

Week One

- ✓ Start Cinematography Lookbook
Due 28 Mar
- ✓ Create Preliminary Schedule
Due 28 Mar
- ✓ Contact Crew
Due 28 Mar
- ✓ Tag Script
Due 30 Mar
- ✓ Initiate Camera Reservation and Steadicam/Easyrig Reservations
Due 3 Apr
- ✓ Meeting with Josh
Due 3 Apr
- ✓ Meeting with above line crew
Due 3 Apr

Week Two

- ✓ Finish Cinematography Lookbook
Due 6 Apr
- ✓ Meeting with Josh to go over lookbook
Due 6 Apr
- ✓ Research Locations
Due 6 Apr
- ✓ Create Preliminary Equipment List
Due 8 Apr
- ✓ Create G/E and Cam Team Group Chats, and organize a meeting
Due 9 Apr
- ✓ Complete First Draft of Shotlist
Due 10 Apr

Week Three

- ✓ Create Camera Reservations for Test Shoots
- ✓ Order film for test shoot
- ✓ Meeting with Josh
Due 15 Apr
- ✓ Meeting with Cam Team Head
Due 15 Apr
- ✓ Meeting with above line
Due 17 Apr
- ✓ Scout Locations
Due 17 Apr

Week Four

- ✓ Meeting with Gaffer
Due 19 Apr
- ✓ Scout Locations
Due 23 Apr
- ✓ Lock Shotlist (RD Due)
Due 20 Apr
- ✓ Meeting with Josh
Due 20 Apr
- ✓ Camera Tests
Due 20 Apr

Week Five

- ✓ Meeting with Cam Team and G&E heads
Due 29 Apr
- ✓ Meeting with above line
Due 29 Apr
- ✓ Scout Locations/Tech Scout
Due 29 Apr
- ✓ Watch Choreography
Due 30 Apr
- ✓ Lock Locations
Due 1 May

Week Six

- ✓ Start Lighting Plans With Gaffer
Due 4 May
- ✓ Equipment reservation must be made
Due 5 May
- ✓ Meeting with above line
Due 6 May
- ✓ Meeting with Josh
Due 6 May
- ✓ Watch Choreography
Due 8 May

Week Seven

- ✓ Lock all Equipment
Due 9 May
- ✓ Create Luts from final tests
Due 13 May
- ✓ Adjust Lighting Plans according to tests
Due 11 May
- ✓ Meeting with Josh
Due 13 May
- ✓ Meeting with above line
Due 13 May
- ✓ Meeting with Cam team and G&E
Due 13 May
- ✓ Lock Shooting Schedule with AD
Due 13 May
- ✓ Watch Choreography
Due 14 May

Week Eight

- ✓ Meetings with Dept. Heads
Due 16 May
- ✓ Fix any remaining issues
Due 20 May
- ✓ Pickup Equipment
Due 19 May
- ✓ Build Camera, Final Tests, Fly Steadicam
Due 19 May

This week I am working on Perfect Circle Monday through Friday (April 25-29)

Enter Production

