SCENE BREAKDOWN

What does the scene mean?

A sample scene from an invented project.

SC. 1: INT. STUDIO - DAY — *"MAYA COMES BACK"*

Synopsis	Snapshot	Imagery & Tone	The Core	Elevating the Scene	Pitfalls
Maya comes back to the studio, late, with the portfolio that could change her career. Dev has been waiting. Neither will say what the meeting means to them.	Two people who need each other and will not admit it. **NATURAL BEHAVIORS:** Maya keeps the portfolio under her arm until she has no choice. Dev stays in his chair.	**IMAGERY:** • Noon sun through tall windows • The portfolio, held like a shield • An empty stretch of floor between them **TONE:** Dry. Polite on top, a dare underneath.	**SCENE NEEDS:** • We learn she wants this more than she shows • He gives her nothing, and she stays anyway **ACTOR DIRECTION TIPS:** • Maya: make him come to you • Dev: you already said yes; do not let her see it	**ACTOR BEHAVIOR:** • She crosses the whole room before she speaks • She sets the portfolio down only after his line	**ACTOR TRAPS:** • Playing the argument about time • Dev going cold; he is amused, not angry

SHOOTING STRATEGY

How do we make the meaning visible?

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POWER DYNAMICS:

- **START:** Dev. It is his room and his chair.
- **END:** Maya. She turns her back and he has to watch her.
- **MAIN EVENT:** She sets the portfolio down.

CAMERA STRATEGY:

- Stay wide while she crosses, so the distance reads
- Move only with Maya; Dev's camera does not move
- Go tight once the portfolio is on the desk

KEY VISUALS:

- The long walk from the door
- The portfolio landing on the desk
- Maya at the window, Dev soft behind her

BLOCKING RATIONALE:

Dev owns the desk, so the scene makes Maya travel to it. Once she has given him the work, she takes the window, and the light, for herself.

ARC OF SCENE 1 GEOMETRY:

1. Apart: the door and the desk
2. Together at the desk
3. Apart again: she is at the window, he is still in the chair

STORY/TONE MEETING NOTES:

- Play the silences; the scene is two lines long
- The portfolio stays closed

FLOOR PLAN

Where does everything go?

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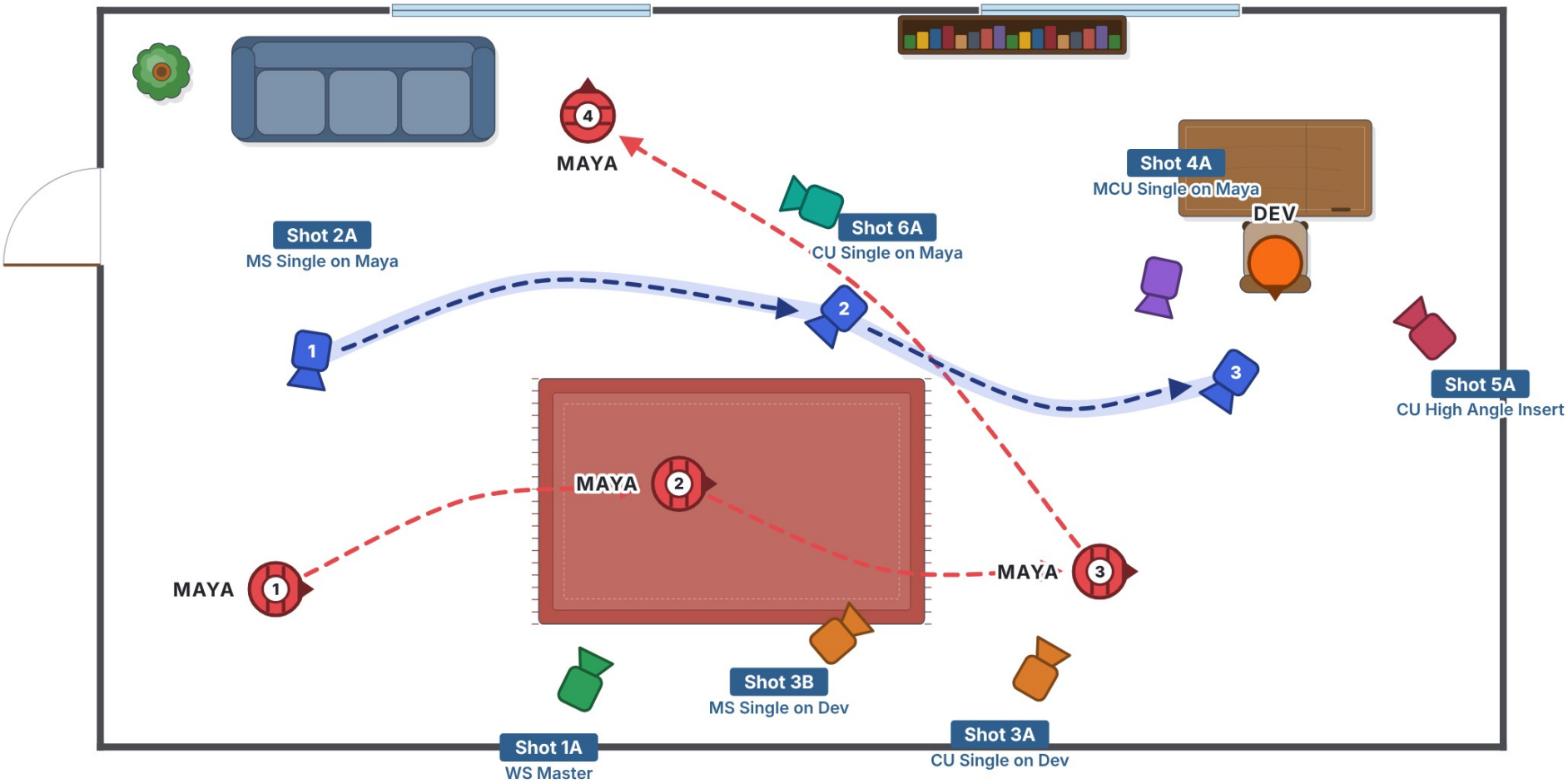

SHOT LIST

What camera set-ups capture the vision?

A sample scene from an invented project.

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SHOT #	VER	SHOT SIZE	SHOT TYPE	SHOT ANGLE	MOVEMENT	DESCRIPTION
1A	**1**	Wide Shot	Master		Stationary	The whole room. Maya enters, crosses to the desk and ends at the window.
2A	**1**	Medium Shot	Single on Maya		Tracking Shot	Leads Maya from the door to the desk. She does not look at him until she stops.
3A	**1**	Close-up	Single on Dev		Stationary	He stays in the chair. Hold for the look after "around noon."
3B	**1**	Medium Shot	Single on Dev		Stationary	Same axis as 3A, wide enough to see the desk.
4A	**1**	Medium Close-up	Single on Maya		Stationary	"You said noon." Stay on her through his answer.
5A	**1**	Close-up	Insert	High Angle	Stationary	The portfolio lands on the desk. Her hand stays on it a beat too long.
6A	**1**	Close-up	Single on Maya		Stationary	Profile at the window, Dev soft behind her. The scene ends here.