

TITLE: SCENE: DATE:

SHOT	FRAME (DRAW)	WHAT HAPPENS	SIZE · MOVEMENT	TIME
1				
2				
3				
4				

Size: WS (wide) · FS (full) · MS (medium) · MCU (medium close-up) · CU (close-up) · ECU (extreme close-up) · Movement: static · pan · tilt · dolly · zoom · handheld · Time: seconds.

No drawing skills needed: stick figures and arrows are enough.
The point is to know on set what you're going to shoot.