

5: 45 am #1													
Shot Numbers	Name	FX	Short Descriptio	FX work needed	Jobs	Images	% Completion	DAYS	Priority	Image FX Breakdown	Lens	Ref. Image Comic	Assets
1	kitchen		No empty room										
2	kitchen		No empty room										
3	dining room	YES	Little monster in	1) clean/removie stand 2) Add monster (cg)	- Tracking 3D - Compositing kid - Distorting and making kid cre		100%	4 days	4		28mm		Panoramic HDR
4	bedroom - UP FO	YES	Little monster in	Add monster cg	- Tracking - CG - Rigging - Animation (limited) - Compositing		0%	4 days	5		~28mm		Panoramic HDR
5	living room	YES	make woman d	Distory woman's face	Compositing: Face			3 days	3		28mm		
6	living room CU	YES	Little monster p	1) Add composite of monst 2) Distort woman's face	OPTION 2: - Greenscreen monster outline		100%	4 days	2		85mm		Panoramic HDR
7	TV shot	YES	Little monster in	Add room + little monster i	- Tracking - CG - Rigging - Animation - Compositing		100%	5 days	1		50mm		Panoramic HDR
8	Outside	YES	Remove flicker	Remove flicker from light s	Compositing - isolate highlight flicker			1 day	6				
Jacov #2													
Shot Numbers	Name	FX	Short Descriptio	FX work needed/complete	Jobs	Images Clean	% Completion	DAYS	Priority	Image FX Breakdown	Lens	Ref. Image Comic	Assets
1	City		No Add Snow										

2	City	No	Add Snow + Remove Flicker																
3	curtain	No																	
4	Dolly Room	YES	Stabilize			Stab.													
5	Mental POV	No	Stabilize			Stab.													
6	Open telescope	No																	
7	Jacket grab	YES	Remove light flicker	- Remove Flicker - white card		100%	1 day	14											
8	Walk outside	No																	
9	POV Search 1	Yes	Add Snow	- Camera track - Particle creation / simulation - Composite															
10	POV Search 2	Yes	Add Snow	- Camera track - Particle creation / simulation - Composite															
11	POV Search 3	YES	Add snow + add room to building	- Track - Particle snow - Composite - Add room to building/out of f		100%	3 days	12											
12	Kneel	Yes	Add Snow	- Camera track - Particle creation / simulation - Composite															
13	Kneel wide	No																	

14	POV Search FOC	YES	monster + room + building + shake + snow	- Greenscreen Key - Generate Room with carpet background - Track woman face + distort - Remove arm lift		100%	5 days	8		85mm	
15	Eye Hitchcock	No									
16	Telescope ROOM	YES	monster + room + building + shake + snow	- Greenscreen Key - Generate Room with carpet background - Track woman face + distort		100%	4 days	9		600mm	
17	Eye in telescope	yes	composite eye in telescope	- Object Tracking - 3D modeling - Renders - Compositing		100%	6 days			28mm	
18	Telescope ROOM	YES	same as 16	- Greenscreen Key - Generate Room with carpet background - Track woman face + distort		100%	4 days	10		600mm	
19	Eye in telescope	yes	same as 17	- Object Tracking - 3D modeling - Renders - Compositing		100%	6 days			28mm	
20	kneel freak	No									
21	peek over	No									
22	pov city	YES	Add room to building	- Track - Add snow / particles - Add room / empty			3 days	11		85mm	
23	Peek Over reactio	No									
24	Monster Dash 4	No	Add Snow	- Camera track - Particle creation / simulation - Composite			1.5 days			85mm	

25	Lean on edge rea	No										
26	monster-dash-2	Yes	Add Snow			- Camera track - Particle creation / simulation - Composite		1.5 days			85mm	
27	Turn to face door	No										
28	1 - Door 1	YES	Add room	TRACKED		- Track camera - export 3D - Generate room 3d + 2d (mod) - Render 3D Room - Stabilize Door - Composite		100%	10 days	1	28mm	
29	Reaction scared	No										
30	2- CrazyDoor	YES	Add room	TRACKED		- Track camera - export 3D - Generate room 3d + 2d (mod) - Render 3D Room - Stabilize Door - Composite		100%	5 days	2	28mm	
31	Red face	YES	Distort room and spin			- Roto Isolate background - Distory background		2 days			~85mm	
32	3 - "Door 2" open	YES	add room + mak	TRACKED		- Track camera - export 3D - Generate room 3d + 2d (mod) - Render 3D Room - Stabilize Door - Composite		100%	5 days	3	28mm	
33	Falling	No										
34	4 - "Door 3" enter	YES	add room + mak	TRACKED		- Track camera - export 3D - Generate room 3d + 2d (mod) - Render 3D Room - Stabilize Door - Composite		100%	10 Day	4	28mm	
35	Falling	No										

36	5 - "Door 4" face	YES	Add romo + ma	TRACKED	- Track camera - export 3D - Generate room 3d + 2d (mod) - Render 3D Room - Stabilize Door - Composite		100%	3 days	5		28mm	
37	Red Face Flash fr	YES	Distort room an	SCALE UP 150%	- Roto Isolate background - Distory background			2 days			~85mm	
38	Against the wall	No										
39	6 - Door closing: "DoorClosing"	YES	add room	TRACKED	- Track camera - export 3D - Generate room 3d + 2d (mod) - Render 3D Room - Stabilize Door - Composite		100%	3 days	6		28mm	
40	Kid creepy walk	YES	Remove smoke sign		- Make background plate - Key body - Distory kid body + Face		30%	7 days	7		~28mm	

Inspector #3

Shot Numbers	Name	FX	Short Descriptio	FX work needed	Jobs	Images Clean	% Completion	DAYS	Priority	Image FX Breakdown	Lens
1	House	No		Remove Flicker							
2	Enter	YES		Fix Camera Flash / Edit Flash							
3	Kid sitting / flash	YES	SHOULDER	OR kid shoulder side of fra	Fix alignment also						
4	hallway	No									
5	Kids Room (MON	No	RESHOOT								
6	Bathroom	No	RESHOOT								
6	Basement	Yes	RESHOOT	Fix - person on stairs							
7	Camera review	Yes	Little monster b	Fix Flash							
8	kid at end of hallw	yes	3d hallway and	Create Hallway - make kid flash + focus flash							28mm

NOTES Order might change - 1, 3, 2

Lens on Set:	EXTRA ELEME	days
28mm		
35mm	Reshoot Kid Co	1 Day
50mm		
85mm		
600mm		