From paper to moving pictures

1. Your Lesson 1 plan is the map for everything today.

2. Each planned scene becomes one short moving clip.

3. The path is the same every time: picture, motion words, clip, check.

EXAMPLE

Bean's plan has six beats; the starred test scene is Beat 4, where everything stops and Omar says the key line.

YOUR TURN

Open your one-page plan from Lesson 1 and find the scene where your character hears or learns the most important thing. Star it.

Start with one test scene

1. Animate the heart scene first, not Scene 1.
2. If the test fails, you lose minutes, not hours.
3. Approve its look with your own eyes before making more.

EXAMPLE

Beat 4 goes first, alone: Bean frozen mid-bounce, the line of cups waiting, Omar about to speak. If Bean stops looking like Bean here, nothing else gets built yet.

YOUR TURN

Write TEST across the top of your starred scene. That scene gets made first, alone.

Make the still picture first

1. Every clip starts as a still picture of its scene.
2. Build the still from your character sheet.
3. Fix the picture while fixing is cheap.

EXAMPLE

Test still: Bean mid-step before the line, one foot raised, steam curl up; teal sleeve, orange scarf, white cup, all straight off the character sheet.

YOUR TURN

Make the still for your test scene, and hold it up against your never-changes list. Fix anything that is off before you move on.

The two ways a clip gets made

1. Image-to-video: your picture, plus motion words.
2. Text-to-video: words alone invent everything.
3. For a character series, image-to-video is home.

EXAMPLE

Bean's clips are made image-to-video from sheet-true stills. Text-to-video invented a blue-sleeved Bean once; it was cheerful, and it was not Bean.

YOUR TURN

In your workbook, circle the door you will use for your short, and write one sentence about why.

Write motion words that work

1. Start with a verb: what moves, and how.
2. One main action, plus one small reaction.
3. Say what the camera does, even if it is "stays still."

EXAMPLE

Motion words: "Bean slowly lowers his raised foot and looks up, surprised. Omar leans in and nods once, warmly. The camera stays still."

YOUR TURN

Write the motion words for your test scene: one action, one reaction at most, and one camera instruction.

Settings that protect your character

1. Shorter clips hold a character together better.

2. Gentle motion strength protects faces and hands.

3. Locks and seeds keep scenes related — your workbook maps the names.

EXAMPLE

Bean's recipe: 5-second clips, gentle motion strength, reference lock on the character sheet. The one time motion ran high, Bean's scarf changed color mid-scene.

YOUR TURN

In your workbook, note the three protections and where your own tool keeps each one.

Your eyes are the quality check

1. Watch once at full speed, like a viewer.
2. Then pause through it, checking the details.
3. Check against your never-changes list, every time.

EXAMPLE

Slow watch of the test: the scarf holds, the steam curl holds, Omar's hands stay Omar's. At full speed, the line's sudden quiet lands before a word is even spoken.

YOUR TURN

Run both watches on your test clip now, and write down everything you spot, big or small.

Fix, don't restart

1. A flaw in one corner does not poison the whole clip.
2. Trim, tighten, and crop before you regenerate.
3. Change the still, not ten clips, when colors drift.

EXAMPLE

The test clip's last second wobbled as Bean settled. Fix: trimmed the final half-second. No regeneration needed; the keeper is saved as Scene-4-keeper.

YOUR TURN

Take your flaw list from Slide 7 and mark each one: accept, fix, or re-roll. Then apply one gentle fix.

Make the rest of your scenes

1. Work in the same order for every scene.
2. Your test scene's settings become your recipe.
3. Give the heart scene your freshest eyes.

EXAMPLE

Beats 1, 2, 3, 5, and 6 follow the recipe. Beat 6, Bean holding the door for the next cup, got the freshest eyes and one careful re-roll for the smile.

YOUR TURN

Make your next scene now, full recipe, start to finish, without skipping the two watches.

Your moving-scenes folder

1. Finish with one approved clip per planned scene.
2. Name every keeper by its scene number.
3. Next lesson: voices, sound, and your finished short.

EXAMPLE

Six approved clips, named Scene 1 through Scene 6, sit in one folder. In Lesson 3, Omar and Bean get their voices at last.

YOUR TURN

Count your approved clips against your plan. If a scene is missing, write its name at the top of your list for before Lesson 3.