAL**

	Name	Cellphone
Actor 1 (Samuel)	Yuri Disseldorp	Via producers
Actor 2 (Jane)	Sam Post	Via producers
Make-up artist	Sylvia Hendrikx	Via producers

### **CONTACT DETAILS**

ADRESS	PARKING	ARRIVAL
Monseigneur Hopmansstraat 2,	All external crew is registered	Please call +31 6 30443606
4817 JS Breda	at BUAS. Mention your name	(EVA, producer) at arrival.
	at the barrier and follow P2	
> OCEAN BUILDING/XR Stage		

### TIME TABLE

TIME	WHAT?	WHO	NOTES/WHAT DO WE NEED
08:00	Get green room ready	Eva	
08:30	Briefing + Setup	Crew BUAS	
09:00	Crew Ext. arrive + welcome	Crew Ext. Eva	Green Room: OC1.008
10:00	Shot 1-A	Crew	
10:30	Shot 3-A	Crew	
11:00	Shot 7-A	Crew	
11:30	Shot 11-A	Crew	
12:00	BREAK	Crew	
13:00	Shot 3-F	Crew	
13:30	Shot 8-A	Crew	
14:00	Shot 9-A	Crew	
14:30	Spare Time	Crew	Catch up on any work
16:00	Cleanup	Crew	
16:30	Debrief	Crew	

No communication is allowed online or offline about this footage.



### VIRTUAL PRODUCTION – BELOW DECK CALLSHEET

THURSDAY 16-11-2023

### Planning – Shooting Day 2 / SET 2

On Thursday the 9<sup>th</sup> of November '23, we will shoot the second sequence of our virtual production short film. Below you will find all the information necessary. If you have any questions, please contact the producers Eva or Wouter.

### **CREW BUAS**

Function	Name	Cellphone
Producer BOTH	Eva Gimet	+31 6 30443606
Producer SET (shot logs)	Wouter Heukelom	+31 6 17732080
Director	Paul Bianchi	Via producers
DOP (lights + camera)	Vilma Körtvélyesi	Via producers
DOP (lights + focus puller	Sabeur Ben Hassen	Via producers
Audio	Valeski Boor	Via producers
Audio	Jens Mathijssen	Via producers
Set Design (set / runner)	Lieke Ras	Via producers
Set Design (styling / runner)	Eleonora Maksimova	Via producers
Runner (+ set)	Aranka ter Avest	Via producers
Supervision	Stephen Paine	
Supervision	Jonas Soulier	

### **CREW EXTERNAL**

	Name	Cellphone
Actor 1 (Samuel)	Yuri Disseldorp	Via producers
Actor 2 (Jane)	Sam Post	Via producers
Make-up artist	Sylvia Hendrikx	Via producers

#### **CONTACT DETAILS**

ADRESS	PARKING	ARRIVAL
Monseigneur Hopmansstraat 2,	All external crew is registered	Please call +31 6 30443606
4817 JS Breda	at BUAS. Mention your name	(EVA, producer) at arrival.
	at the barrier and follow P2	

> OCEAN BUILDING/XR Stage		
	> OCEAN BUILDING/XR Stage	

### TIME TABLE

TIME	WHAT?	WHO	NOTES/WHAT DO WE NEED
08:00	Get green room ready	Eva	
08:30	Briefing + Setup	Crew BUAS	
09:00	Crew Ext. arrive + welcome	Crew Ext. Eva	Green Room: XR
10:30	Shot 2-A	Crew	
11:00	Shot juh	Crew	
11:30	Shot 12-A	Crew	
12:00	Shot 14-A	Crew	
12:30	BREAK	Crew	
13:30	Shot 19-A	Crew	
14:00	Shot 20-A	Crew	
14:30	Shot 16-A	Crew	
15:00	Shot 18-A	Crew	
15:30	Break	Crew	Catch up on work
15:45	Spare Time	Crew	
17:00	Cleanup + Debrief	Crew	

No communication is allowed online or offline about this footage.



### VIRTUAL PRODUCTION – BELOW DECK CALLSHEET

THURSDAY 23-11-2023

### Planning – Shooting Day 3 / SET 3

On Thursday the 9<sup>th</sup> of November '23, we will shoot the third sequence of our virtual production short film. Below you will find all the information necessary. If you have any questions, please contact the producers Eva or Wouter.

### **CREW BUAS**

Function	Name	Cellphone
Producer BOTH	Eva Gimet	+31 6 30443606
Producer SET (shot logs)	Wouter Heukelom	+31 6 17732080
Director	Paul Bianchi	Via producers
DOP (lights + camera)	Vilma Körtvélyesi	Via producers
DOP (lights + focus puller	Sabeur Ben Hassen	Via producers
Audio	Valeski Boor	Via producers
Audio	Jens Mathijssen	Via producers
Set Design (set / runner)	Lieke Ras	Via producers
Set Design (styling / runner)	Eleonora Maksimova	Via producers
Runner (+ set)	Aranka ter Avest	Via producers
Supervision	Stephen Paine	
Supervision	Jonas Soulier	

### **CREW EXTERNAL**

	Name	Cellphone
Actor 1 (Samuel)	Yuri Disseldorp	Via producers
Actor 2 (Jane)	Sam Post	Via producers
Make-up artist	Sylvia Hendrikx	Via producers

### **CONTACT DETAILS**

ADRESS	PARKING	ARRIVAL
Monseigneur Hopmansstraat 2,	All external crew is registered	Please call +31 6 30443606
4817 JS Breda	at BUAS. Mention your name	(EVA, producer) at arrival.
	at the barrier and follow P2	

> OCEAN BUILDING/XR Stage		
	> OCEAN BUILDING/XR Stage	

### TIME TABLE

TIME	WHAT?	WHO	NOTES/WHAT DO WE NEED
08:30	Get green room ready	Eva	
09:00	Briefing + Setup	Crew BUAS	
09:30	Crew Ext. arrive + welcome	Crew Ext. Eva	Green Room: XR
11:00	Shot 4-A	Crew	
11:30	Shot 13-A	Crew	
12:00	BREAK	Crew	
13:00	Shot 6-A	Crew	
13:30	Shot 11-B	Crew	
14:00	Spare Time + Photoshoot	Crew	
16:00	Cleanup + Debrief	Crew	
17:00	END	Crew	

No communication is allowed online or offline about this footage.

## SET DESIGN & PROPLIST

## SET LIST & PROP LIST

Prop/virtual set	Props	Responsibility	Price	Amount	Picture	Where	Notes/links
					And the second		
Prop	Picnic Table	Prop Team	€ -	1	4 th	BUas Sports Bar	
пор				1			
Prop	Таре	Prop Team	€ -	1		BUas XR stage	For sticking things into place
					622		
Prop	Rope	Prop Team	€ -	1		BUas XR stage	
			-				
	Wooden Crate				NOTE		
Prop	with Jute Bags	Prop Team	€ -	3		BUas XR stage	
					_th_		
Prop	Bird cage	Lieke	€ 7,50	1		Thrift store	Broken open
					1321		
					104		
					(0*12*		
Prop	Spray paint cage	Wouter	€ 6,18	2		Action	Grey primer + golden paint
					Sum		
Prop	Parrot feathers	Lieke	€ -	Multiple		Personal item	
					WW		
_					Sec.		
Prop	Chain + clamp board	Wouter	€ 31,50	1		Hornbach	
					So		
Prop	Pulley	Lieke	€ -	1	- 3	Personal item	
Drop	Worldman	long	€ -	1	Prof.	Personal item	
Prop	World map	Jens	- t	1			terras/regentonnen/m1991255441enton-
					1995		houten-ton-whiskey-
Dree	Dormal	Links	6	1		Frontaal Brewery Breda	vat?c=4dc4183dfac1254e7aa85845826d5acd
Prop	Barrel	Lieke	€ -	1		breda	
					4		
Prop	Candle holders	Wouter	€ -	3		Efteling	
Пор		Wolter		5			
					12		
Prop	Fake candle	Wouter	€ -	1		Efteling	
				-	100		
	Fake LED candles +			2 candles, 1			
Prop	batteries	Lieke	€ 6,26	battery pack		Action	
Prop	Gold coins	Eva	€ -	Multiple	No. of Concession, Name	Personal item	
					Ser Sel		
Prop	Coin map	Aranka	€ -	1		Printed at school	
					A		
Dree	Cain has			1	100		
Prop	Coin bag	Wouter	€ -	1	0	Efteling	
					٢		
Prop	Lanterns	Wouter	€ -	3		Efteling	
					Accession		
Dree	Deale	Linka		2		Demonal Iterry	
Prop	Books	Lieke	€ -	3		Personal item	
Virtual set	Food on plates	Ella	€ -	Multiple		Unreal	On the tables

Virtual set	Cuttlery	Ella	€ -	Multiple	QUE	Unreal	On the tables
Virtual set	Cups with drinks	Ella	€ -	Multiple		Unreal	On the tables - preferably a bunch of different types
Virtual set	Books	Ella	€ -	Multiple		Unreal	On the tables
		Total expenses	€ 51,44				

	·	· · · ·	Costume Jane		
Item	Amount	Price	Where	Notes	Link
Blouse	1		50 Zuidelijk Toneel Tilburg		
Corset	1	€ -			
Skirt	1	€ -	Personal item - Eva		
	_	-		Underneath the red	
Skirt	1	€ -	Personal item - Eva	skirt to add lenght	
Shire	-	c			
					https://www.partywinkel.nl/cowboy-
Holster	1		30 Partywinkel.nl		holster-met-riem.html?id=91576442
Boots	1	€ -	Personal item - Sam		
Bracelets	Multiple	€ -	Personal item - Lieke		
Bracelet	1	€ -			
Necklace	1	€ -	reisonaritein Eleite		
Belt	1	€ -	Personal item - Sam		
					https://www.partywinkel.nl/piratenhoed
					html?id=28341982&gclid=CjwKCAjwv
Hat	1	€ 5,	25 Partywinkel.nl		fmoBhAwEiwAG2tgzGge2X0 WNKX vbhWPgYv1nZ-W8i9ysv4-luXqOK-
					https://www.partywinkel.nl/piraten
Pistol	1	€ 2,	95 Partywinkel.nl		<ul> <li>pistool-42cm.html?id=252932271</li> </ul>
					https://www.partywinkel.nl/halloween-
Colorionsos	1	£ 10	4E Dombassinkal pl		kleurlenzen-wazig- wit.html?id=243634684
Color lenses	1	€ 10,	45 Partywinkel.nl		WILIIIIIIIII-243034084
					<b>_</b>
			Total Costume Jane:	€ 27,45	
			Costume Samue		
Item	Amount	Price	Where	Notes	Link
Blouse	1	€ -	Personal item - Lieke		
Jacket	1	€ 2,	50 Zuidelijk Toneel Tilburg		
Trousers	1	€ 5,	00 Zuidelijk Toneel Tilburg	Rental	
				Worn around the	
Scarf	1	€ -	Personal item - Eleonora	waist	
Belt	1	€ -	Personal item - Lieke	indisc	
Boots	1	€ -			
5000	-	c			
<b>c</b> 1					https://www.partywinkel.nl/beenkappen
Shoe covers	1	,	92 Partywinkel.nl		<ul> <li>zwart-2st.html?id=157286927</li> </ul>
Bracelets	Multiple	€ -	Personal item - Lieke		
					https://www.partywinkel.nl/piraten
Amulet	1	,	25 Partywinkel.nl	Worn as a bracelet	<ul> <li>ketting-amulet.html?id=277152452</li> </ul>
Sword	1	€ -	Personal item - Aranka		
			Total Costume Samuel:	€ 19,67	
			Makeup		
Item	Amount	Price	Where	Notes	Link
					finish-foundationporcelain-
Foundation		£ 4	DO Eter		120571377.html?gad_source=1&gclid=
Foundation	1	€ 4,	99 Etos		CjwKCAiA98WrBhAYEiwA2WvhOlQ
Concelear	1	€ 14,	49 Etos		e-new-york-instant-anti-age-eraser- concealer-01-light-
Lens fluid	1	€ -	Personal item - Eleonora		
Lens container	1	€ -	Personal item - Eleonora		
Lens container	1	ъ -	reisonai item - Eleonora		
Micellair Water	1	€ -	Personal item - Eleonora		cotton-
wicellall water	1	t -	Personal item - Eleonora		wattenschijfjes/p/431487?gad_source=1
				*Lost receipt so it is	https://www.kruidvat.nl/kruidvat-100-
Cotton pads	1	€ -	Personal item - Eleonora	listed as personal item	cotton-wattenschijfjes/p/431487
	-	-	Total:	€ 19,48	L
				25710	
			Total Expenses	€ 66,60	
	1		Total Lypenses	e 00,00	





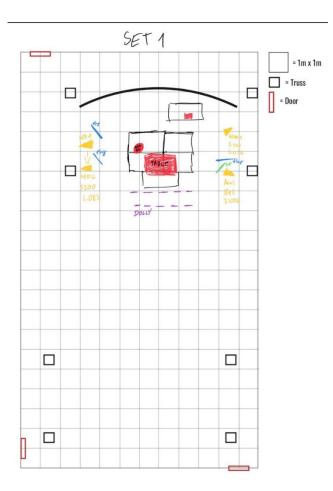
Unused Expenses					
Item	Amount	Price		Where	Notes/links
Stripped Blouse	1	€	2 50	Zuidelijk Toneel Tilburg	
	1			, ,	
White Blouse	1	€		Zuidelijk Toneel Tilburg	
White trousers	1	€	2,50	Zuidelijk Toneel Tilburg	
Tissue paper	1	€	0,60	Partywinkel.nl	https://www.partywinkel.nl/vloeipapier-wit-31cm-10st.html?id=242297771
	Total:	€	8,10		

То	tal Expenses		
Section		Cost	
Props		€	51,44
Costumes		€	66,60
Unused expenses		€	8,10
Total Expenses		€	126,14

# FLOORPLAN

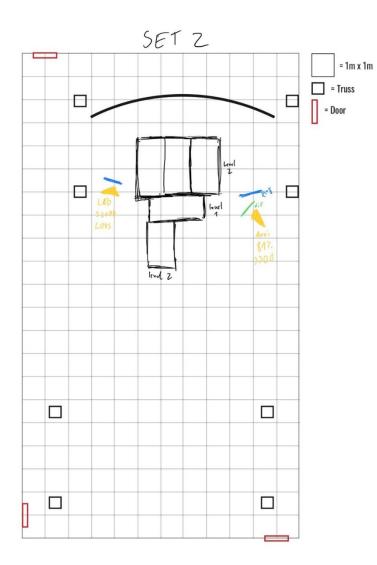
100 A 100 A

## FLOOR PLAN

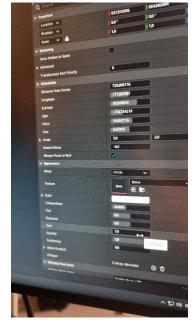


	-	
SHOTS:	-	1 DIFFUSER FOR THE
1A	_	ORBITER 1 BIG FLAG FOR THR
3A	_	ORBITER
7A	-	1 SMALL FLAG FOR
		LEDGO KIT 2
11A		
3F		
8A		
- ME	DIUM LED	GO KIT 1
	o <b>5100</b>	К
	o L.034	ł
- ME	DIUM LED	GO KIT 2
	o <b>3200</b>	К
	o L.085	
- AR	RI ORBITEI	R
	o <b>3300</b>	К
	o <b>81%</b>	
- CEI	<mark>ELING</mark>	
	<mark>o 2.0</mark>	
	<mark>o 4000</mark>	K



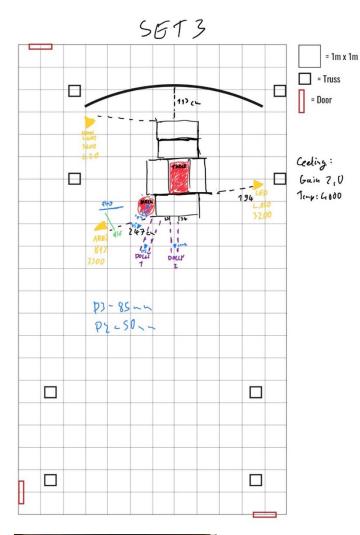


SHOTS:	-	1 DIFFUSER FOR
2A		THE ORBITER
5C	-	1 BIG FLAG FOR THR ORBITER
	-	1 SMALL FLAG FOR
12A		LEDGO KIT 2
14A		
19A		
18A		
16A		
5B		
18B		
- N	L IEDIUM LI	EDGO KIT 2
	o <b>320</b>	ООК
	o L.0	
- A	RRI ORBIT	
		ООК
	o 819	%
- Cl	EELING	
	<mark>o 2.0</mark> o 400	
	<mark>0 40(</mark>	





Ceiling lighting from Unreal



SHOTS:	- 1 DIFFUSER FOR
4A	THE ORBITER
	- 1 BIG FLAG FOR
13A	THR ORBITER
6A	- 1 SMALL FLAG FOR
0/1	LEDGO KIT 2
11B	
- MED	IUM LEDGO KIT 1
C	5600K
C	D L.020
- MED	IUM LEDGO KIT 2
	<b>3200K</b>
-	> L.050
	ORBITER
	<b>3300K</b>
	<b>81%</b>
- CEEL	
-	<b>2.0</b>
C	• 4000K

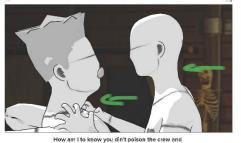
Ceiling lighting from Unreal

Location v	-115,218119	207,939876	31,003696	
Rotation 🗸	100.	100.	-3,035649 *	
Scale 🗸 🗅	1.0	10	110	
· Rendering				
Actor Hidden In Game				
· Advanced				
Translucency Sort Priority	•			
T Orientation	(HIP) EST CONSCIONED BORNE	_		
Distance from Center	723.050364			
Longitude	171342917	_		•
Latitude	35.920633			•
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Piton	-114,734215			
Yaw	0.490205			•••
<ul> <li>Scale</li> </ul>	3.0		15 Carlos Carlos	
Facial Offset	-0.5	20		
Always Flush to Wall		Number of Contractor		
* Appearance				
Mark	Circle	<ul> <li>✓</li> </ul>		
	Nane	and the second second	and the second	
Texture	···· E		•	
Color		difference in the		
Temperature	40000			
Tint				
Exposure	(od initia)			
Can	20			
Opecity	1.0			
Feathering	0.0	.) The second second		
Alpha Gradient				
Polygon	0 Array elementa	Θt		
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- Tage	Chargement		1000	
Component Tags	0 Array elements	00		
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* Activation				
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Editable when interited				
> Anset User Data				
		A 10 6 B	45 102/11/2023 FT	

# STORYBOARD

### STORYBOARD

V3 Bende 55 | Shoz 21 | Diruber 210 | Ageet Ruber 6 (6 104 - 11 - 2001 (1922) 2023







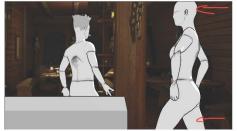
throw 'em all overboard in the night?



What good would it do me,

out here?

Samuel distances himself towards the other side of the table



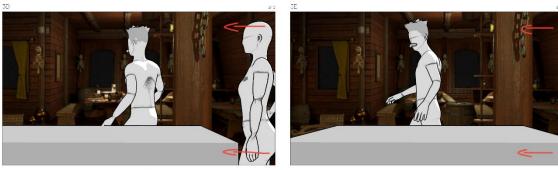
Nothing but

Storyboarder

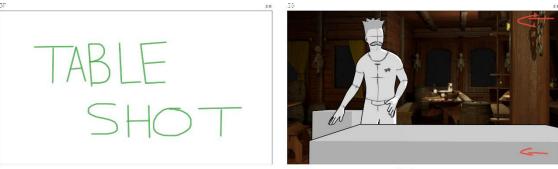
Page: 1710

Page: 2710

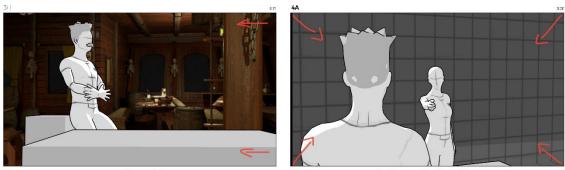
V3 Boards 56 Shots 21 | Duerker: 215 | Aspect Rator Kor9 DRAF (DebeMask 2, 2003



stinking brine all around.



Needs a crew to

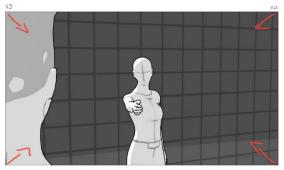


get her movin'.

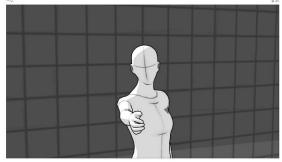
Mayhaps you found something,

V3 Boards 56 - Shoss 21 | Euration: 215 | Aspect Rafo: 1619 LIGAF : Decidiment 21, 2023

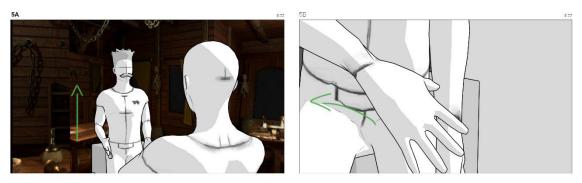
Page: 3710



mayhaps they found something on you...



Mayhaps you're a spy for the British.



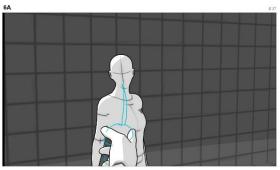
Samuel jumps up



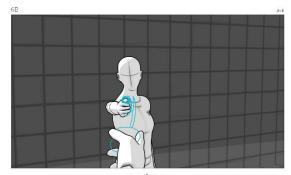
and pulls out his sword

and points it at jane

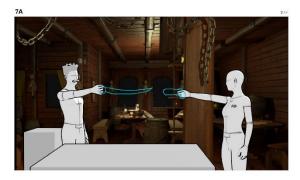
V3 Boards 56 - Shoss 21 | Euration: 215 | Aspect Rafo: 1619 LIGAF : Decidiment 21, 2023



And I ain't

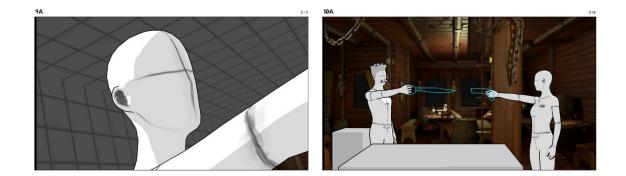


no poisoner. Jane confidently pulls out her pistol, cocks it and points it a Samuel.





Samuel considers his situation,



· 2B

V3 Boards 55 Shots 21 Eurefort 215 Aspect Rafor Kir9 ERAF (DeCEMBER 2, 2003



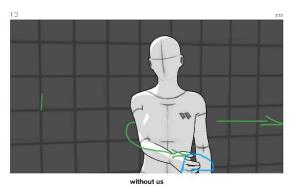


Blast it all, he lowers his weapon out of frustration

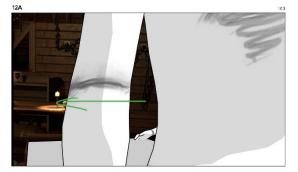
They've even swiped Squeaky



Poor Bird's lost



Jane puts back her pistol, walks to the end of the table





Just saying He moves on and sits down at the table,  $\vec{\eta}$ 

Storyboarder

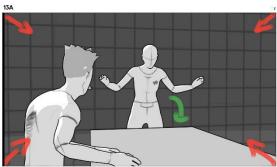
Page: 5710

V3 Boards 55 Shos: 21 Eureiker: 215 | Aspect Rafo: Kir9 BRAF (DeDEMder 21, 2003

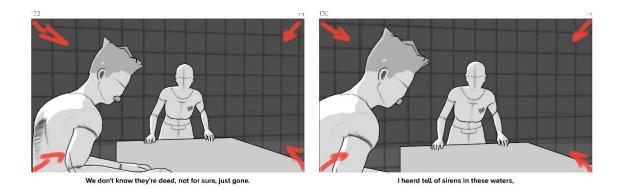


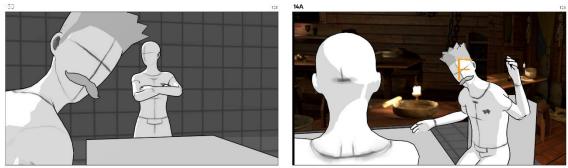


that I be believing you,



the crew ain't dead for nothing happening. Jane leans her hands on the table, still wary of Samuel.

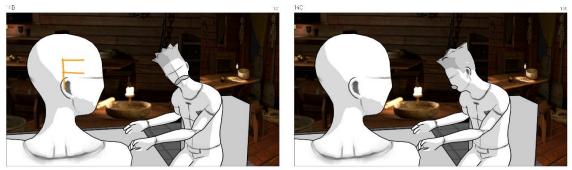




calling to men

luring 'em to their deaths.

V3 Boards 55 Shots 21 Eurefort 215 Aspect Rafor Kir9 ERAF (DeCEMBER 2, 2003



But not you or I.

It don't make no sense.



Sound of SLOW, HEAVY FOOTSTEPS on the ship's deck above





and pulls out his sword out of panic.

V3 Boards 56 Shost 21 Eurefort 215 Aspect Ratio 16 19 DRAF : December 21 2023



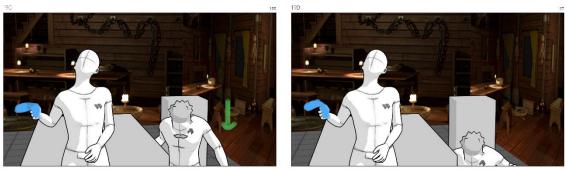
Jane follows the footsteps with her eyes as they pass over their heads



A FEATHER falls down from the ceiling



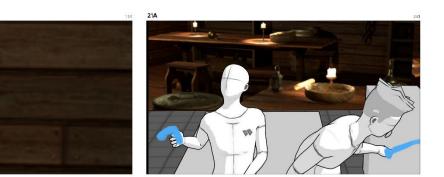
Samuel notices it, jane slowly pulls out her gun

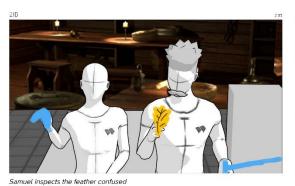


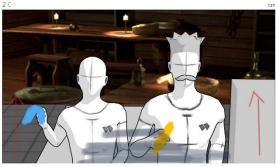
Samuels goes to pick up the feather

20A

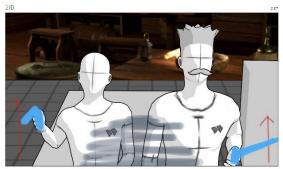
V3 Boards 56 - Shos: 21 | Duarker: 215 | Aspect Rafot (619 DRAF : Dect/Medit 21,2020



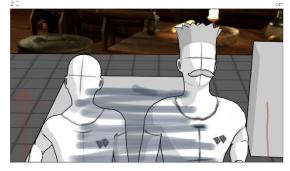




The doors swing open, they look flabbergasted



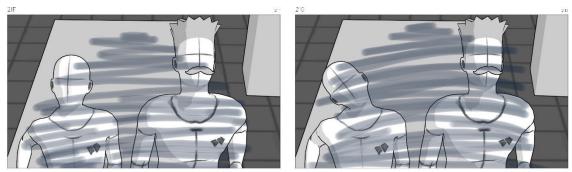
They lower their weapons out of disbelief and fear



Page: 9710

V3 Boards 56 - Shoss 21 | Eurelich 215 | Aspect Rafot 1619 LIGAF : DeceMeerk 21,2023

Page: 10 / 10



they follow the giant figure with their heads, approaching them

Squeaky?

# MOODBOARD

## MOODBOARD CLOTHES & PROPS

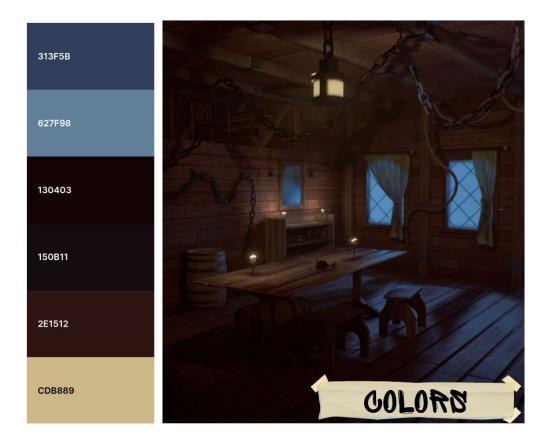












# SHOT LOGS

## LOG SHEET

OF APP	iversity	TAKE	GOOD/NO	REMARKS
3A	\$ 34	5	OKAY	Oally SHAKING
ja l	3A	6	GCCID	POLLY STILL WIGGLING
	3A	7	GOOD (BEST)	♥
	3A	8	LOVELY	Jane still in (but ceopable)
SET-1	74	-1	NOT BAD/ NOT PERFECT	(Bareel was moved back slightly) Pistal got stuck audio was interrupted (maybe)
	7A	2	6000	good pacing
	FA	3	NOT GREAT	lines not well previounced
	FA	Ц.	6000	sword movement not perfect
	74	5	GREAT	

Br	eda			
SET OF AP	DIVERSITY	TAKE	6000/NO	REMARKS
	8A	4	6000	good in case rest doesn't work
10	SA	1	6000	2 see what-
	9A	2	60210	Reinstating 180
	gun B-Roll	$\wedge$	6000	- Closer by
	BONUS gun B-Roll	2	6000	Purchare away last quick one = best
	B-ROUL table set	123		see what looks bes- 1. LOGO on map
	B-ROIL Cage			First secs certered
or audio:	cage creak			

### D Breda University

eda liversity				
IUA	8	geotBest	Beller Framing./USE THIS O	he
HEAIGA	1	×	licynt blocked	
APL	2	men	not enough headspace	100
APL	3	good	light slightly too braight.	
19A	Ч	ycocl		
ACK	5	good (best)	acting is best 37 actidental recording	R
20 A	1	$\times$	actors not feeling it.	
20A	2	×	camerza flop	
20 A	3	good	slight sight of floor (not sure)	1
20 A	4	meh	tilt too slow	

OF APP:	LIED SCIENCES		

12003-11167822-C120 > 120 Gake2 609 - C158 V 642 - C049 V 810 - C118 V

' Mayhaps you found something, mayhaps they found something on you...' > Good take of Jone missing, ADR

> Continuity error > Maybaps you're a spy for the british ' Afre Alread has the sweed, but is wasn't drawn get



PHXR – Below Deck

SET	Shot	Take	Good / Not Good	Remarks	
1	1-A	1	×		
1	1-A	2	Good	Shadow Jane Pace	
1	1-A	3	X		
	1-A	4	Goal		
1	1-A	- 40 5	Good.		та.,
1	7-A	6	& Best		

& Shot 1A: Pootsteps.

Breda University

 $\bigcirc$ 



Г	Shot	Take	Good / Not Good	Remarks
SET 2	20 A 129 A	5	meh	not feeling it
	20 A	6	doog	mixed opinions about camera
	20 A	7	$\times$	till Plop
	20 A	8	men	hilf not best
	20A	9	doog	smoother movement
	20A	10	good (best)	imperfect brings authenticity.
	20 A	11	good	audio good
	20 A	12	-×	boompole in camera
	20 A	13	okay	not bad / not great

3

Breda University OF APPLIED SCIENCES

Producer: EVA + WOUTER Director: PAUL

PHXR – Below Deck Log List

SET	Shot	Take	Good / Not Good	Remarks	
SET-1	AF	6	BEST	Video good V audio good	 6
SETA	5B	1	OKAY	hand movement- incorrect- (multiple in one take)	
	5B	2	6000	(multiple in one rake)	
	58	3	6000	Close-up (last one best)	
SETA	8A	1	$\sim$	Floor visible audio good	
	8A	2	GCON	auctio crooch	
-	AS	3		FLOOR VISIBLE (CROP) NO AUDIO	

PHXR – Below Deck

	iversity			N
SET OF APP.	LIED SCIENCES SHOT	TAKE	6000/NO	REMARKS
SET 2	12 A	~	$\times$	boompole moment-of famile.
0	AZA	2	×	boompole in screen camera too quick
	12A	3	$\times$	background flopped
	12A	4	×	boompole in screen.
	12 A	5	$\times$	background moved
	-12 A	6	$\times$	background moved
<i></i>	12A	7	good	2 audio files edge sozeen left (crop it needed)
	12A	8	$\times$	camera too much to left- tracking CFF
	12A	9	×	heacking flopped again
gan and gan	-12A	10	men	lines not right



Breda University

PHXR – Below Deck

ET	va / Wouter	Take	Good / Not Good	Remarks	
SETZ	18 A		ucort.	no sword	
	18 A	2	dad (pert)		
	2 $24$ $3$ $7$ $34$ $7$	_			
	3 11-b 7 2 5-c 4				
	36-A	Dialog			
	2127 12 313-A 8	$-\bigcirc$	· · ·		
-	214-A 8				
8	11-6 2	_			

69

## Breda d'Sport bare was loud (audic) University

(4)

 Remarks	Good / Not Good	Take	Shot	Director: Pou
	×	$\boldsymbol{\lambda}$	2A	SET 2
slight-change in perspective.	×	2	2A	
andric good	good	3	2A	2
change of perspective. audio: usable but not great	(1000) 9000)	4	2A	
	men	5	2A	
facus off andria good	~ ×	1	5C	SET 2
focus slightly off wadio good	meh	2	5C	-
andre deog	good	3	SC	
intensity great- audio meh	best	4	5C	

[		LIED SCIENCES SHOT	TAKE	6000/NO	REMARICS
	SET 2	20 A	14	3000	
		26 A	15	×	camera wrong move
		20A	-16	×	Shake in camera
		20 A	77	good (best)	Ploar visible on right side (crop)
		20 A	-18	×	
		20 A	79	deog	(consider as end shor)
	SET2	-16 A close up Sam	~	good	great focus
		-16 A closeup Sam	2	okang	
	-	16A closeup Sam	3	×	
		J6A	4	×	
		16A	5	good best)	



PHXR – Below Deck

SET	Shot	Take	Good / Not Good	Remarks
SET2	12 A	11	dood	andro good
	J2A	12	best	audio meh
SET 2	JUA	1	×	wreang himing
	14 A	2	$\times$	framing not god
	JUA	3	×	Boompore right correr
	-14-A	Ч	×	Boom in frame
	14A	5	okay	sword not that good
×	14 A	6	$\times$	Boempole
	144	7	good	did not cut in the beginning



SET OF APP	LIED SCIENCES SHOT	TAKE	GCCIP/NO	REMARKS
SET 3	ЦĄ	10	good	see what fits best in edits.
SET3	5A	1	$\times$	looks at camera
	6 A	2	×	too fast at
	6A	3	×	
SETZ	11B	7	90001	
	JJB	2	cfaocl	first one better
2	113	3	acod	Reame is closed
	11B	4	cload	pacincy is faster
5E73	13 A	1	×	speed good, boompore in screeen, focus off
	13 A	2	Good	focus pretty good check audio: might be chailes in back-
	~			
	-13 A	4	×	Funiny



Director: P	Shot	Take	Good / Not Good	Remarks
SET3	13 A	5	good	Mistake script
	13A	6	draug	valid take
	13 A	F	okay	all shops above invalid (continuity) noisy audio
	13 A	8	(good best)	
	13 A	9	agaad	screipt mistake noisy audio
-	13 A	10	aloog	previously dally better background noise andio
	13A	11	×	focus off
	13 A	12	Good	good shot audio mwa (better takes, but not boa)
	11 B	1	gco d	,
	11 B	2	o'zauj	



Breda University

PHXR – Below Deck

PHXR – Below Deck

ET	iva b Wouter aul Shot	Take	Good / Not Good	Remarks
SET3	ЧA	4003	$\sim \times \sim$	
	YA	2	X	
	4A	3	×	
	4A	Ч	good (best)	
	ЧA	5	×	focus off
14 - 14 - 14 140	ЧA	6	okay	safety option
-	4A	7	×	lost focus
	ЦĄ	8	good	Intense but slightly our of focus.
	4A	9	okay	adjust Rooming

11B	3		
JJB	4	- Soco	and one house bours but the loss
11B	5	good	Harrier, bister
11 B	6	clood	hand out of frame (better) se slower talking
11B	7	good (best)	
8 A	1	good	2 see in edit what works
8 A	2	good	) best
X		*	
	- 42		
	11B 11B 11B 205000F 8A 8A	Л1В 5 Л1В 6 Л1В 7 205000 7 8А Л 8А 2	11B 5 good 11B 6 Good 11B 7 good 11B 7 good 11B 7 good 11B 7 good 8A 2 good

## SOUND DESIGN

3- Br

## SFX CONCEPT LIST

SFX:

- Wood creaking (ship overall)
- Cage rattling
- Door creaking
- Footsteps on wood inside cabin

https://www.epidemicsound.com/track/gLVhAGiTzo/

• Footsteps on wood outside cabin

Footsteps in reverb and slowed down(?)

- Pistol cocking
- Depends on the prop

https://www.epidemicsound.com/track/9T5EDgZ0X9/

• Sword unsheathing/sheathing (& for pointing it out (could be edited))

https://www.epidemicsound.com/track/snXOduVAib/ https://www.epidemicsound.com/track/UJiIfgms3L/

- Fist clenching on gun/sword
  - Calm wave/ocean sounds
  - Wind (/harbor air)

#### SFX Producer - Harbor Air 5 | Epidemic Sound

- Rustling jewellery
- Rustling clothes
- Flickering lights/ candles
- Parrot squawks
- Outside birds (?)
- Suspence scene ambience sound

#### MUSIC OPTIONS:

• EXAMPLE:

https://www.youtube.com/watch?v=chXcwX\_q3rg&list=PLRW80bBvVD3Xou-LR1YjWwSzZmKhoAquC&index=5

<u>https://motionarray.com/royalty-free-music/tu-scendi-dalle-stelle-</u>

1074428/?q=hurdy%20gurdy&search header=1

• <u>https://motionarray.com/royalty-free-music/off-to-the-open-seas-</u> 1194938/?g=hurdy%20gurdy&search header=1

- <u>https://motionarray.com/royalty-free-music/clan-mcmathan-</u> 1288672/?g=hurdy%20gurdy&search header=1
- https://www.free-stock-music.com/search.php?keyword=pirate

## SOUND STRATEGY SHOOTING PLAN

XR	RPH-B	elow D	eck								
202	3										
Scene	Sound			What?	How?						
	1 120	r.	ambient se	a noise	LIb	#1	On set				
		121				#2	sync on/of	f set			
	130		table c real		LOC	#3	Ambiance				
		131	Wood crea	king		#4	Music				
		132			SFX	*	All dialogue is recorded on set & not all is		not all is incl	is included here	
		134			AMB						
	140		Footsteps of	on deck	FOL						
		141	suspense n	nusic	MUS						
General	150		Ambience	every room	RMT						
	160			dialogue (possibly)	STU						
		SFX	Sound effe	ct							
		LOC	Location So	bund							
		AMB	Ambience								
		RMT	Roomtone								
		FOL	Foley								
		STU	Studio								
		Llb	Library								
		MUS	Music								

# CHAIN OF TITLE

## TEAM CONTRACT PH – XR

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Eva Gimet	203128	+3160443606	203128@buas.nl		

## PROTOCOL AND AGREMENTS FOR GROUP WORK

#### Meetings and work sessions

#### We agree to...

1.

- Everybody must be present from the beginning of the meetings and work sessions.
- Team members will arrive at the meetings and work sessions prepared.
- Team members will arrive at the meetings and work sessions on time.
- Agenda items for the next meeting, and agreements on tasks to complete will be discussed at the end of each meeting.

#### 2. Participation and Collaboration

#### We agree to...

- Be honest and open during meetings.
- Encourage everybody to participate by giving equal opportunities
- Encourage different opinions on all topics.
- Build on each other's ideas.
- Avoid placing blame when things go wrong. Instead, we will discuss the mistakes
- and figure out ways to improve.
- Build trust and be committed to offer support.

- Establish clear individual tasks and group goals.
- Complete task as per agreement.
- Commit to deadlines and milestones.

#### 3. Conflict

#### We agree to...

- Regard conflict as normal and as an opportunity for growth.
- Seek to understand what the other person is saying before coming to a conclusion.
- Listen openly to other points of view.
- Always ask the other person if what was understood is actually correct.
- State opinions and interests in a non-judgmental and non-attacking way.
- Seek to find common ground for agreement.

#### 4. Absence, Being Late and failing to complete Tasks

Consequences for being late to meetings or being late in completing tasks without a valid reason

- Late **1 time** = A written warning is sent to student by the producer.
- Late **2 times** = A written warning is sent both to student and lecturer(s) to keep them informed.

• Late **3 times** = Team's discussion with lecturer on what further actions can be taken, for example some consequences for the final grade.

#### Consequences for being absent or not completing assigned tasks without a valid reason

• Absent **1 time** = A written warning is sent to student and lecturer(s) to keep them informed.

• Absent **2 times** = Team meeting and discussion to reach agreements with the student that has been absent/ has not completed their tasks. Agreements are shared with the lecturer(s) by email. If agreements are not kept by the absent student, they face the possibility of being removed from the team.

• Absent **3 times** =

1<sup>st</sup> - Student of interest will be informed that the consequences of their actions will be decided in a meeting with the Team.

 $2^{nd}$  - Team meeting, excluding the student of interest, will be held to decide if the consequence will be removing the student from the group.

3<sup>rd</sup> - Team will meet with the lecturer to explain the situation and reasons for removing the student of interest out of the group or discuss what further actions can be taken. 4<sup>th</sup> - A last meeting will be held with the student of interest to explain the verdict, and the meeting will be followed by an email to the lecturer.

### 5. Quality of work

Consequences for failing to meet standards on quality of work without valid reason **Quality not satisfactory 1 time** = Meeting with all team members present to discuss quality of work, give team member in question chance to explain, and find potential solutions. **Quality not satisfactory 2 times** = Meeting with all team members and lecturers present to discuss consequences of failing to meet standards.

#### 6. Communication

WhatsApp is used as a means of casual communication.

**Microsoft Teams** is used for official announcements and shared materials. When late or absent always notify at least the producer(s).

#### 7. Production House

Production House days (Thursdays) should be fully used for the XR project unless there is a valid reason not to.

Every ProductionHouse day starts with an opening meeting and ends with a closing meeting. All opening and closing meetings will include a meeting agenda and meeting minutes.

#### 8. Signatures and date





Eva Gimet 203128 07-09-2023



## **PHXR - Production**

Talent Release Form

The undersigned enters into this Agreement with BUAS student team represented by student producer, Eva Gimet & Wouter Heukelom ("Producers"). I have been informed and understand that the Producers are producing a short film and that my name, likeness, image, voice, appearance and/or performance are being recorded and made a part of that production for a student video project called "Below Deck" under the PHXR (Production) course in Creative Business in BUAS Breda University of Applied Sciences.

1. I grant the Producer and its designees the right to use my name, likeness, image voice, appearance, and performance as embodied in the Product whether recorded on or transferred to videotape, film, photographs, DVD, or other media, now known or later developed. This grant includes without limitation the right to edit, mix or duplicate and to use or re-use the Product in whole or part as the Producer may elect. The Producer or its designee shall have complete ownership of the Product in which I appear, including copyright interests, and I acknowledge that I have no interest or ownership in the Product or its copyright.

2. I also grant the Producer and its designees the right to broadcast, exhibit, market, and otherwise distribute the Product, either in whole or in parts, and either alone or with other products, for internal use, for school purposes, closed-circuit exhibition, or any other purpose that the Producer or its designees in their sole discretion may determine. This grant includes the right to use the Product for promoting or publicizing any of the uses.

3. I confirm that I have the right to enter into this Agreement, that I am not restricted by any commitments to their parties. I hereby give all clearances, copyright and otherwise, for use of my name likeness, image voice, appearance and performance embodied in the Product. I expressly release and indemnify the Producer and BUAS and its officers, employees, agents from any and all claims known and unknown arising out of or in any way connected with the above granted uses and representations. The rights granted the Producer herein are perpetual and worldwide.

4. The producers have agreed to the following expenses, on condition that receipts are provided.

Type of expense	Maximum amount (for 3 shooting days)
Travel Costs	€85

5. In consideration of all the above, I hereby acknowledge receipt of reasonable and fair consideration from the Producer.

I have read the foregoing and understand its terms and stipulations and agree to all of them:

Talent's Name Sam Post

Contact number:0624383571

Signature of Talent

Date 28-10-2023



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I have read the foregoing and understand its terms and stipulations and agree to all of them:

Talent's Name	Y Disseldorp	
Contact number:	0616173333	
Signature of Talent		

Date\_\_\_\_01-11-23\_\_\_\_

