

Hi Nicole,

We are so excited to roll on the first footage in your course tomorrow!


As promised, I wanted to follow up with more details for the shoot tomorrow and set some expectations. Also, I want to first and foremost apologize for this rather long, detailed e-mail --wanted to try and condense this some for quick reference later, if needed!


First I'd like to share you in on [the storyboards](#) our team has been working on.

I'm going through now and adding comments where we have questions or thoughts specifically for you that I'm going to open to you now, assigned as tasks. There's no immediate feedback expected here now, but we'll want to chat through these as we move from production to post, so this will help keep us all honest.

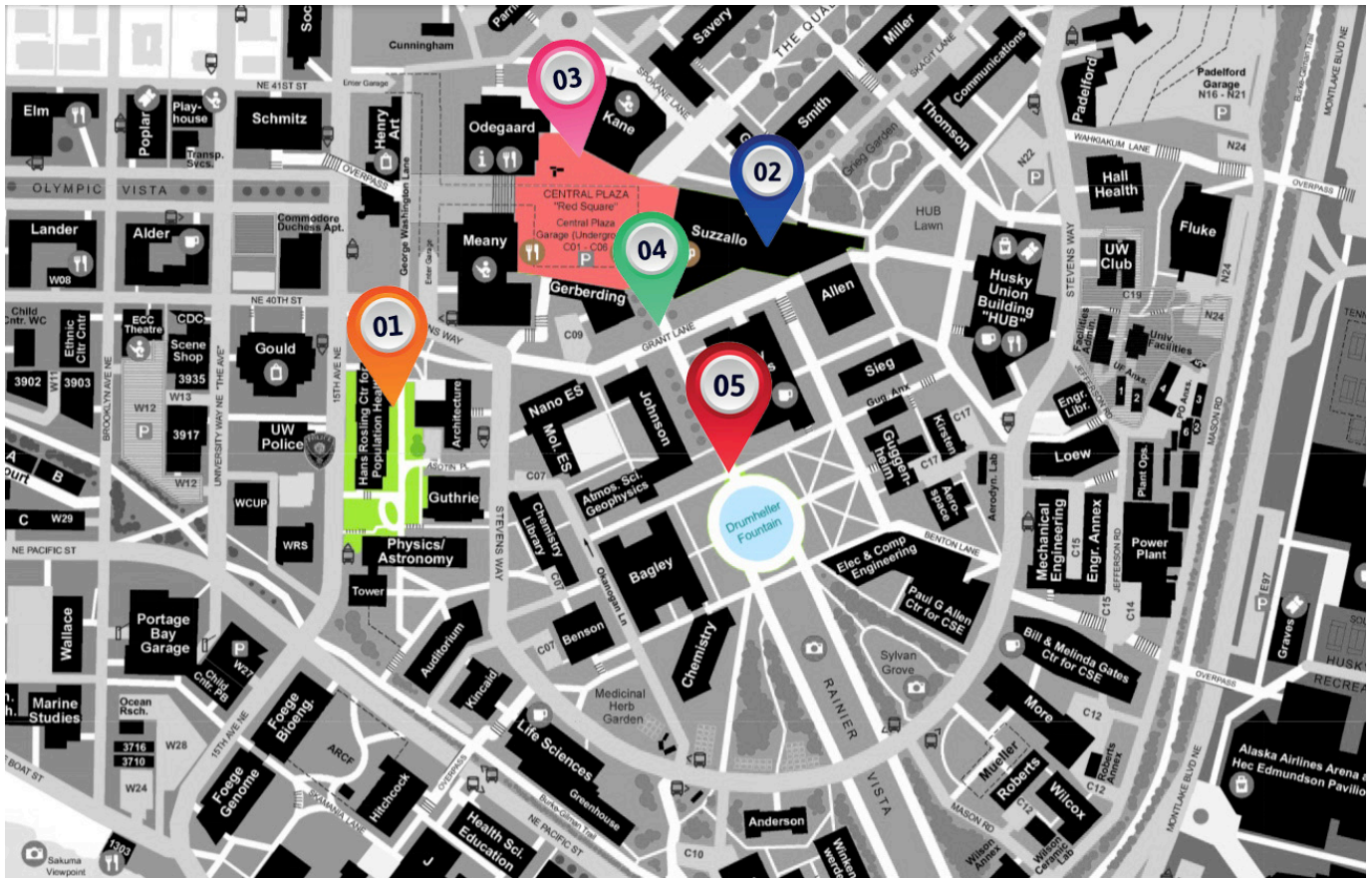
Filming Agenda

For tomorrow, here's a rough look at our schedule. If you peek specially into your 1-minute intro video storyboard, some of the following may make more sense:

Time	Location	Description
12pm-1p	1. Nicole's office (Population Health)	Crew to arrive and set up basecamp. We will, from there, do the following: -Assemble our rig and film our first walk and talk (est 30 min) -film Nicole's walk and talk outside of the building (est 15min, adding 15 min buffer)
1:15p-1:30p	2. Film Suzzallo insert	Nicole, we're thinking something like  this . We'll have to go incognito and keep this very simple and non-assuming since we haven't heard back on Suzzallo re: filming permissions. We'd also like to get a shot of you at the plan b machine
1:45-2:00p	3. Leaving Kane (in Red Square)	Capture walk and talk in Red Square, emphasis on Kane Hall behind Nicole
2:15p-	4. Leaving Red Square (steps leading to fountain)	Capture walk and talk as Nicole

2:30p	to fountain)	leaves Red Square, entering towards Drumheller fountain (Rainier Vista)
2:45-3:30p	5. Drumheller Fountain	<p>Perhaps the most complicated shot of the day, but will make for a fab intro! Nicole to deliver final lines at Drumheller fountain, which we will capture on camera and then on drone, filming up above Drumheller fountain.</p> <p>Example  here on what we were thinking for A cam.</p> <p>-We will capture a few different versions of this, both in language and in shooting only to 1 camera, and then again with the intention of splicing drone footage, cheated in on that last transitory sentence. See script for more detail.</p>
3:30-3:45p	BREAK	Talent and crew break
4:00-5:00p	Filming back in Nicole's office	<p>To capture Video 1: The Anatomy of Pleasure</p> <p>Note – filming on video 1 may not take a full hour, this has been blocked for any additional filming we may want to conduct in this space.</p>
5:00-5:15p	Nicole's office, UW Tower	Wrap, strike gear and return vehicle

Here is a map that puts these locations into context:

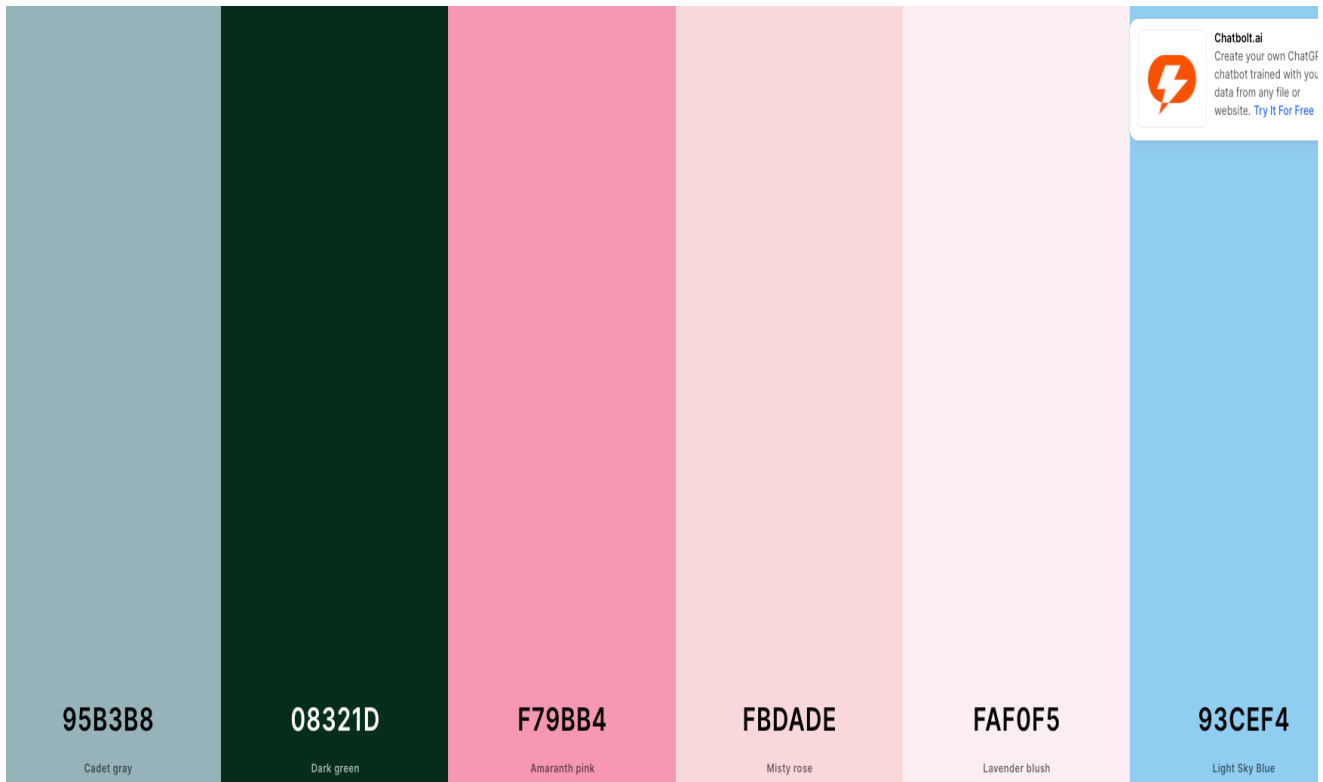


Makeup and Wardrobe

Since we will be running around a bit outside tomorrow, please do be sure to bring any extra comfy shoes or clothing, if preferred. Tomorrow is anticipated to be a bright, sunny day (yay!) but there will be a fair amount of hustle. Because of that, we'll have rice paper and basic makeup on hand to de-shine and help keep you looking your best but do please bring any specific makeup and hair items you need.

Your blazer played nicely in our test, however, a few other options on hand would be great for consideration. As mentioned previously, pinks play very well and we have that color running throughout the course as well as:

the following palette Jessica has been putting together specifically for this course. If you have anything in these shades, that's great too! (screenshot below)



Lastly, the demo we originally filmed with you is up, here's that link:

<https://f.io/QoOCKEXY>

This is without edit, but with an aggressive compression added so we could test your jacket to ensure it's not creating moire, which it doesn't seem to be doing. Woo!

Thanks so much, Nicole! That's a lot of information, so please let us know if you have any questions or concerns at all. Looking forward to this!!!
Have a great night!