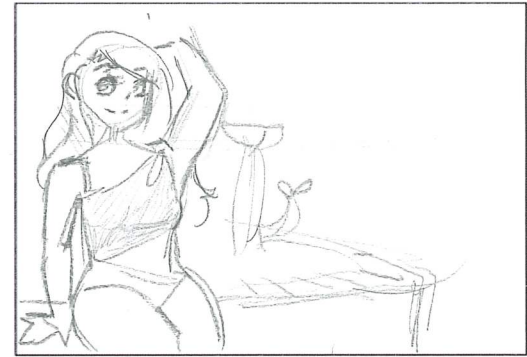


mini stories - fountain.

PERSONA:

USER STORY/SCENARIO:

1.



hairplay

Ryann
4x10s
day.1

scene: fountain
w/ model sitting, casually
medium framing - side
new

zoom - straps
(asymmetrical
/ keyhole strap?)

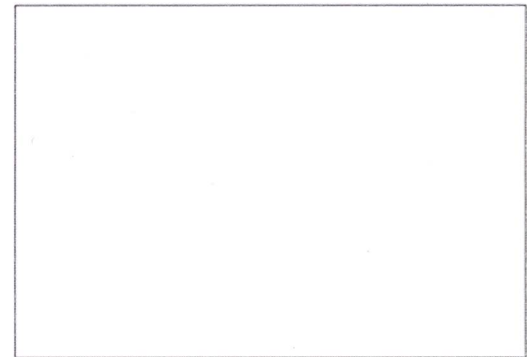
- full body (to knee? or full?)
small movements
front facing, arm up.

- day 1 - Ryann -
 Bianca - +
 Licky -

- day 2 - W - +
 gail
 page

- shot list on
 just video

model - suit - how many shots
 in
 setting?



PERSONA:

Bubbles? →

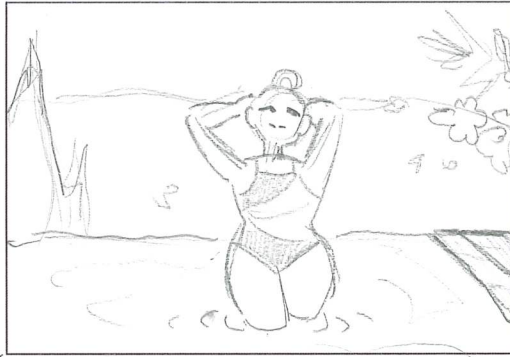
2.



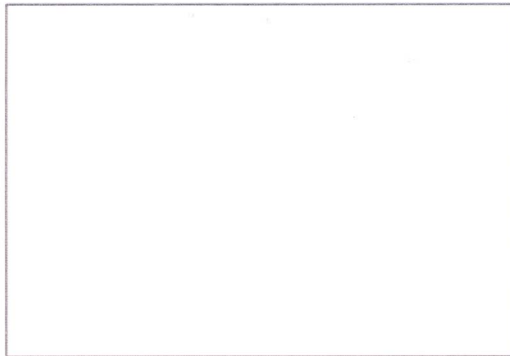
- under water - pool
pan up to above water



USER STORY/SCENARIO:



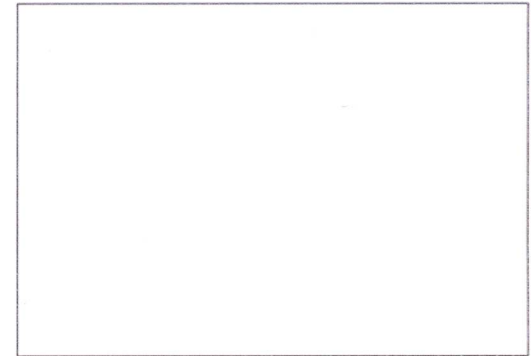
break through water
to model - hug deep
in water - play w/ hair





day 1
- plus
Bianca
- 4500slb

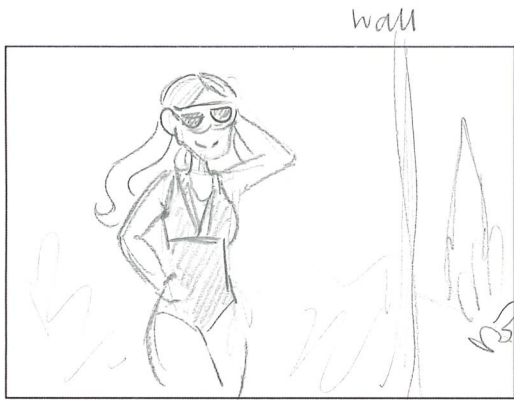
room for logo
cut close - zoom
- all slow motion
(if time allows - back to full body)



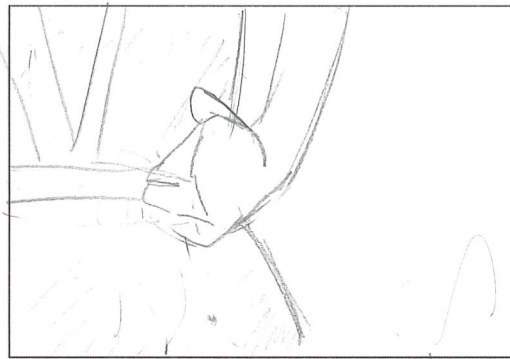
PERSONA:

USER STORY/SCENARIO:

3.



- stucco wall
 fuel Body or knee
 play up sunglasses / prop



*extreme zoom
 on fabric / midsection
 of the knot / play with.



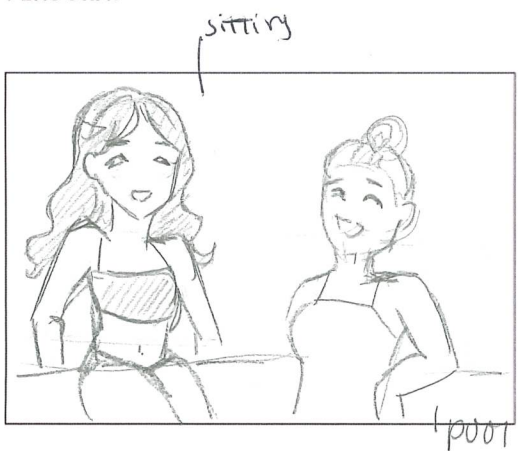
- thurling against
 the wall.
 Easy, breezy, loose

- say
 - vicky
 - 4Y10SLD

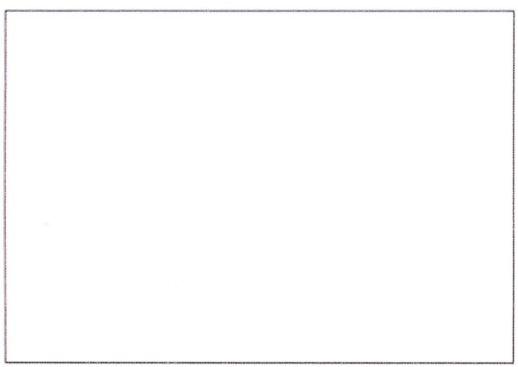
camera
 from
 below

4

PERSONA:



- in pool
 One model in +
 One model side (knees in)
 matching print cuts?



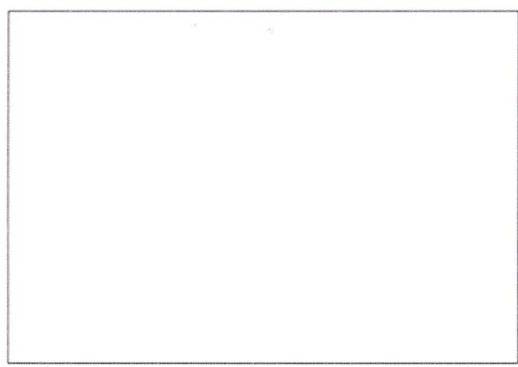
USER STORY/SCENARIO:

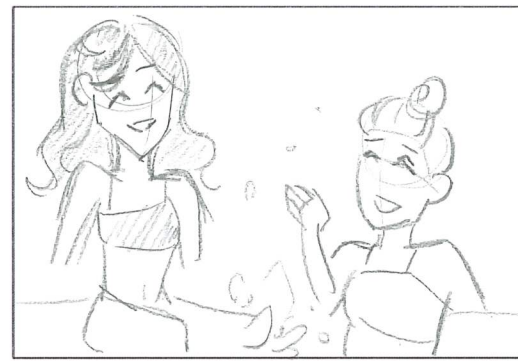
POOLSIDE (camera → water)

in water

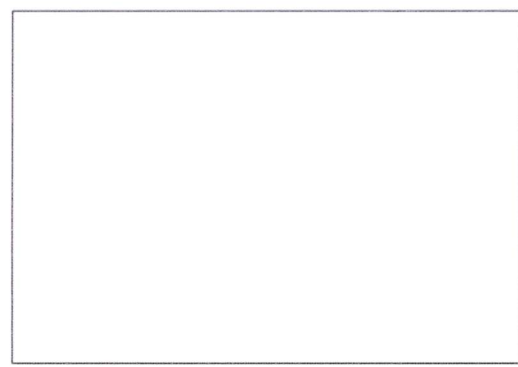


- pool side
 Back view
 (or out of water)
 by poolside.





- same framing as
 frame 1 but mthy person
 splashes person in pool

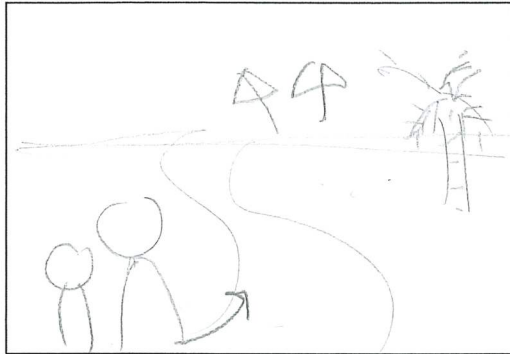


day 1
 - Ryan
 & Biri
 3x10
 (csmet)
 BOD
 + Vicky
 4 W10
 SLB
 7900
 (Black)

PERSONA:

USER STORY/SCENARIO:

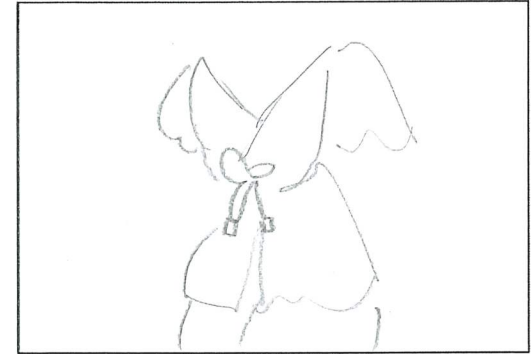
5



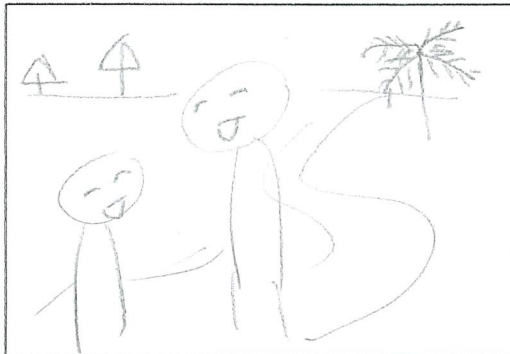
- pathway 2 models
(plus + straight)
models walk into shot
(back view)



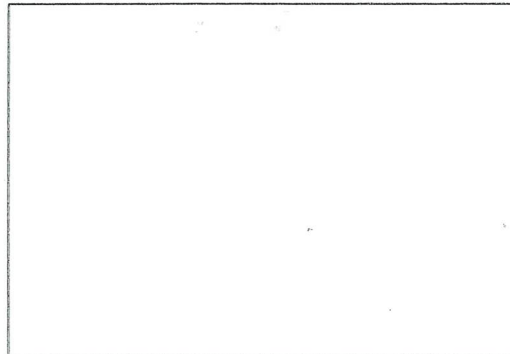
- close up features
of each suit
(stand still or slight turn)

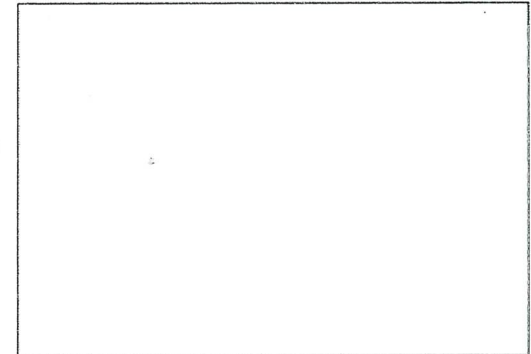


- focus cap sleeves
of romper or
gold accent)



- front view of 2 models
laughing up each other.





PERSONA:

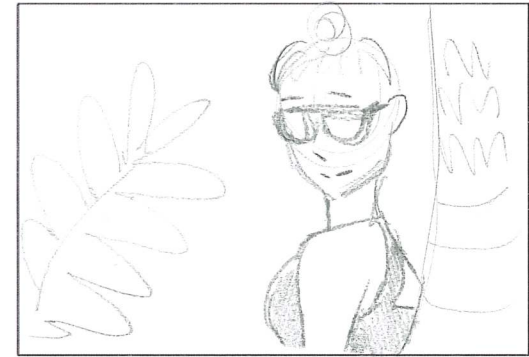
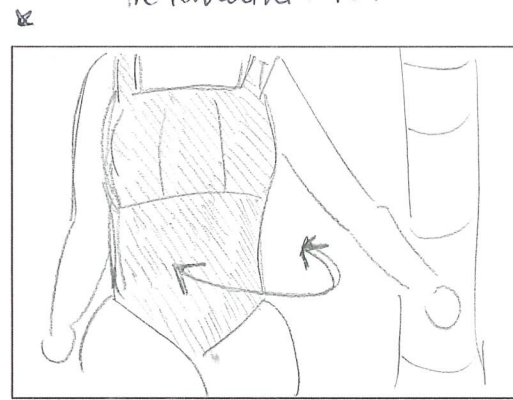
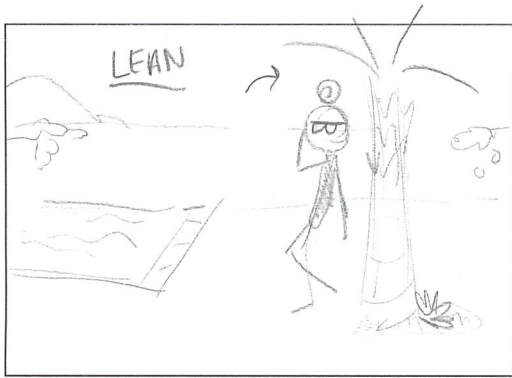
USER STORY/SCENARIO:

PALM TREES. (BY POOL?)

tie tannini. red.

dew'
Bianca
- Red
tie
tanni
+ Red
bottom.

6



- pool side / palm tree
full body

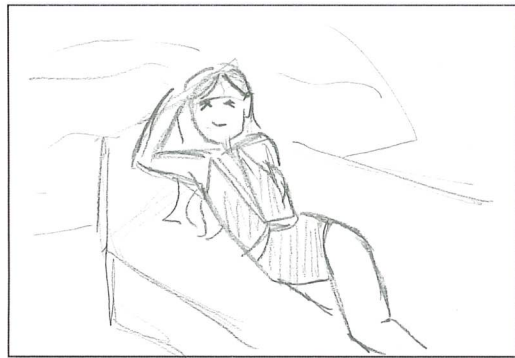
- play with tannini spin
movement medium
shot (suit focused)

- closeup - face / straps
- palm leaf foreground?
over the shoulder shot

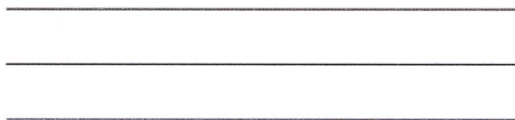
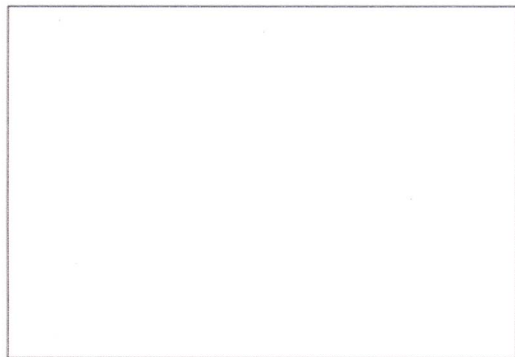


7

PERSONA:



- lounge down on lounge
- maybe camera
- rotating around person
- RELAXED living life in sun.



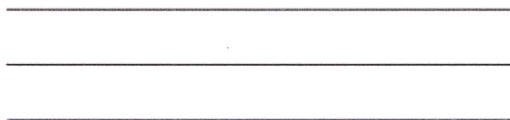
PAGE #

PROJECT/TEAM:

USER STORY/SCENARIO:



- sitting upright on lounge
- panning side/side
- play w/ hair / stretch etc.

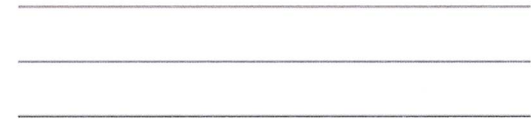


DATE:

LOUNGERS BY POOL



- definitely need
- BACK SHOT looking back
- at camera.



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day 1
- Ryan
las palmas
Free

- same lounge
area - BUT
maybe
standing

SS22 15 seconds. swim dress
day 1 fade + Black

- versatility + Beauty of piece.

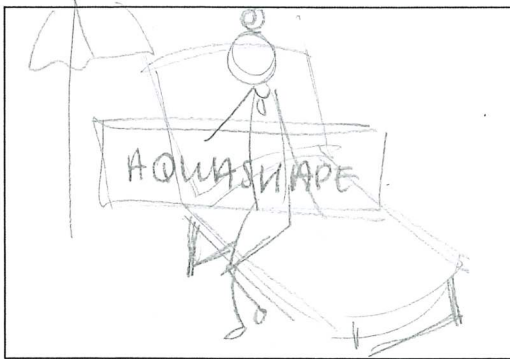
3T10SLD

PERSONA:

USER STORY/SCENARIO:

get as much depth as possible.

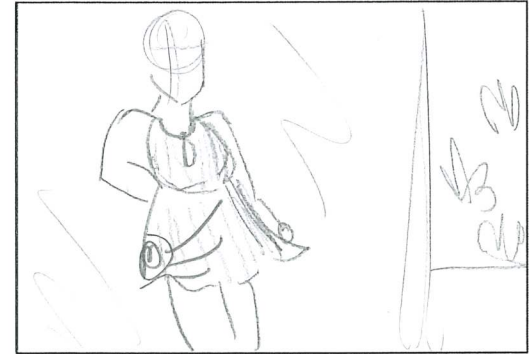
maybe side angle?



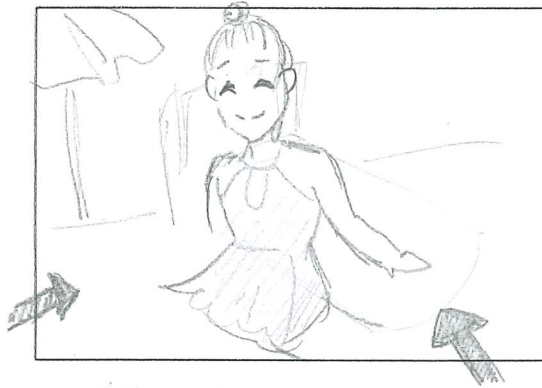
- pool lounge
up towel draped over
model goes to sit on chair
logo on screen Vicky



Bianca medium/close
greenery / fountain
Zoom in on necklace
piece / hopeful see fountain



Ryann
stucco wall
play in skirt, lean on wall
TIED



- vicky sitting
push in camera
vicky relaxed
- looking away - relaxed.



Bianca
greenery
- swirl in skirt
More full body/
Calf



Ryann
stucco wall
extreme zoom
so hopefully logo can appear on

PAGE #

PROJECT/TEAM:

DATE:

STORYBOARD NNGROUP.COM

play with buckle

black area of suit + show detail

PERSONA:

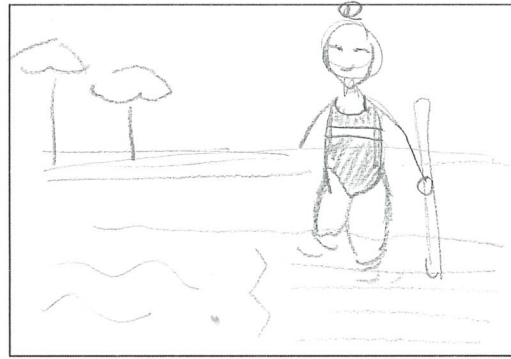
USER STORY/SCENARIO:

9.



Paige

postcard - looking up /
wet it possible? at pool



Gail

start by pool
getting into water



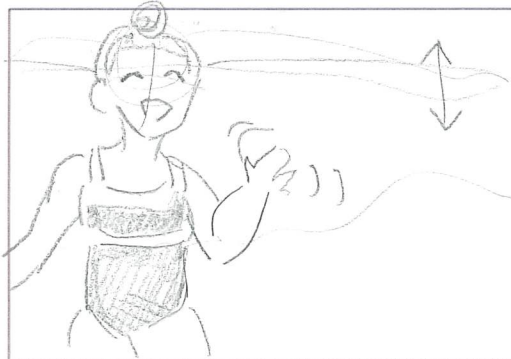
L.J.

full body of L.J. walking
postcard up towel on shoulder
smiley



Paige - medium
shot

postcard
looking at camera



Gail

underwater transition
- a little swimming movement
- water splash splash
- Airing up camera
laugh & splash
in water.

camera
move up/down



L.J.

towel wave smiling
turning around

SS 22 -30 seconds

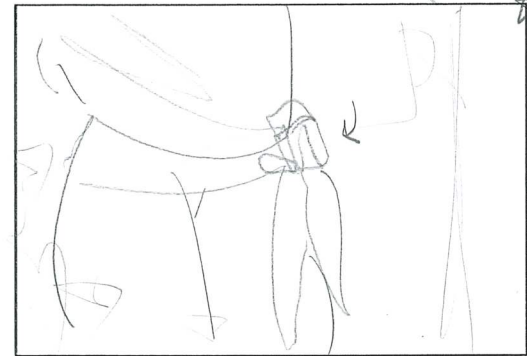
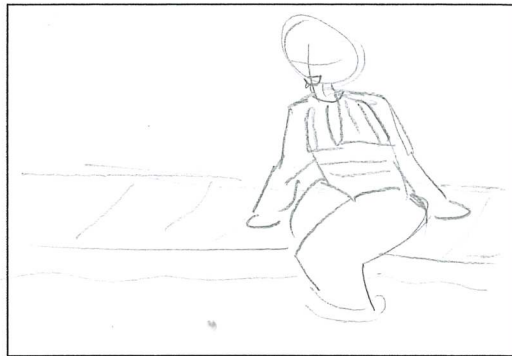
PERSONA:

similar to 1,3

USER STORY/SCENARIO:

2

10
(pt.1)



★ REUSE

water theme

-fade from black (?)
-to fountain and puen
back to model on edge sitting
(Aom closeup / medium) model
looking at camera chill/calm

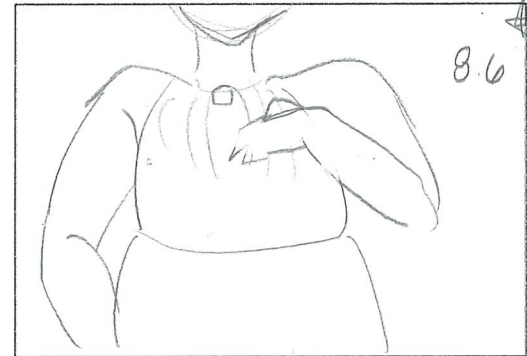
poolside -sitting
play w/ water? smile
got to drive home
it's swimwear looking at water

extreme close up
tie of orange tannin
(studio Bg) tying



★ 7.13

POOL



★ REUSE

8.6

back shot medium
loungers sitting
looking back at camera

full body
palm tree
leaning hair play

close up - gold detail
swim dress

PAGE #

PROJECT/TEAM:

DATE:

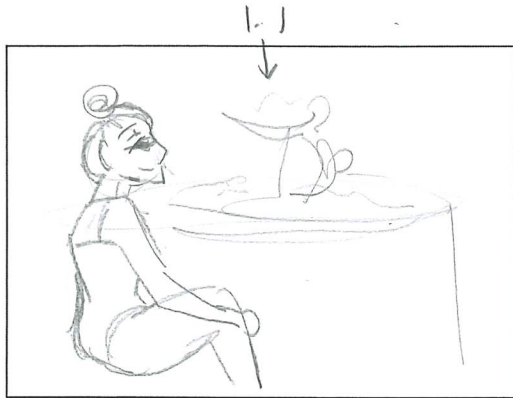
STORYBOARD NNGROUP.COM

PERSONA:

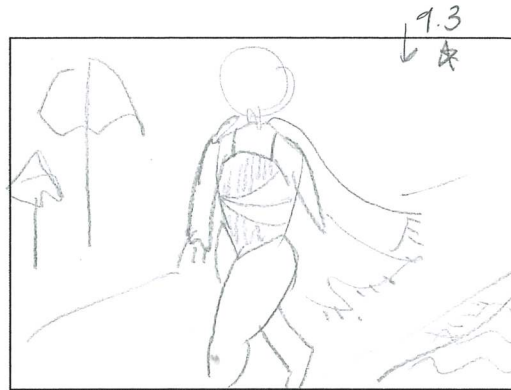
USER STORY/SCENARIO:

10
(pt. 2)

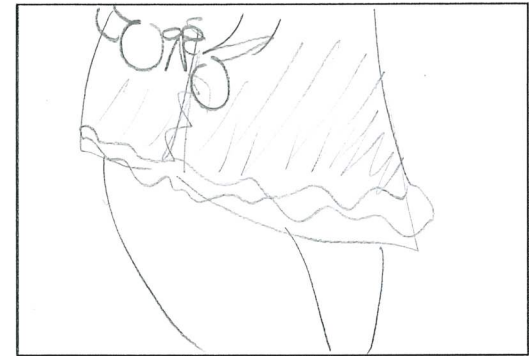
profile
side



medium-fountain
More sitting-smiling
playing up hair houlder
knee



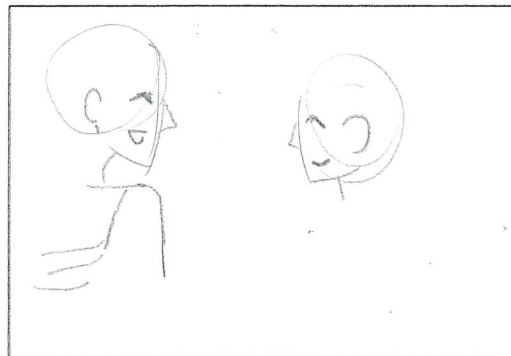
full body towel
walking up cons. suit



closeup greenery
left side shirt-sinching



Back medium
in water
wading through water
take a turn back.



medium looking
over shoulder
talking to each other
swim dresses



sharp to front side
full body walk 5.2
pathway nmpier

PAGE #

PROJECT/TEAM:

DATE:

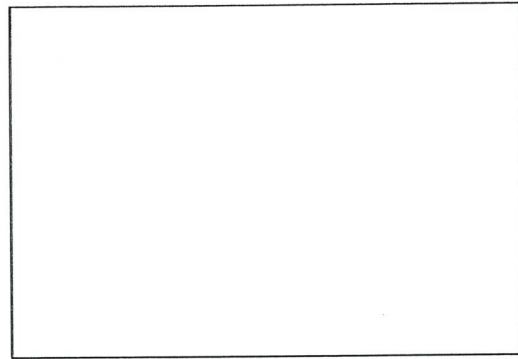
STORYBOARD NNGROUP.COM

"10" slides
short scenes
tho
can be → longer.

PERSONA:

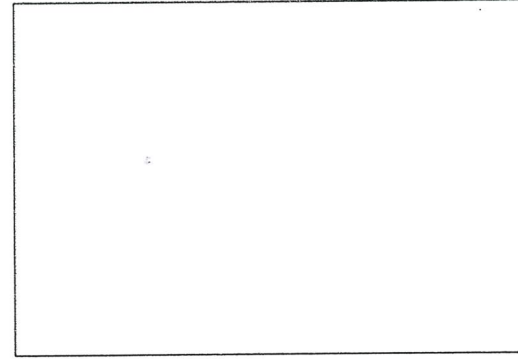
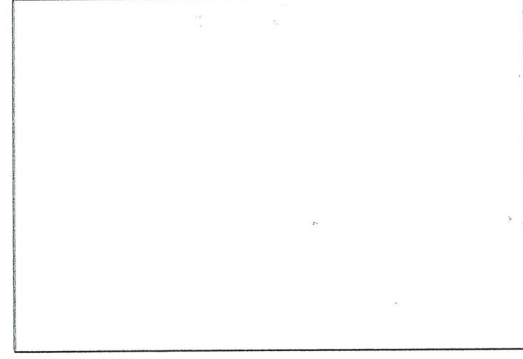
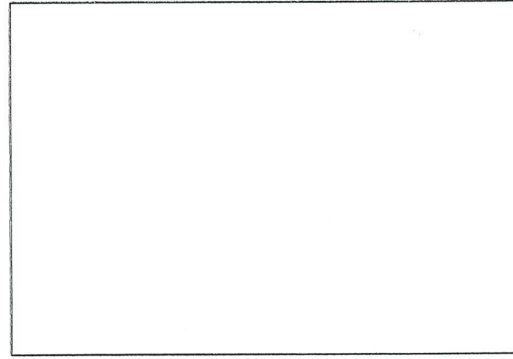
USER STORY/SCENARIO:

10
(pt 3)



from below view
-medium - greenery
bikini prop hat / accessories

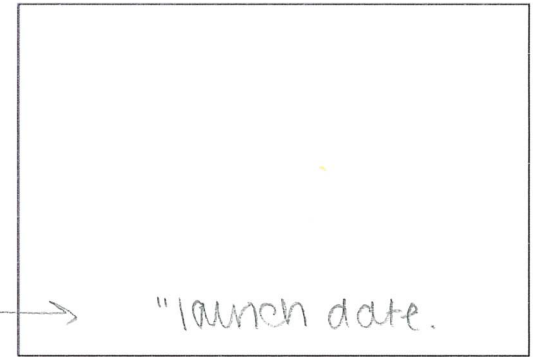
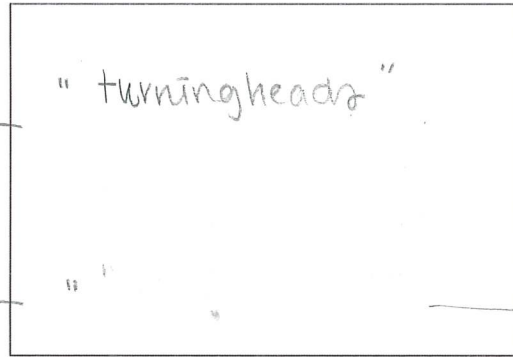
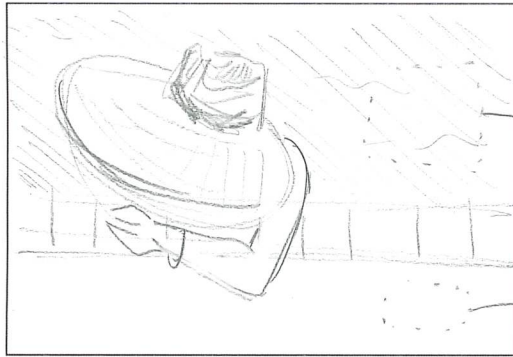
logo of model wearing
& can see the top of
hat



PERSONA:

USER STORY/SCENARIO: teaser. (x2) ideas.

11.

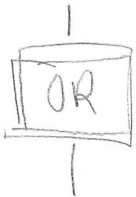


dayz
ITA

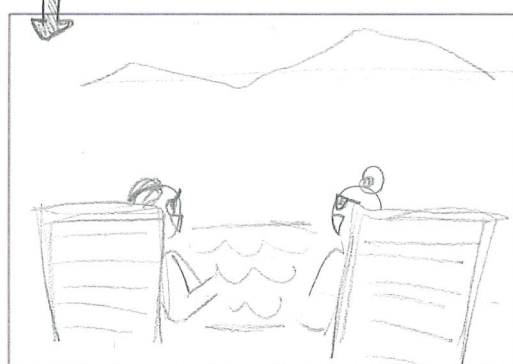
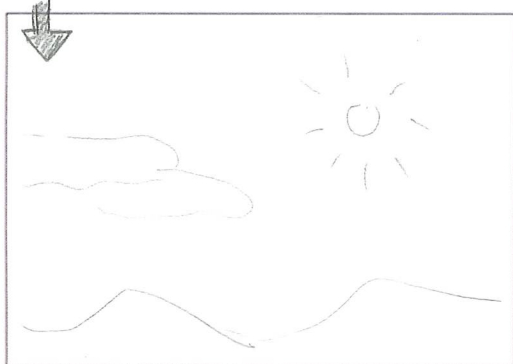
overhead shot
- hat covers suit / model
movement - head turn slowly
/ arm movement

*text appears whenever
better visible

- simple movement +
scene so text stands out



12.



dayz
ITA.

pan down
- palm springs skyline

reveal 2 loungers
up models

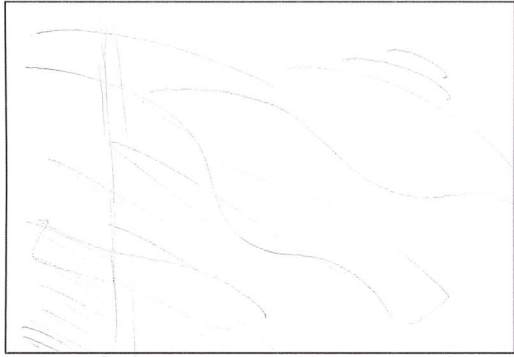
- they cheers whatever
they're drinking
(smoothie? not necessarily
alcohol...)

AS. SS22. B roll ideas. up room for logos.
or teaser filler for environment feel

PERSONA:

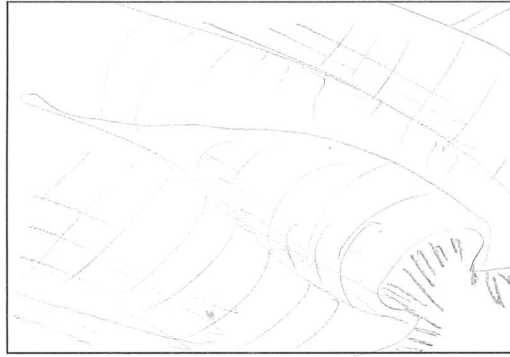
USER STORY/SCENARIO:

13



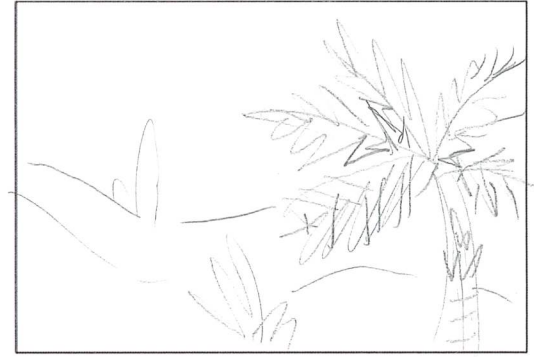
- Water top
with ripples
(hopefully can see tile?)

14



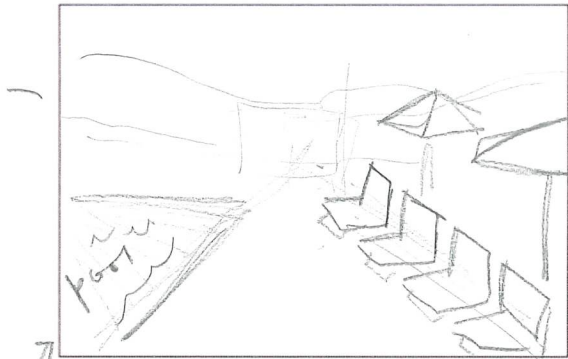
- towel-texture
panning over
extreme zoom

15

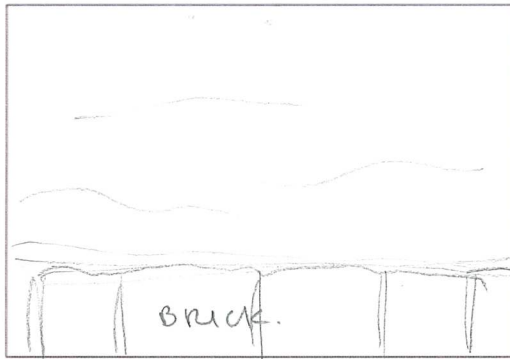


palms
←

- greenery / nature



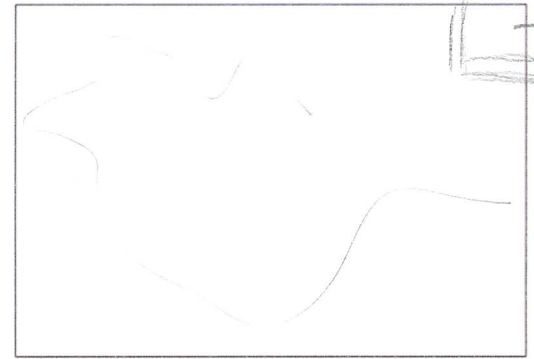
pool environment
static but maybe
water ripples



brick.

- Water top view
but w/ brick siding
visible (grounding)

16



window

stucco wall texture
on restaurant/rooms