

Breakdown Cue Sheet

Mike Cushny Camera Polish Artist Reel *Spies in Disguise*

Below are the Director notes from various review sessions that were addressed during the final camera polish pass. The bottom layout panel in the reel shows the imagery before the note, and the upper rendered panel displays the approved camera motion as seen in the theatrical release.

Scene 1: Establishing

- Start higher & farther away, mirror approach angle to support new lighting direction

Scene 2: Crime Scene

- New idea to simplify scene with a single orbiting camera move
- Re-stage and re-time blocking to support new camera orbit
- Start on 3 shot, adjust to feature Marcy, orbit 90° to end on 3 shot
- Add new shot – punch out wide to reveal goop gag

Scene 3: Confrontation

- Adjust camera height and position of complimentary camera angles to support performance
- Re-time camera speed to match character progression
- Slow push in on profile two shot to support dialog
- Punch in for emphasis, and hook-up eye trace across cut

Scene 4: Peace Offering

- Follow Marcy character progression towards screen right
- New angle on Marcy kneeling pose, adjust camera to follow with drag and ease out
- Re-compose shots for character intimacy
- Slow push in on Marcy for dialog emphasis
- Impact shake on explosion
- Add orbit move to handcuff gag

Scene 5: Foot Chase

- Re-compose and re-time snap zoom to reveal Lance starting to run
- New shots added with handheld motion to find security agents
- Handheld camera shake & jitter added to profile running shots
- Re-compose and polish crane/dolly shot of Lance running across department seal
- Add handheld motion to follow action during foot chase
- Polish and re-time countering camera move fly by of Lance running past security guard

Scene 6: Car Chase

- Add dynamic camera shake to enhance action
- Blend in dutched camera angles to support swerving car motion
- Add impact shake when SUV collides with arch
- Re-time impact shakes for car bouncing down stairs
- New shots for Lovey pidgin head gag during bounces
- Add dynamic camera shake to enhance action
- Lower camera for car spinout to enhance chaos

Scene 7: Epilogue Zoom

- Re-time dolly move to follow action, ramp speed to track with characters progression