Undercover!

RTA313 Final Production

Faye Yang

Genevieve Ti

Jason Soung

Melanie Ng

Emily Lindgreen

Sophia Xavier Lee

Program Title > UNDERCOVER	**Production Team > The Wise Monkeys**
Shoot Date(s) > NOV. 17, 2022	**Scene(s) > ALL**
Location > 80 Gould Street	**Script Page(s) > ALL**
Toronto, ON M5B 2M7	**Shooting Day # > 1**
ROOM RCC 180	**Producer > Faye Yang**
	Director > Genevieve Ti

Location Contact & Phone # > (416) 979-5000

TIME	DESCRIPTION & DETAILS
11:30 AM - 2:10 PM	Editorial crew arrives for set up (set, lights, camera)
2:10 - 2:15 PM	Production crew and talent arrives
2:15 - 2:30 PM	Debrief entire crew on shoot, get familiar with roles
2:30 - 3:00 PM	Run-through: go through blocking of each section on the floor
3:00 - 3:15 PM	Notes and debrief on run-through
3:15 - 3:45 PM	Rehearsal: rehearse each part for directing, camera shots, etc
3:45 - 4:00 PM	Notes and debrief on rehearsal
4:00 - 4:15 PM	Recording #1
4:15 - 4:30 PM	Notes and debrief on recording
4:30 - 5:00 PM	Break (30 mins)
5:00 - 5:15 PM	Recording #2
5:15 - 5:30 PM	Notes and debrief on recording
5:30 - 5:45 PM	Recording #3
5:45 - 6:00 PM	Notes and debrief on recording
6:00 - 6:30 PM	Final notes and debrief of shoot day
6:30 - 7 PM	Strike set / reset studio

EDITORIAL CREW	NAME	CALL TIME	PHONE / EMAIL
PRODUCER	Faye Yang	12:30 PM	faye.yang@ryerson.ca
DIRECTOR	Genevieve Ti	12:30 PM	genevieve.ti@ryerson.ca
AD	Jason Soung	12:30 PM	jason.soung@ryerson.ca
TECHNICAL DIRECTOR	Melanie Ng	12:30 PM	melanie.ng@ryerson.ca
FLOOR DIRECTOR	Emily Lindgreen	12:30 PM	elindgreen@ryerson.ca
HOST	Sophia Xavier Lee	12:30 PM	sophia.xavierlee@ryerson.ca

PRODUCTION CREW	NAME	CALL TIME	PHONE / EMAIL
Camera 1	Aveen Damghani	2:10 PM	adamghani@ryerson.ca
Camera 2	Grace Baptista	2:10 PM	grace.baptista@ryerson.ca
Camera 3	Bianca Lefebvre	2:10 PM	bianca.m.lefebvre@ryerson.ca
Switcher	Kaden Nanji	2:10 PM	kaden.nanji@ryerson.ca
Audio (A1)	Rina Elias	2:10 PM	rina.elias@ryerson.ca
Audio Assistant	Fionna Mason	2:10 PM	fionna.mason@ryerson.ca
Teleprompter	Noah Nazareth	2:10 PM	noah.nazareth@ryerson.ca
GFX	Katherine Osmond	2:10 PM	katherine.osmond@ryerson.ca

TALENT	NAME	CALL TIME	PHONE / EMAIL
Talent 1	Kate Lee	2:10 PM	kate.h.lee@ryerson.ca
Talent 2	Ashneet Lalli	2:10 PM	ashneet.lalli@ryerson.ca
Talent 3	Marcus Reid	2:10 PM	marcus.reid@ryerson.ca
Talent 4	Rianna Tenn	2:10 PM	rianna.tenn@ryerson.ca

Props

Set props: Plants, bookshelves, books, clock, table, lamp, coat hanger, detective board, newspaper
Game props: Notebook, 4 noise-cancelling headphones, paper, markers

![RTA] SCHOOL OF MEDIA	**Video Production Breakdown Sheet**

Program Title > Undercover	**Production Team > The Wise Monkeys**
Shoot Date(s) > November 17, 2022	**Scene(s) > 1**
Meeting Call Time > 14:00	
Location (full address) > Rogers Communication Centre: Studio A	**Script Page(s) > 1-6**
80 Gould St., Toronto, ON M5B 2M7	**Shooting Day # > November 17, 2022**
	Producer > Faye Yang
	Director(s) > Genevieve Ti

Location Contact & Phone # > MELANIE NG (647) 640-9788

Description of Scene > 12 minute unscripted variety game show following four world-class detectives solving their hardest mission: uncovering who is the undercover spy.

DAY or NIGHT -> DAY		**INT or EXT -> INT**	
SPECIAL EFFECTS	**LIGHTING EFFECTS**	**MUSIC**	**SOUND EFFECTS**
- Host/detective name keys - Midway interrogation & final interrogation key	- Normal studio lighting - Light behind screen for contestant shadow (in the beginning) - Dim lights upon spy reveal, spotlight to reveal spy	- Theme music - Reveal music	- Laugh - Cheers - Buzzer
CAST	**EXTRAS**	**WARDROBE**	**MAKEUP/HAIR**

Host: Sophia
Contestant 1: Ashneet
Contestant 2: Marcus
Contestant 3: Kate
Contestant 4: Rianna
	N/A	Host
		  - All black/white attire
		
		Contestants
		  - Varying shades of brown clothing
			Host and contestants
			  - Simple/neat hairstyle
			  - Natural makeup

VEHICLES	**ANIMALS**	**PROPS**	**RENTALS**
N/A	N/A	- x1 Notebook with words/phrases - x4 Noise cancelling headphones - x5 Sheets of paper - x1 Markers - x1 Clipboard	N/A

RTA SCHOOL OF MEDIA	**Talent Release Form**

In exchange for a thank-you credit and other good and valuable consideration the receipt and sufficiency of which I acknowledge I hereby grant to

Undercover

the Wise Monkeys

and all those acting on its authorized behalf the right to record and transfer my person and image and/or material to film, tape or other formats. I hereby release to the Production Group all claim to copyright in the above material for instructional, non-commercial and/or educational purposes. I agree to indemnify and hold harmless the Production Group against any and all manner of claims and actions for infringement of copyright which may at any time arise with respect to the said material.

It is understood that the program produced by the Production Group and resulting from the material noted above, is copyright by the Production Group and may not be reproduced in whole or part for any purpose without the express permission of the Production Group, its agents or servants.

Name: Ashneet

Position: Talent #1

Company: The Wise Monkeys Talent

Address: 80 Gould St

City: Toronto, ON

Postal Code: M5B 2M7

Telephone Number: 416-979-5000

Ashneet	_____	Jason Soung	NOV. 17, 2022
Name (please print)	**Signature**	**Witness**	**Date**

![RTA SCHOOL OF MEDIA]	**Talent Release Form**		

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Name: Marcus

Position: Talent #2

Company: The Wise Monkeys Talent

Address: 80 Gould St

City: Toronto, ON

Postal Code: M5B 2M7

Telephone Number: 416-979-5000

Marcus	_____	Jason Soung	NOV. 17, 2022
Name (please print)	**Signature**	**Witness**	**Date**

![RTA SCHOOL OF MEDIA]	**Talent Release Form**		

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Name: Kate

Position: Talent #3

Company: The Wise Monkeys Talent

Address: 80 Gould St

City: Toronto, ON

Postal Code: M5B 2M7

Telephone Number: 416-979-5000

Kate	_____	Jason Soung	NOV. 17, 2022
Name (please print)	**Signature**	**Witness**	**Date**

RTA SCHOOL OF MEDIA	**Talent Release Form**		

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Name: Rianna

Position: Talent #4

Company: The Wise Monkeys Talent

Address: 80 Gould St

City: Toronto, ON

Postal Code: M5B 2M7

Telephone Number: 416-979-5000

Rianna	_____	Jason Soung	NOV. 17, 2022
Name (please print)	**Signature**	**Witness**	**Date**

RTA SCHOOL OF MEDIA — Talent Release Form

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Name: Sophia Lee

Position: Talent #5

Company: The Wise Monkeys Talent

Address: 80 Gould St

City: Toronto, ON

Postal Code: M5B 2M7

Telephone Number: 416-979-5000

Sophia Lee	_____	Jason Soung	NOV. 17, 2022
Name (please print)	**Signature**	**Witness**	**Date**

RTA 313 - Intermediate Multi-Camera Production
RTA 313 - Week 10 - Undercover - Audio Plan

Production:	Major Production - Undercover	
Mics:	Floor: 4 x RF Lavalier Mic (normalled to X32 Mixer) Floor: 1 x Handheld Mic (normalled to X32 Mixer)	
SFX:	Laugh Track, playback from QLab	File archived on Google Drive < rta313 undercover! / audio / laugh track.mp3 >
	Cheers, playback from QLab	File archived on Google Drive < rta313 undercover! / audio / audience cheers.mp3 >
	Buzzer, playback from QLab	File archived on Google Drive < rta313 undercover! / audio / buzzer.mp3 >
Music:	Theme Music, playback from QLab	File archived on Google Drive < rta313 undercover! / audio / theme music.mp3 >
	Suspense Music, playback from QLab	File archived on Google Drive < rta313 undercover! / audio / suspense music.mp3 >
	Before Reveal Music, playback from QLab	File archived on Google Drive < rta313 undercover! / audio / before reveal music.mp3 >
	After Reveal Music, playback from QLab	File archived on Google Drive < rta313 undercover! / audio / after reveal music.mp3 >

RTA 313: MAJOR PRODUCTION
UNDERCOVER
LENGTH 12:00

VIDEO   (STANDBY)   **AUDIO**

"10 TO PROGRAM in 10, 9, 8..."

00:00 FADE UP

(handwritten: △ DDR)

ITEM 1

DDR (RED):
OPENING ANIMATION

SOT - : 15 secs

AT :10 "10 TO FLOOR in 10, 9, 8..."

ITEM 2

Host is under a bedsheet, moving around a bit.

(handwritten: Q)
MUSIC (THEME): FADE UP & UNDER

(handwritten: WS ② Slow zoom in)

HOST
Okay Sophia, you got this. You're gonna be a great host.

(beat)

(handwritten: MCU ①)

Oh, are we on?!

Host emerges from bedsheet.

Sorry bout that, I was under... the cover!

Host is standing beside the table, to the left of the set. A living room interior is set up behind.

(handwritten: Q)
SFX: LAUGH

(handwritten: Q)
KEY:
HOST GRAPHIC

I'm Sophia, the head of the Wise Monkeys Intelligence Agency. A little birdie told me that we have an infiltrator among our ranks. So, we've created an intensive series of tests for our four best detectives. But, one of them is the traitor. Who is it!?

Host looks off-camera toward the contestants.

(handwritten: MCU ③)

Alright, detectives! Come on in!

WS ②

Contestants walk onto set and wave at camera.

Welcome! What are your names?

CONTESTANTS
<ad-lib>

MCU ①

HOST
**It's great to have you all here! So here's what
you need to do. You'll need to work together to
pass three mini-missions.**

MCU ③

**Except, the spy will be secretly sabotaging the
team. Detectives - catch the undercover spy.
Spy - keep your identity hidden to win world
domination.**

WS ②

Let's debrief your first mini mission:

DDR

ITEM3

DDR (YELLOW):
MINI-MISSION 1: HEADPHONE ZONE

SOT - : 25 secs

| AT :10 "10 TO FLOOR in 10, 9, 8…" |

Q
MUSIC (THEME): UP & UNDER

WS ②

HOST
**Okay, Detectives. You have 90 seconds to
guess three words. On your marks, get set, go!**

Detectives play game, Host assists.

<ad-lib>

AT 3:15 **"10 TO GAME OVER in 10, 9, 8..."**

SFX: BUZZER

Time's up!

<ad-lib> Congrats, you passed! / Aw come on, you guys can do better than that!

SFX: CHEERS (if they pass)

Now you better not fail the next game!

ITEM4

DDR (GREEN):
MINI-MISSION 2: PICASSO TELEPHONE

DDR

SOT - : 25 secs

AT :10 **"10 TO FLOOR in 10, 9, 8..."**

MUSIC (THEME): UP & UNDER

WS ②

Remember, 90 seconds, to correctly guess one word. Got all that? Ready. Set. BEGIN!

Detectives play game, Host assists.

<ad-lib>

AT 5:30 **"10 TO GAME OVER in 10, 9, 8..."**

SFX: BUZZER

Time's up!

<ad-lib> Congrats, you passed! / Aw come on, you guys can do better than that!

SFX: CHEERS (if they win)

ITEM 5

Q

KEY:
MIDWAY INTERROGATION

Q

WS ②

MUSIC (SUSPENSE): UP & UNDER

Alright guys, it's time for the midway interrogation!

MCU ① / ③

Who are you the most suspicious of and why?

<ad-lib>

AT 6:35 "10 TO LAST GAME in 10, 9, 8…"

Time's up! Moving on to the last game!

ITEM 6

DDR (BLUE):
MINI-MISSION 3: HUM BUG

DDR

SOT - : 25 secs

AT :10 "10 TO FLOOR in 10, 9, 8…"

Q

MUSIC (THEME): UP & UNDER

WS ②

You heard it right? You have 90 seconds to guess 3 songs! Ready, get set… go!

Detectives play game, Host assists.

<ad-lib>

AT 8:30 "10 TO GAME OVER in 10, 9, 8…"

Q

SFX: BUZZER

<ad-lib> Congrats, you passed! / Aw come on, you guys can do better than that!

SFX: CHEERS

AT 8:50 "10 TO COMMERICAL in 10, 9, 8…"

And with that, you have completed the 3 mini-missions! Join us after the break to find out who is the Spy!

ITEM 7

DDR CYAN :
COMMERCIAL

DDR

SOT - : 30 secs

AT 9:20 "10 TO FLOOR in 10, 9, 8…"

ITEM 8

KEY:
FINAL INTERROGATION

WS (2)

MUSIC (SUSPENSE): UP & UNDER

Host is standing by the table. Contestants lined up, holding a marker and paper.

Welcome back, it's time for the final interrogation. It's your last chance to defend or attack. Discuss amongst yourselves then write down who you think is the spy.

Contestants argue, then write down their votes.

<ad-lib>

Kay guys, time's up! Let's see who you think is the spy. Remember, majority rules here.

<ad-lib> (read answers)

ITEM 9

WS (1)

LIGHTS: DIM, SPOTLIGHT TURNS ON

MUSIC (BEFORE REVEAL): UP & UNDER

CU (2)

It's time. Spy, please, step into the spotlight.

Spy steps into the spotlight.

ITEM 10

Zoom out ↓

WS

MUSIC (AFTER REVEAL): UP & UNDER

LIGHTS: BACK ON, SPOTLIGHT OFF

_____ has won the game! You now have world domination!

<ad-lib> (give prize)

MCU ①

WS ②

Thanks for joining us. I'm Sophia and this has been Undercover. Have a great night!

Q
SFX: CHEERS

AT 11:35 **"10 TO CREDITS in 10, 9, 8…"**

ITEM 11
DDR MAGENTA
CREDITS

DDR

Q
MUSIC (AFTER REVEAL): FADE OUT
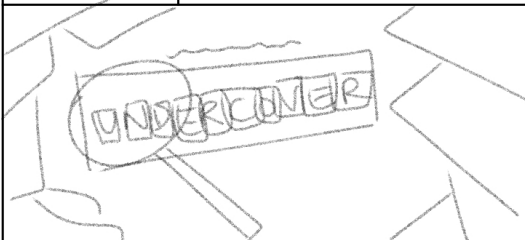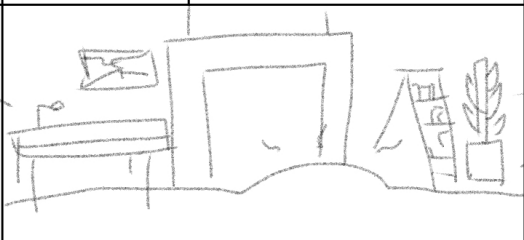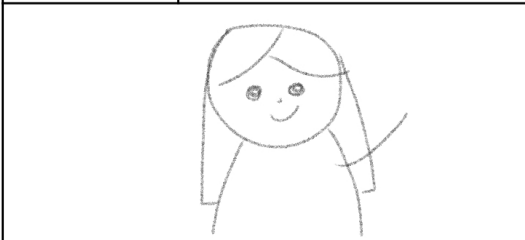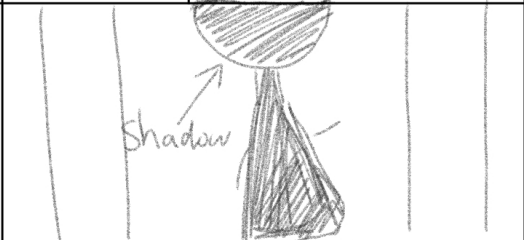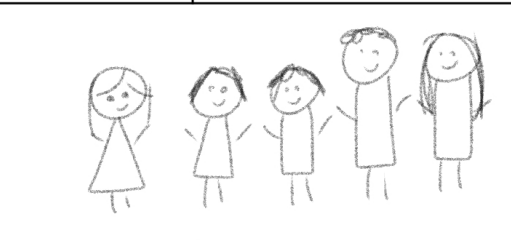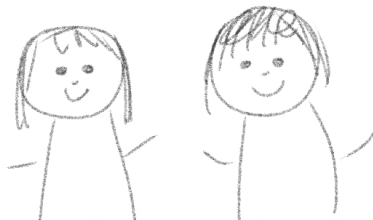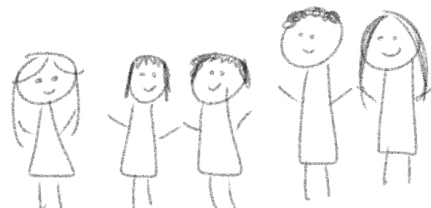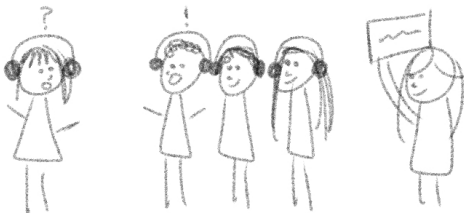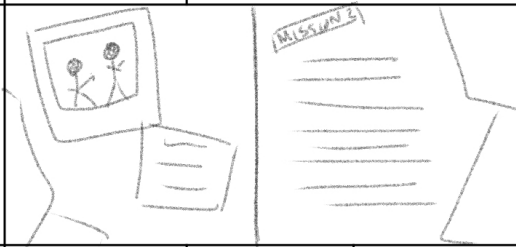
11:45 **"15 TO PROGRAM OUT IN 15, 14…"**
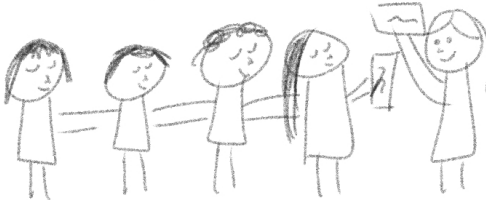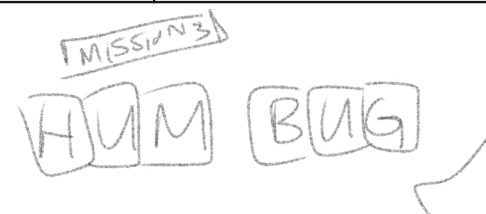
Q
12:00 **FADE TO BLACK**
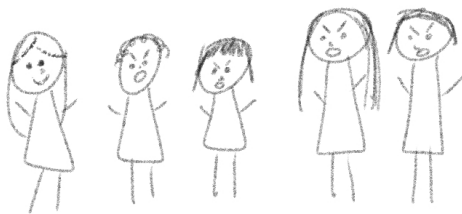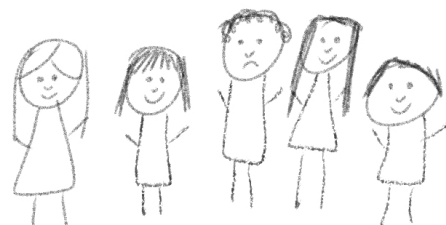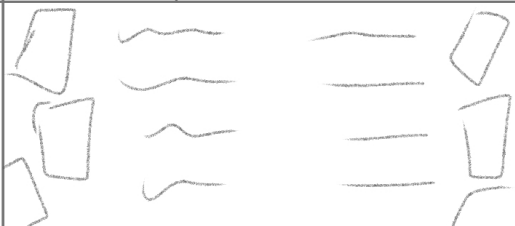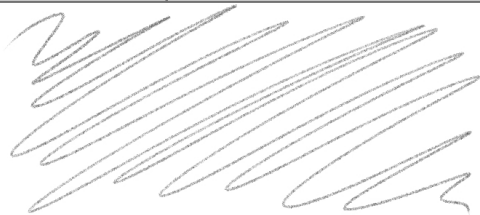
RTA SCHOOL OF MEDIA	Video Production Storyboard

Program > Undercover		Location > 80 Gould St. (RCC Studio A)	
Producer > Faye Yang	Director > Genevieve Ti	Scene > 1	Page > 1-2
Pertinent Details > N/A			

Shot: 1 (item 1)	Desc: Opening animation	Shot: 2a (item 2)	Desc: Host under a bedsheet	Shot: 2b (item 2)	Desc: Host emerging from bedsheet
Cam: N/A	Dur: 00:15 — Trans: Dissolve	Cam: 2	Dur: 00:05 — Trans: Zoom in	Cam: 2	Dur: 00:05 — Trans: Cut
Audio: Sound from DDR video		Audio: Host dialogue, theme music		Audio: Host dialogue, theme music	
Shot: 3 (item 2)	Desc: Host introduces show	Shot: 4 (item 2)	Desc: Host welcomes contestants	Shot: 5 (item 2)	Desc: Contestants walk onto set and wave at camera
Cam: 1	Dur: 00:15 — Trans: Cut	Cam: 3	Dur: 00:05 — Trans: Cut	Cam: 2	Dur: 00:20 — Trans: Cut
Audio: Host dialogue, theme music, laugh sfx		Audio: Host dialogue, theme music, cheers sfx		Audio: Host & contestants dialogue, theme music	

((RTA)) SCHOOL OF MEDIA	**Video Production Storyboard**

Program > Undercover	Location > 80 Gould St. (RCC Studio A)

Producer > Faye Yang	Director > Genevieve Ti	Scene > 1	Page > 2-3

Pertinent Details > N/A

Shot: 6 (item 2)	Desc: Host explains rules	Shot: 7 (item 2)	Desc: Contestants listen to host	Shot: 8 (item 2)	Desc: Host debriefs first mission

Cam: 1	Dur: 00:10	Trans: Cut	Cam: 3	Dur: 00:10	Trans: Cut	Cam: 2	Dur: 00:05	Trans: Cut

Audio: Host dialogue	Audio: Host dialogue	Audio: Host dialogue

Shot: 9 (item 3)	Desc: "Headphone Zone" rules (DDR)	Shot: 10 (item 3)	Desc: "Headphone Zone" gameplay and wrap-up	Shot: 11 (item 4)	Desc: "Picasso Telephone" rules (DDR)

Cam: N/A	Dur: 00:25	Trans: Dissolve	Cam: 2	Dur: 01:50	Trans: Cut	Cam: N/A	Dur: 00:25	Trans: Dissolve

Audio: Sound from DDR video	Audio: Theme music, host dialogue, buzzer sfx, cheers sfx (if they pass)	Audio: Sound from DDR video

RTA SCHOOL OF MEDIA	**Video Production Storyboard**

Program > Undercover	Location > 80 Gould St. (RCC Studio A)	
Producer > Faye Yang	Director > Genevieve Ti	Scene > 1 Page > 3-5

Pertinent Details > N/A

Shot: 12 (item 4)	Desc: "Picasso Telephone" gameplay and wrap-up	Shot: 13 (item 5)	Desc: Host introduces "Midway Interrogation"	Shot: 14 (item 5)	Desc: Detectives discuss amongst themselves

Cam: 2	Dur: 01:50	Trans: Cut	Cam: 2	Dur: 00:10	Trans: Cut	Cam: 1/3	Dur: 00:35	Trans: Cut

Audio: Theme music, host dialogue, buzzer sfx, cheers sfx (if they pass)	Audio: Suspense music, host dialogue	Audio: Host/contestants dialogue, suspense music

Shot: 15 (item 6)	Desc: "Hum Bug" rules (DDR)	Shot: 16 (item 6)	Desc: "Hum Bug" gameplay and wrap-up	Shot: 17 (item 7)	Desc: Commercial break

Cam: N/A	Dur: 00:25	Trans: Dissolve	Cam: 2	Dur: 01:50	Trans: Cut	Cam: N/A	Dur: 00:30	Trans: Dissolve

Audio: Sound from DDR video	Audio: Theme music, host dialogue, buzzer sfx, cheers sfx (if they pass)	Audio: Sound from DDR video

![RTA SCHOOL OF MEDIA]	**Video Production Storyboard**

Program > Undercover	Location > 80 Gould St. (RCC Studio A)

Producer > Faye Yang	Director > Genevieve Ti	Scene > 1	Page > 5-6

Pertinent Details > N/A

Shot: 18 (item 8)	Desc: Contestants participate in the "Final Interrogation"	Shot: 19 (item 9)	Desc: Spy is revealed	Shot: 20 (item 10)	Desc: Host congratulates the winner

Cam: 2	Dur: 01:30	Trans: Cut	Cam: 2	Dur: 00:15	Trans: Cut	Cam: 2	Dur: 00:10	Trans: Cut

Audio: Suspense music, host/contestants dialogue	Audio: Before reveal music, host dialogue	Audio: After reveal music, host/contestant dialogue

Shot: 21 (item 10)	Desc: Host concludes show	Shot: 22 (item 11)	Desc: Credits roll (DDR)	Shot: 23	Desc: Fade to black

Cam: 1	Dur: 00:20	Trans:	Cam: N/A	Dur: 00:15	Trans: Dissolve	Cam: N/A	Dur: 00:00	Trans: Fade

Audio: Host dialogue, cheers sfx, after reveal music	Audio: After reveal music	Audio: N/A

Camera #1

Camera #2

Camera #3

Legend		
Brick Flat	Light	
Flat	Table	
Door Frame	Desk + Lamp	
Shelf	Plants	
Host		

◄ Stairs UP

RTA SCHOOL OF MEDIA

Studio A Scenery and Blocking
Scale: 1:64 (3/16" = 1') (3/4" = 4')
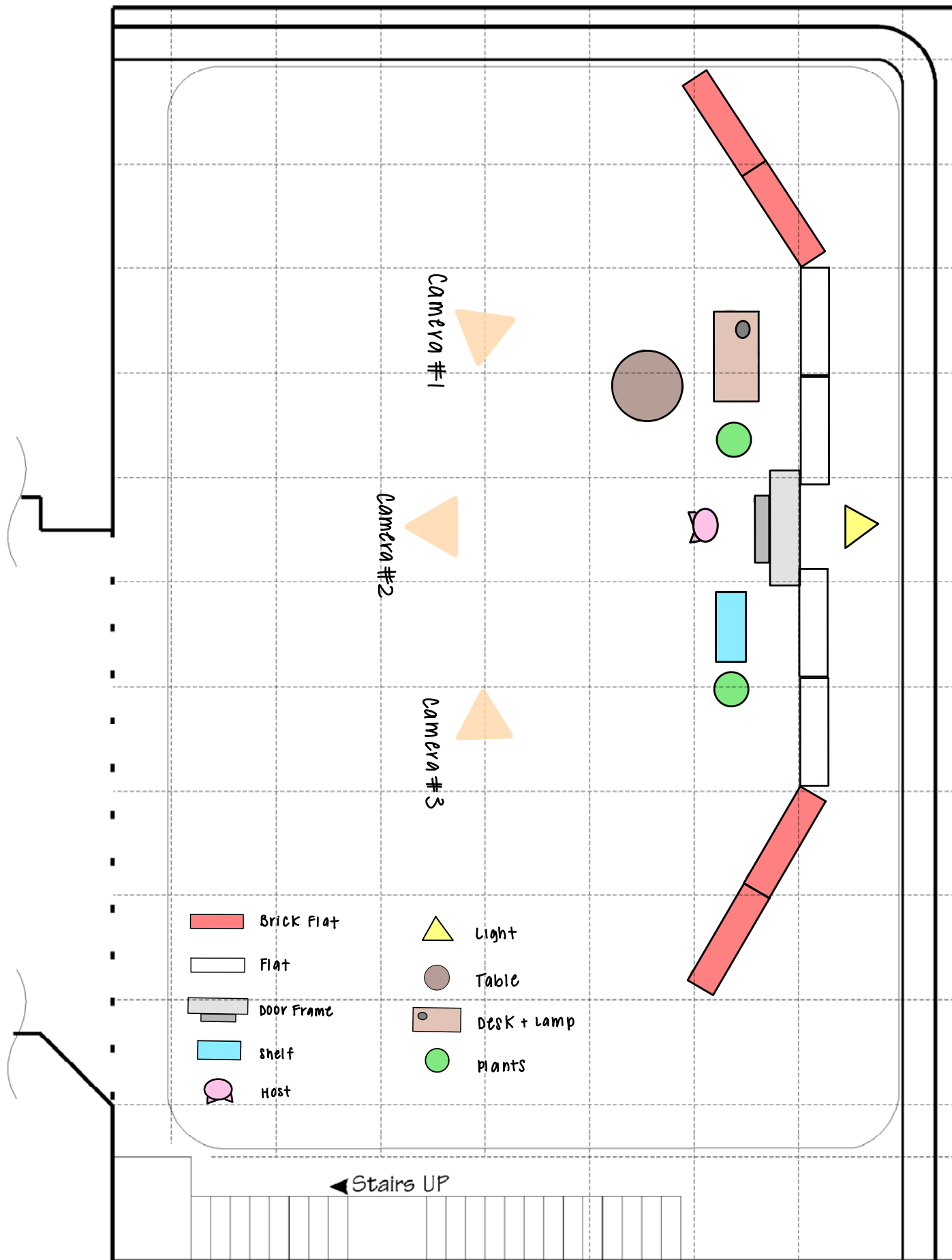
Program:	Undercover	Production Team:	The Wise Monkeys
Art Director:	Emily Lindgreen	Shoot Date:	November 17, 2022

Technical Requisition

- x3 cameras
- x4 lavalier mics
- x1 handheld mic
- x1 switchboard
- x1 graphics program
- x1 DDR playback program
- x1 audio playback program
- x1 audio mixer
- x1 CCU/video shader
- x1 program monitor + stand (floor)
- x1 program monitor (control room)
- x1 preview monitor (control room)
- x2 source monitors (control room)
- x4 headsets (3 Camera Operators, 1 Floor Director)
- x1 mic pack (Floor Director)
- x1 teleprompter
- x1 laptop (AD)
- x4 computers (1 graphics, 1 DDR, 1 teleprompter, 1 audio)
- x1 timer (AD)
- x2 clock (1 control room, 1 floor)
- x1 lighting grid + lights
- x1 standing light (set)
- x6 foldback monitors (2 control room, 2 floor, 2 audio)
- x3 intercom systems + mics (1 control room, 1 audio, 1 graphics)

Camera Coverage Plan

	Camera 1 (MCU mostly)	Camera 2 (WS mostly)	Camera 3 (MCU)
ITEM 1: OPENING ANIMATION			
ITEM 2: INTRODUCTION	Focuses on the host	Captures the whole set (may do some slow zoom ins/outs when cued)	Focuses on contestants Can pan between the 4 contestants or do a static 2-shot on contestants (alternate between both)
ITEM 3: GAME 1	Move the camera more to the left during DDR - try to get as much of a straight on POV as possible (to get their reactions) Capture the contestants in line and the host's notebook	Captures the whole set	Move the camera more to the right during DDR - try to get as much of a straight on POV as possible (to get their reactions) Focus on person trying to guess the word (on the left)
ITEM 4: GAME 2	Capture the contestants drawings on the back (they will face your right) Keep camera in the same spot	Captures the whole set	Capture the contestants faces/reactions (they will face your right) Keep camera in the same spot
ITEM 5: MIDWAY INTERROGATION	MCU on the 2 contestants standing on the left half Can keep camera position the same for simplicity	Captures the whole set	MCU on the 2 contestants standing on the right half Can keep camera position the same for simplicity
ITEM 6: GAME 3	Capture the contestants guessing and the host's notebook Keep camera in the same spot	Captures the whole set	Capture the contestant humming and the host's notebook Keep camera in the same spot
ITEM 7: COMMERCIAL			
ITEM 8: FINAL	Move camera back to	Captures the	Move camera back to

INTERROGATION	position in item 2 MCU on the 2 contestants standing on the left half Will be cued to zoom in to the papers with names	whole set	position in item 2 MCU on the 2 contestants standing on the right half Will be cued to zoom in to the papers with names
ITEM 9: REVEAL*	WIDE SHOT - capture the whole set	CU on the spy (will be notified who beforehand)	MCU on all 4 contestants (as tight of a shot as possible with all 4 of them)
ITEM 10: OUTRO	Focus on the host	Capture the whole set	MCU on all 4 contestants (as tight of a shot as possible with all 4 of them)
ITEM 11: CREDITS			

Camera Cards

CAMERA 1		
Item Number	**Shot Type**	**Details**
Item 1: Opening Animation	N/A	N/A
Item 2: Introduction	MCU	Focus on HOST emerging from the bedsheet and introducing herself
Item 2: Introduction	MCU	Focus on HOST explaining the rules
Item 3: Game 1	MCU	During DDR, move camera to the left to get as much of a straight POV for reactions during gameplay Capture the contestants in line and HOST's notebook
Item 4: Game 2	MCU	Capture CONTESTANTS' drawings on the back (facing the right) Keep the camera in the same position
Item 5: Midway Interrogation	MCU	Focus on the 2 LEFT CONTESTANTS Keep the camera in the same position
Item 6: Game 3	MCU	Focus on CONTESTANTS guessing and HOST's notebook Keep the camera in the same position
Item 7: Commercial	N/A	N/A
Item 8: Final Interrogation	MCU	During commercial, move camera back to the right to the same position during Item 2: Introduction Focus on 2 LEFT CONTESTANTS (will be cued to zoom in on the papers with names)
Item 9: Reveal	WS	Capture full set as suspense builds (can go into a WS as item 8 is wrapping up)
Item 10: Outro	MCU	Focus on the HOST as winner is revealed
Item 11: Credits	N/A	N/A

CAMERA 2		
Item Number	**Shot Type**	**Details**
Item 1: Opening Animation	N/A	N/A
Item 2: Introduction	WS	Capture full set and slowly zoom into HOST
Item 2: Introduction	WS	Contestants walking onto set & waving at camera
Item 2: Introduction	WS	Focus on HOST and CONTESTANTS
Item 3: Game 1	WS	HOST readies CONTESTANTS to play "Headphone Zone"
Item 3: Game 1	WS	Capture full set during gameplay
Item 4: Game 2	WS	Capture full set as HOST readies CONTESTANTS to play "Picasso Telephone"
Item 4: Game 2	WS	Capture full set during gameplay
Item 5: Midway Interrogation	WS	Capture full set as HOST interrogates CONTESTANTS
Item 6: Game 3	WS	Capture full set as HOST readies CONTESTANTS to play "Hum Bug"
Item 6: Game 3	WS	Capture full set during gameplay
Item 7: Commercial	N/A	N/A
Item 8: Final Interrogation	WS	Capture full set as HOST introduces CONTESTANTS to the final interrogation
Item 8: Final Interrogation	WS	Capture full set as HOST watches CONTESTANTS argue and write down their votes
Item 9: Reveal	CU → WS	Focus on revealed SPY into the spotlight (will be notified beforehand), then slowly zoom out to a WS
Item 10: Outro	WS	Capture full set as HOST reveals the winner
Item 11: Credits	N/A	N/A

CAMERA 3		
Item Number	**Shot Type**	**Details**
Item 1: Opening Animation	N/A	N/A
Item 2: Introduction	MCU	Focus on screen as CONTESTANTS walk through the doorway
Item 2: Introduction	MCU	Focus on CONTESTANTS listening to HOST
Item 3: Game 1	MCU	During DDR, move camera to the right to get as much of a straight POV for reactions during gameplay Focus on CONTESTANT (on the left) trying to guess the word
Item 4: Game 2	MCU	Capture CONTESTANTS' reactions (facing the right) Keep the camera in the same position
Item 5: Midway Interrogation	MCU	Focus on the 2 RIGHT CONTESTANTS Keep the camera in the same position
Item 6: Game 3	MCU	Focus on CONTESTANTS humming and HOST's notebook Keep the camera in the same position
Item 7: Commercial	N/A	N/A
Item 8: Final Interrogation	MCU	During commercial, move camera back to the left to the same position during Item 2: Introduction Focus on 2 RIGHT CONTESTANTS (will be cued to zoom in on the papers with names)
Item 9: Reveal	MCU	Focus on ALL 4 CONTESTANTS (as tight of a shot as possible with all 4)
Item 10: Outro	MCU	Focus on ALL 4 CONTESTANTS (as tight of a shot as possible with all 4) as winner is revealed
Item 11: Credits	N/A	N/A

#	Item	Start	Duration	Prod Notes	Audio	Video	Lights
0	*OPENING ANIMATION*	2pm	15s			DDR	
1	*INTRODUCTION*	2:00:15pm	1m15s	Key - Host name			Light behind screen
2	*GAME 1*	2:01:30pm	2m15s				
3	**Game explanation (DDR)**	2:01:30pm	25s			DDR	
4	**Game**	2:01:55pm	1m30s				
5	**Wrap-up/allowance**	2:03:25pm	20s				
6	*GAME 2*	2:03:45pm	2m15s				
7	**Game explanation (DDR)**	2:03:45pm	25s			DDR	
8	**Game**	2:04:10pm	1m30s				
9	**Wrap-up/allowance**	2:05:40pm	20s				
10	*MIDWAY INTERROGATION*	2:06pm	45s	Title key (maybe)			
11	*GAME 3*	2:06:45pm	2m15s				
12	**Game explanation (DDR)**	2:06:45pm	25s			DDR	
13	**Game**	2:07:10pm	1m30s				
14	**Wrap-up/allowance**	2:08:40pm	20s				
15	*COMMERCIAL*	2:09pm	30s	See how much time we have left & adjust		DDR	
16	*FINAL INTERROGATION*	2:09:30pm	1m30s				
17	**Host intro**	2:09:30pm	15s	Title key (maybe)			
18	**Discussion and writing down votes**	2:09:45pm	1m				
19	**Showing the votes**	2:10:45pm	15s				
20	*REVEAL AND OUTRO*	2:11pm	45s	Title key (maybe)			Spotlight
21	*CREDITS*	2:11:45pm	15s			DDR	

RTA 313 - Intermediate Multi-Camera Production
RTA 313 - Week 10 - Undercover - Assets List

Production: Major Production - Undercover			
Graphics:	N/A	Slate, playback from Ross Xpression	File archived on Google Drive < rta313 undercover! / graphics / slate >
Title/Keys:	N/A	Host Graphic, playback from Ross Xpression	File archived on Google Drive < rta313 undercover! / graphics / host lower third.png >
	N/A	Midway Interrogation, playback from Ross Xpression	File archived on Google Drive < rta313 undercover! / graphics / midway interrogation.png >
	N/A	Final Interrogation, playback from Ross Xpression	File archived on Google Drive < rta313 undercover! / graphics / final interrogation.png >
Video Assets:	15s	Opening Animation, playback from DDR (RED)	File archived on Google Drive < rta313 undercover! / graphics / undercover_intro_final.mp4 >
	25s	Mini-Mission 1: Headphone Zone, playback from DDR (YELLOW)	File archived on Google Drive < rta313 undercover! / graphics / undercover_mission1.mp4 >
	25s	Mini-Mission 2: Picasso Telephone, playback from DDR (GREEN)	File archived on Google Drive < rta313 undercover! / graphics / undercover_mission2.mp4 >
	25s	Mini-Mission 3: Hum Bug, playback from DDR (BLUE)	File archived on Google Drive < rta313 undercover! / graphics / undercover_mission3.mp4 >
	30s	Commercial, playback from DDR	File archived on Google Drive < rta313 undercover! / DDR / undercover commercial final.mp4 >
	15s	Credits, playback from DDR	File archived on Google Drive < rta313 undercover! / graphics / undercover_credits_final.mp4 >

Undercover - Assets List

Host Graphic Key 	**Midway Interrogation Key**
Final Interrogation Key 	**Opening Animation DDR**
Mini-Mission 1: Headphone Zone DDR 	**Mini-Mission 2: Picasso Telephone DDR**
Mini-Mission 3: Hum Bug DDR 	**Commercial DDR**
Credits DDR 	