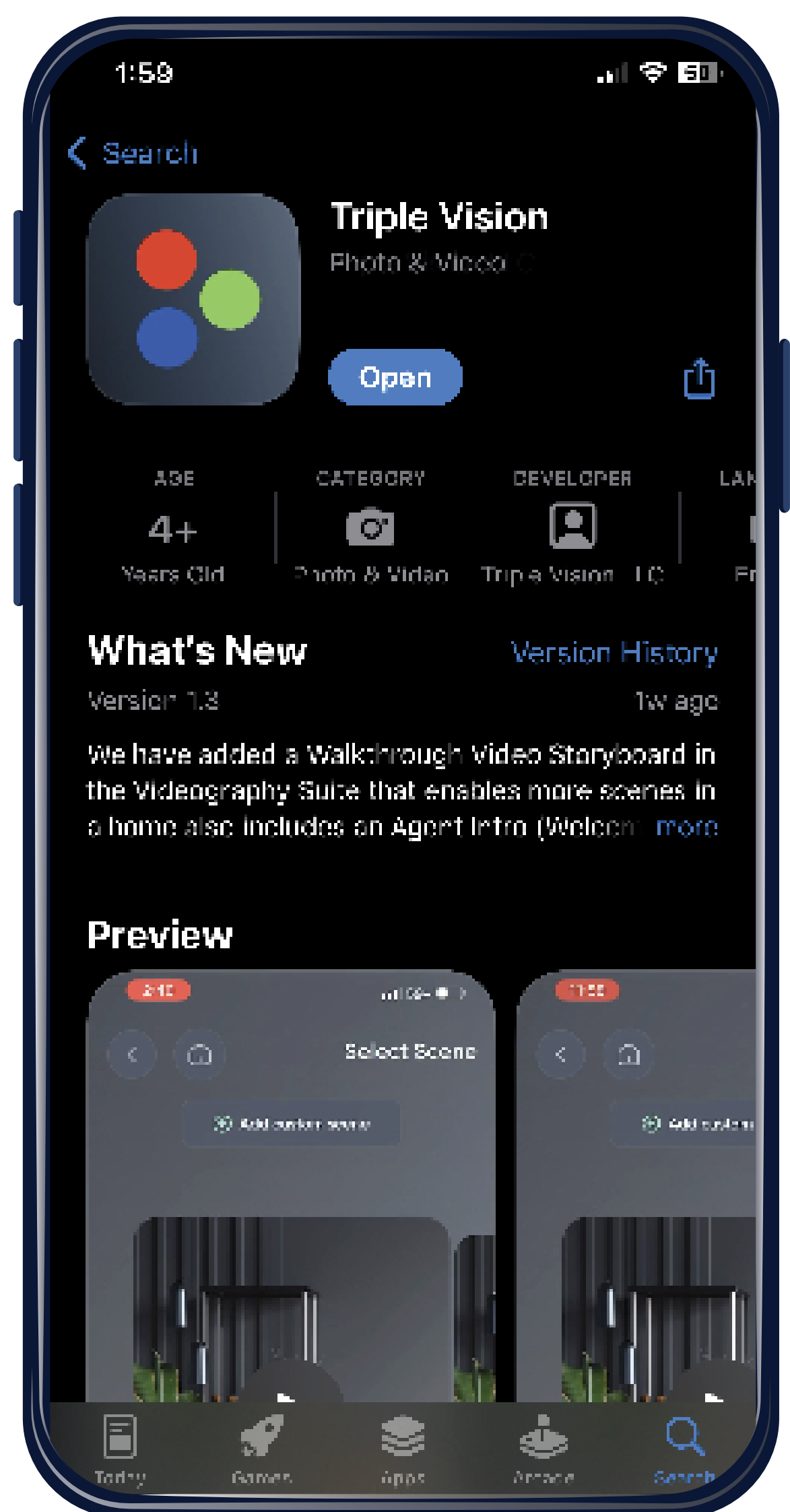


Pre-Shoot Housekeeping

- Turn on all lights
- Adjust Window Treatments based on light conditions
- Put Toilet Seats Down
- Turn Ceiling Fans Off
- Garden Hoses Reeled Up
- No Cars in Driveway
- At the end of the shoot, turn off lights, adjust window treatments and securely lock up (if applicable)

App Available From iOS App Store

Download and install the latest version of the Triple Vision app



REFER TO TRIPLE VISION APP USER GUIDE IN f8 MOBILE APP

FOLLOW "WALKTHROUGH
VIDEO STORYBOARD"
TO COMPLETE THE SERVICE



Shot Types

Use A Variety of Camera Movements

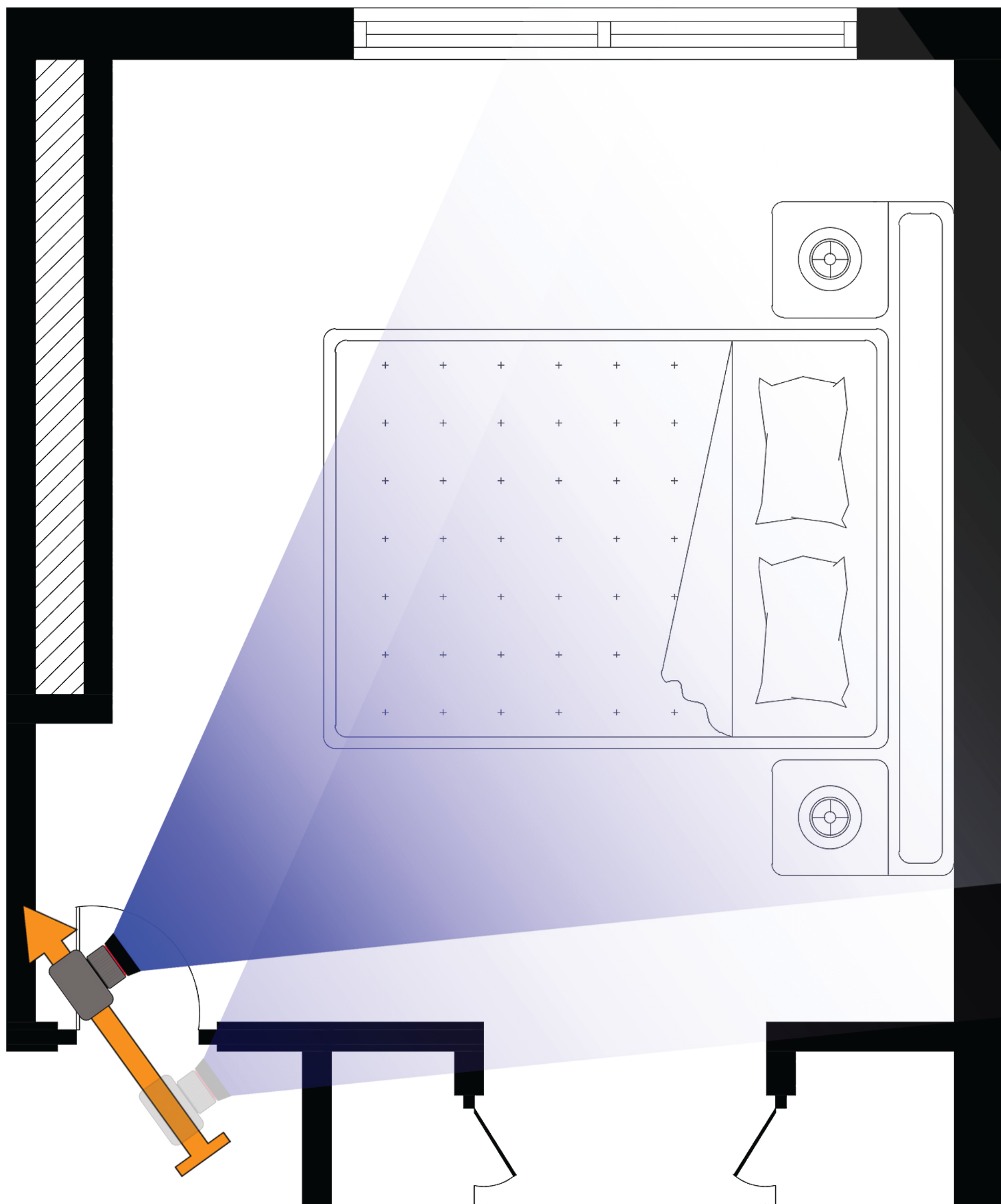
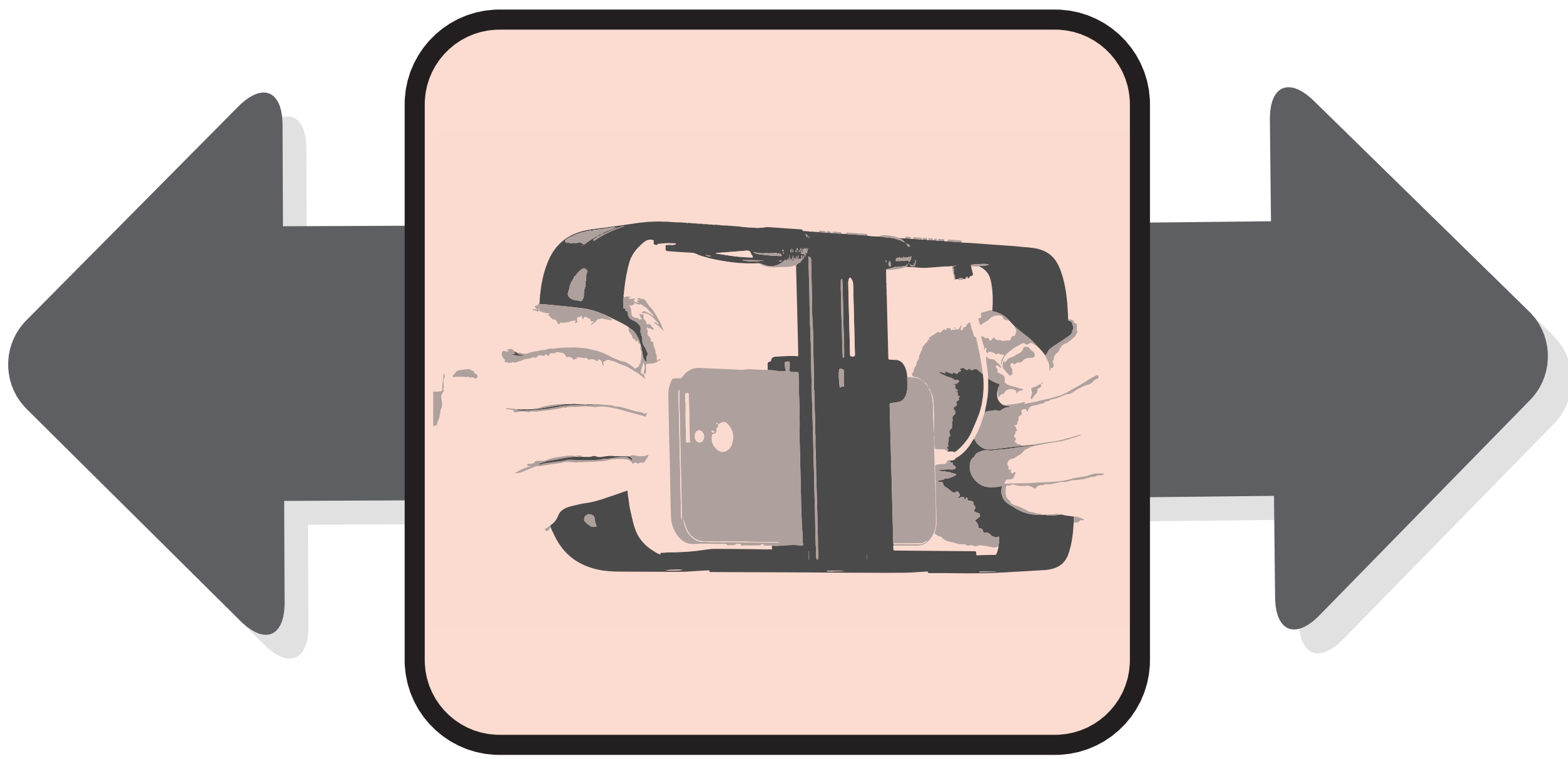
Using a diverse range of camera movements will enhance the overall quality and appeal of the video. Different camera movements will allow you to highlight the layout and flow of the rooms that we are capturing. Try not to limit yourself to one or two movements; include a diversity of movements to hold the viewer's attention.

Follow this handy guide for an explanation of the various recommended movements and shot types. You can also view a demonstration of each movement in the Triple Vision app.

Shot Types

REVEAL

Linear Motion sliding across a threshold to reveal the subject room, moving left-to-right or right-to-left

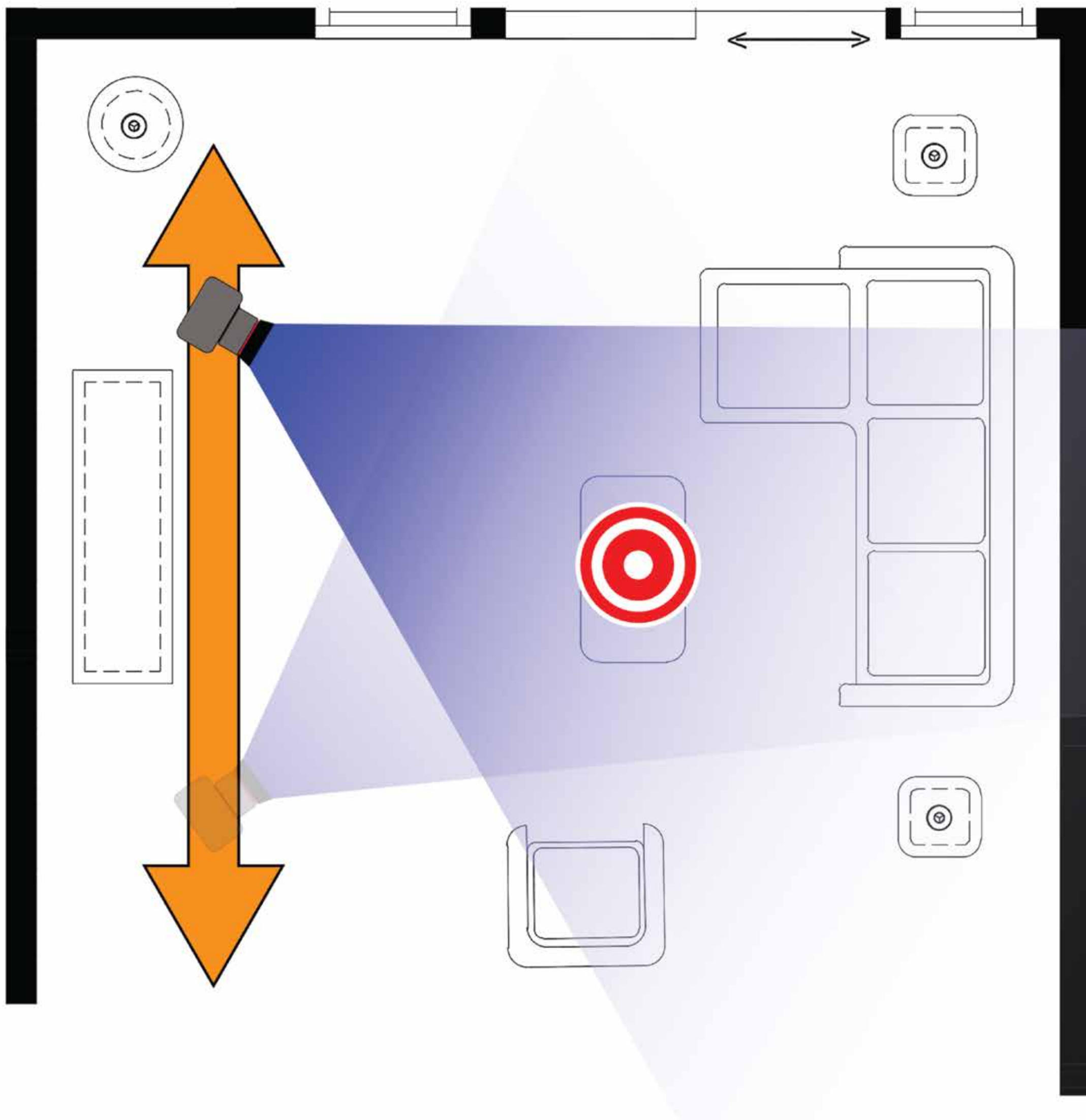
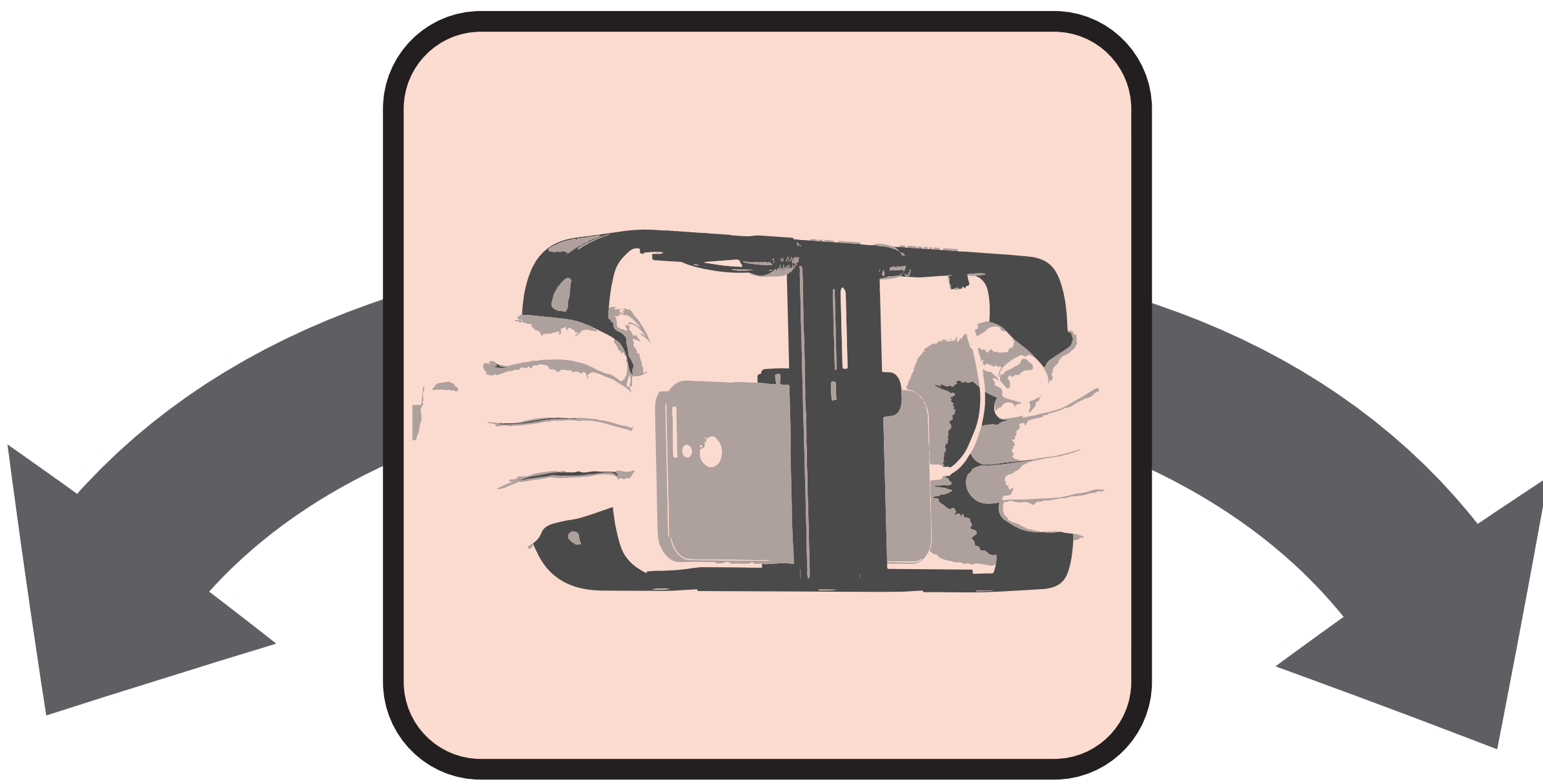


Bedroom used as example

Shot Types

TARGET

Arc or Linear Motion while maintaining the subject center-frame

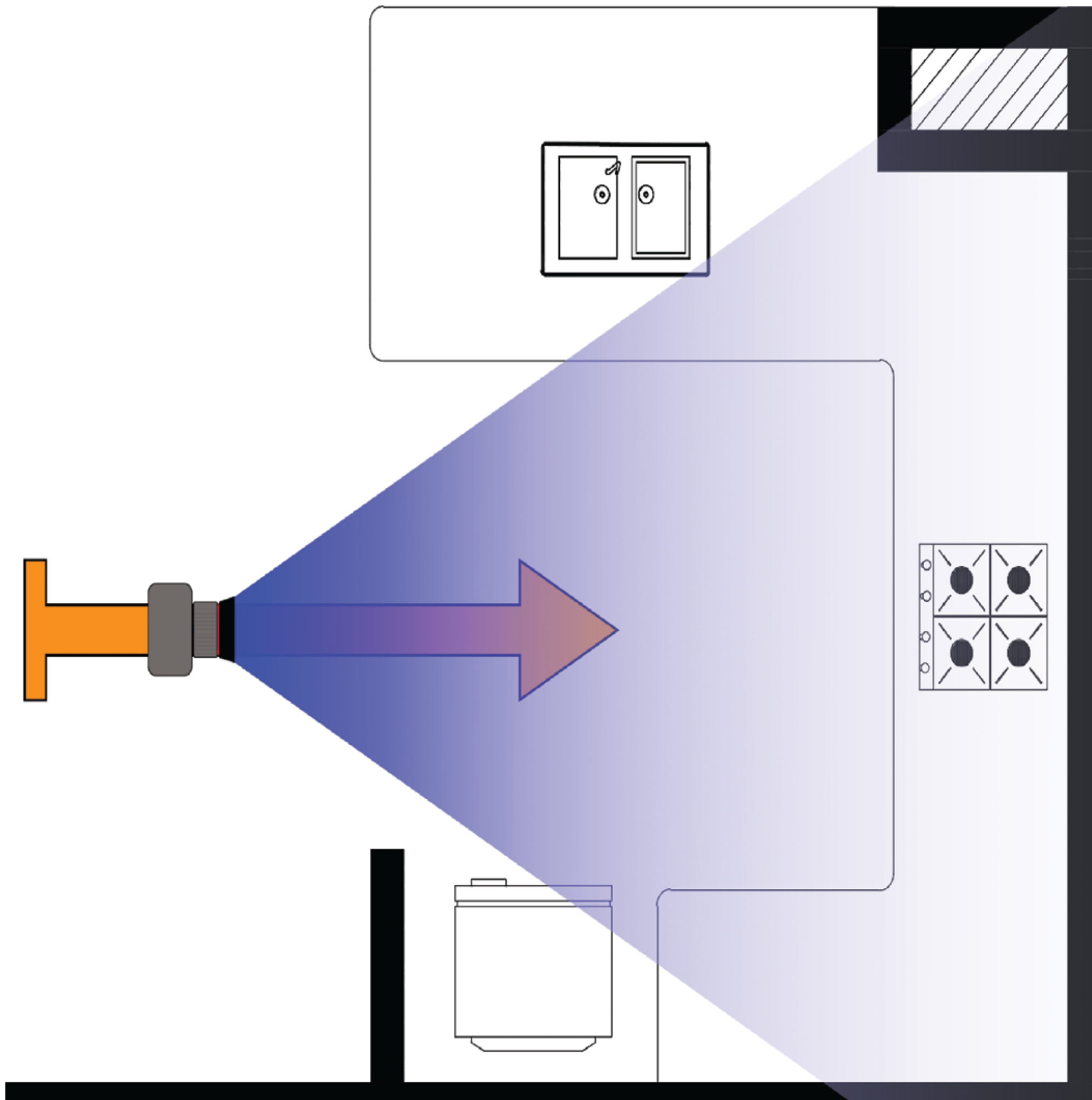
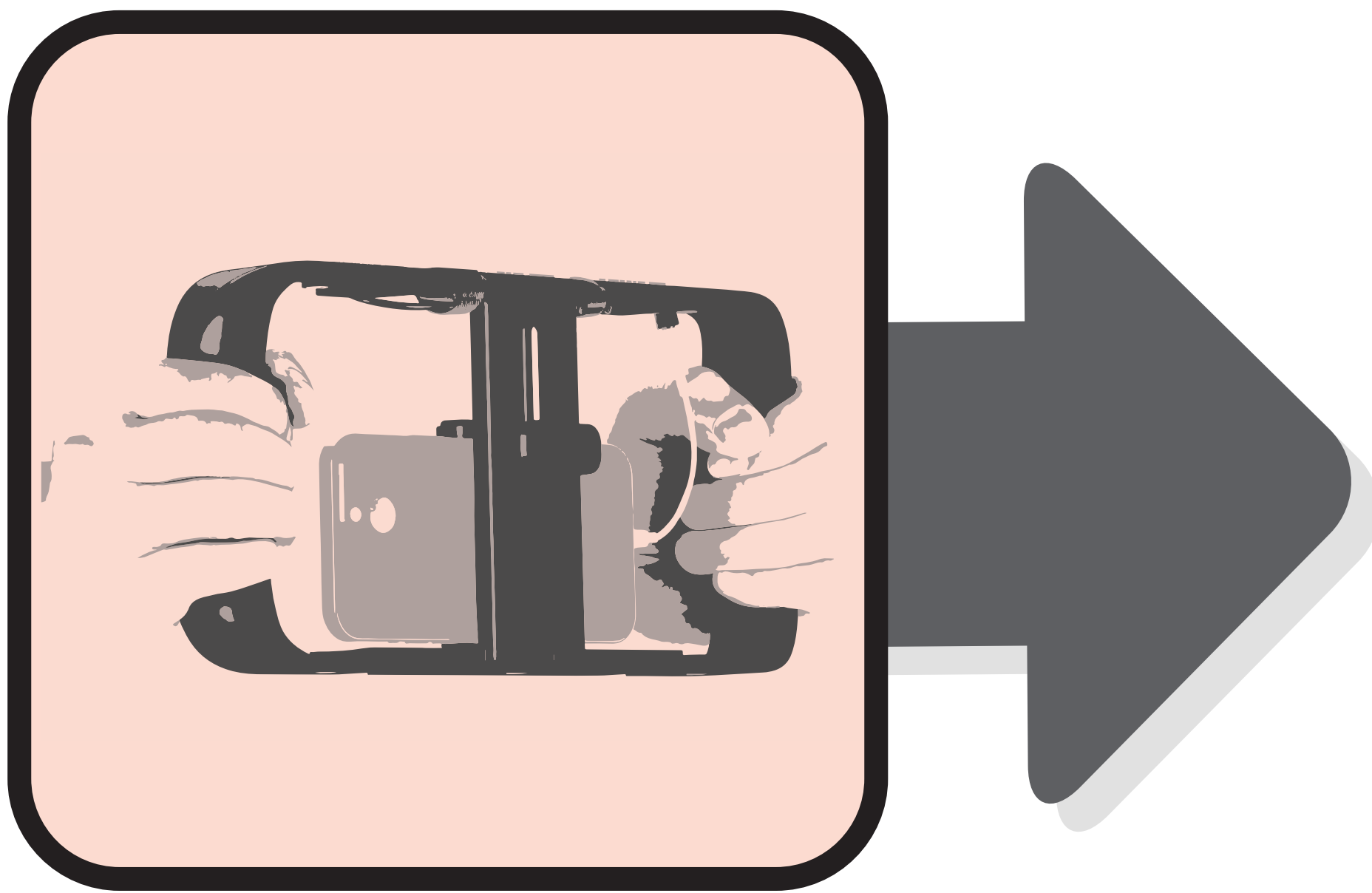


Family Room used as example

Shot Types

PUSH IN

Linear Motion going into or through the subject room

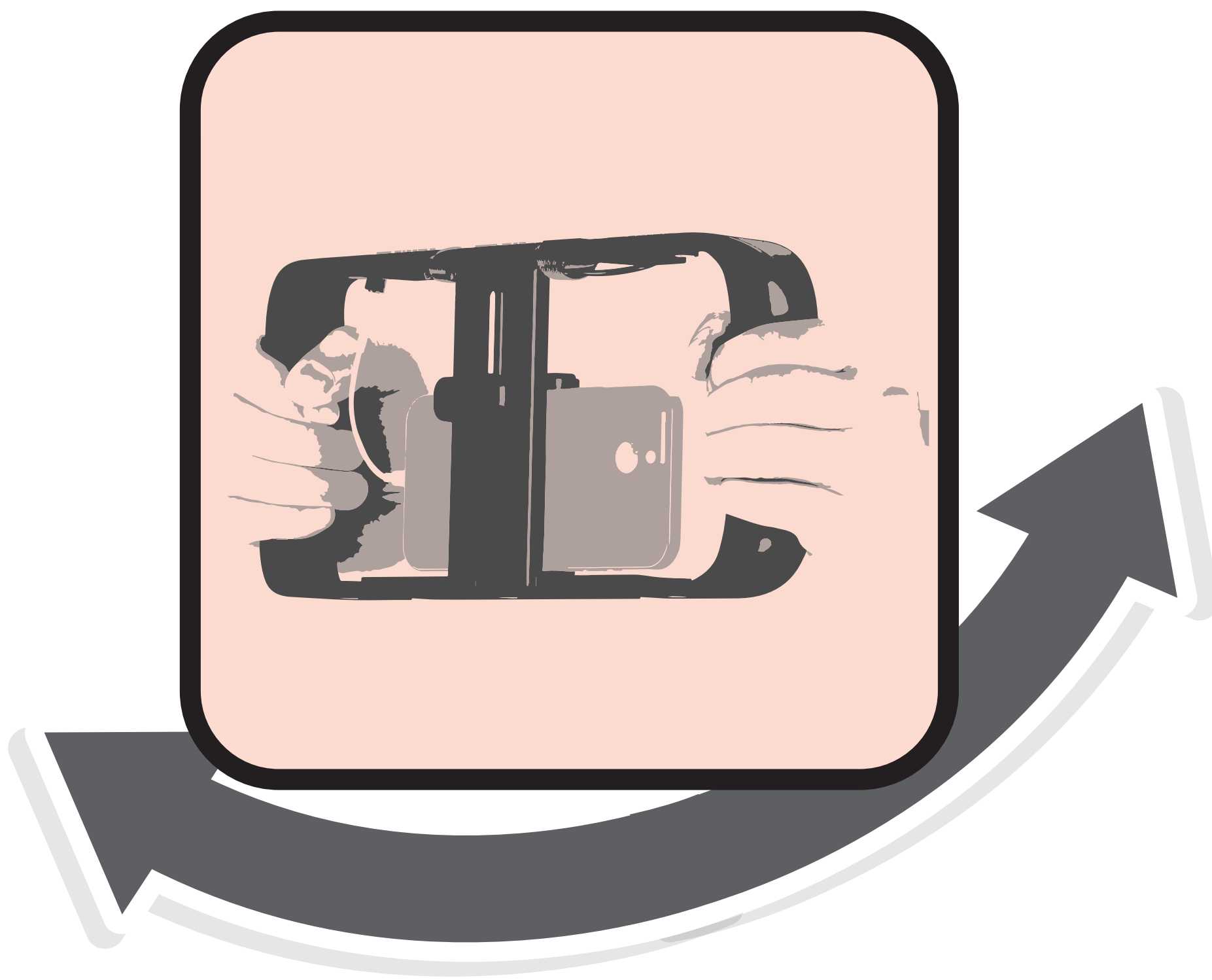


Kitchen used as example

Shot Types

PAN

From a station position pan the camera 180 degrees. This is the least dynamic shot on the list and can be used with still photos. Use sparingly.

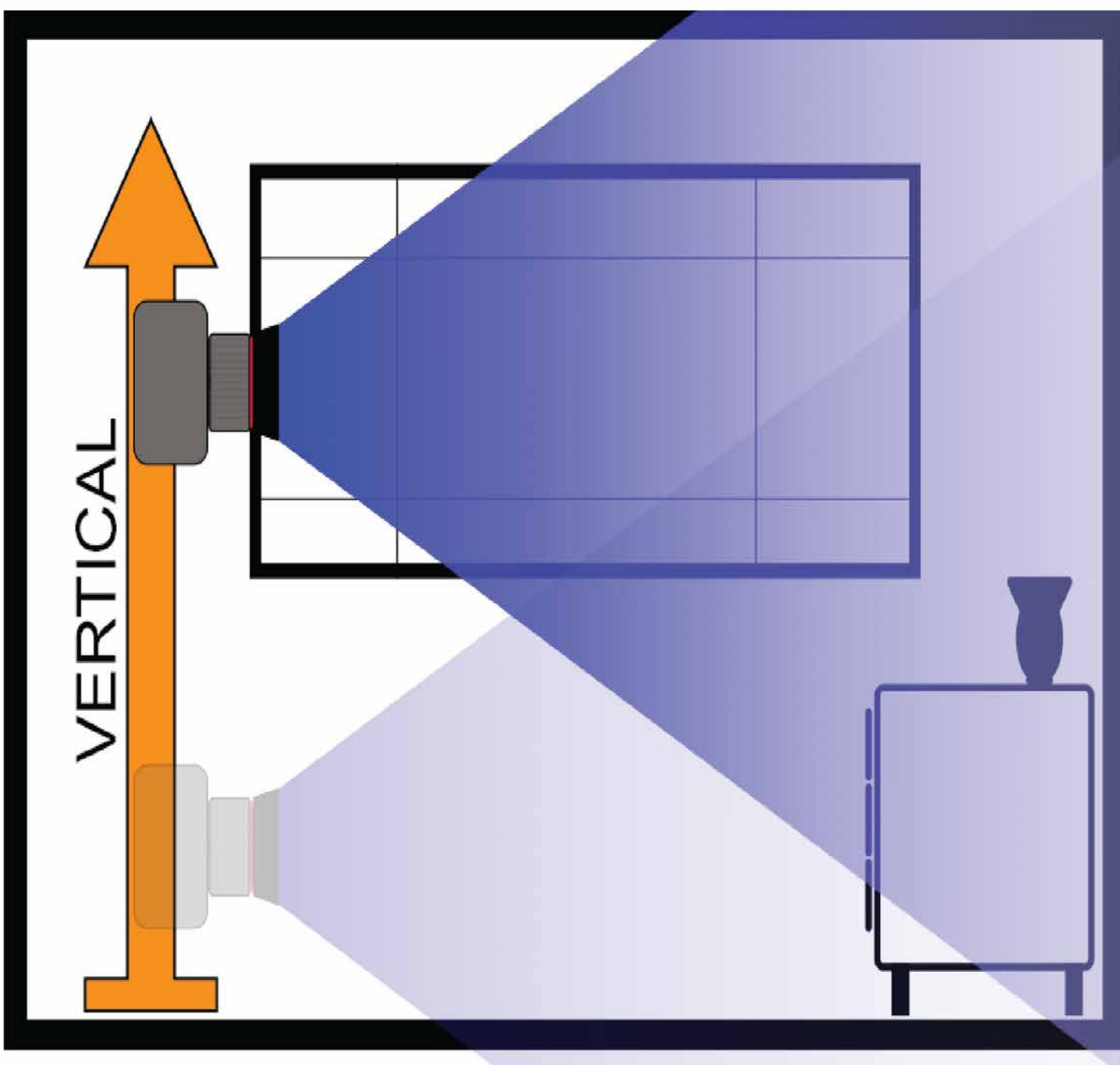
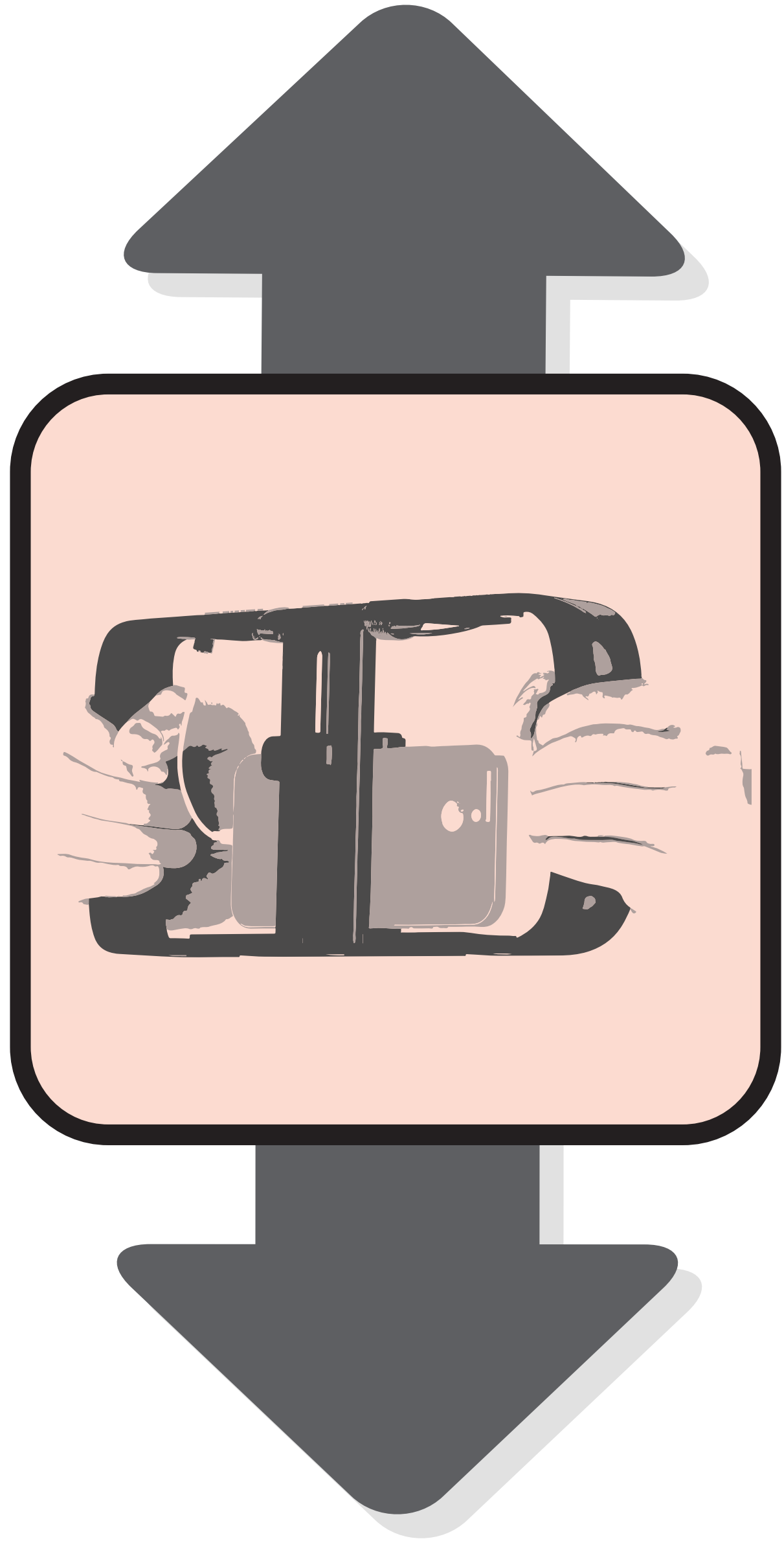


Specialty Room used as example

Shot Types

JIB

Moving the camera up or down vertically while keeping the camera's orientation the same



Bedroom used as example

Capturing Motion Elements

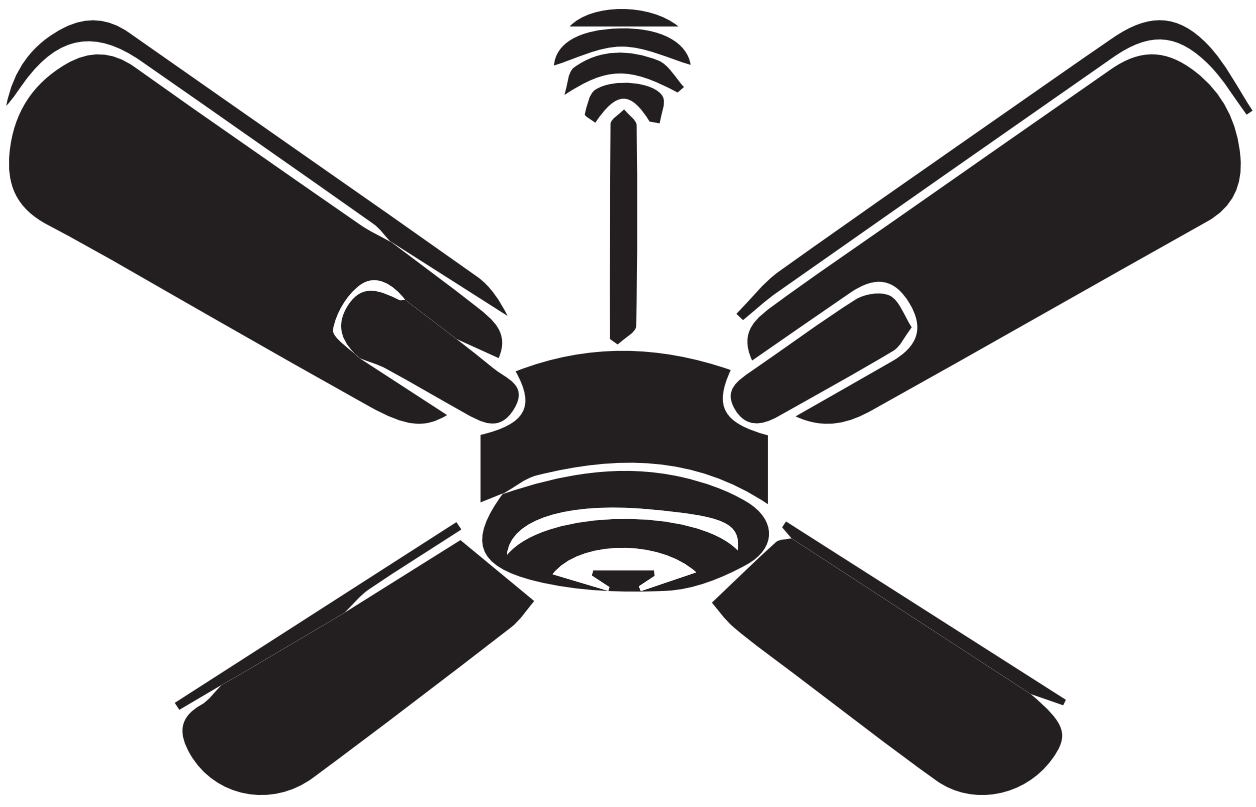
Create An Emotional Connection

Incorporating motion elements into the video will enhance the overall visual appeal and will help to create an emotional connection with the audience.

Trees or plants swaying in the wind, curtains blown by the breeze, flames flickering in the fireplace, or water trickling from a faucet or fountain are some basic motion elements. Other elements like TV screens or computer monitors with fireplace scenes or screensavers can also evoke positive emotions and help viewers imagine themselves enjoying the space.

Capturing Motion Elements

WIND



Ceiling Fan



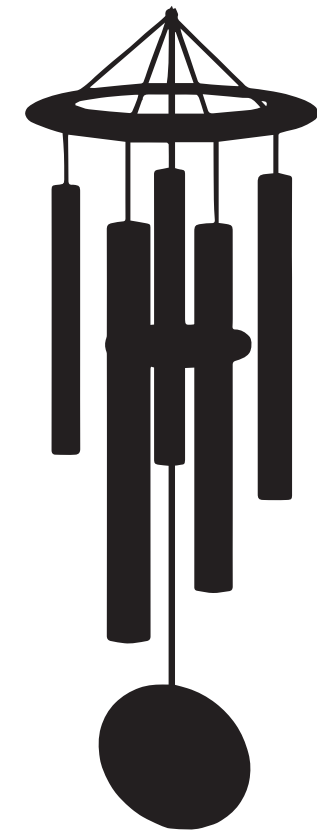
Window Drapes



Trees & Plants



Flags



Wind Chimes

WATER



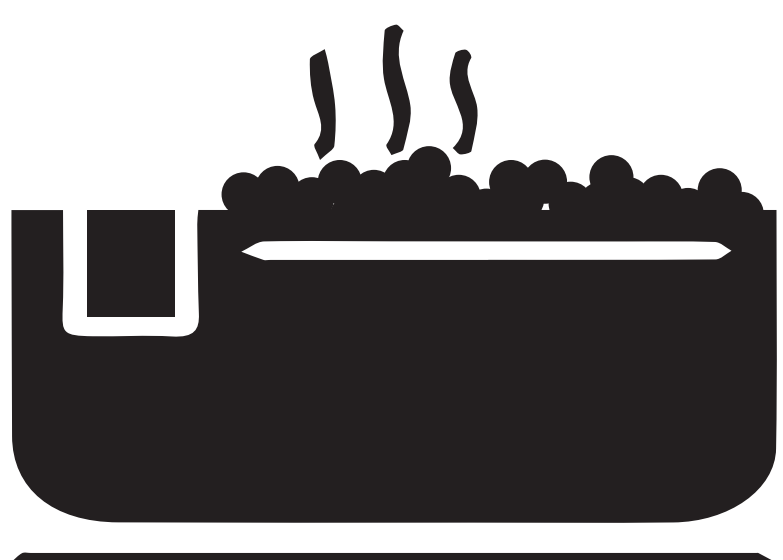
Fountain



Shower



Kitchen & Bath Faucet



Hot Tub



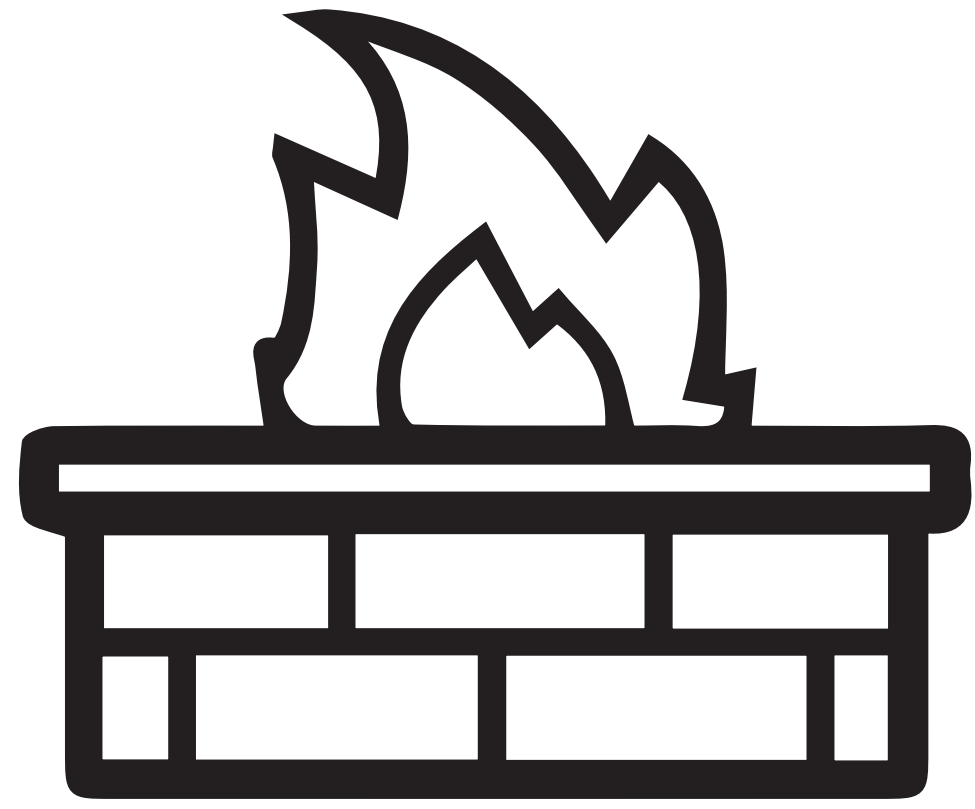
Pool & Spa

Capturing Motion Elements

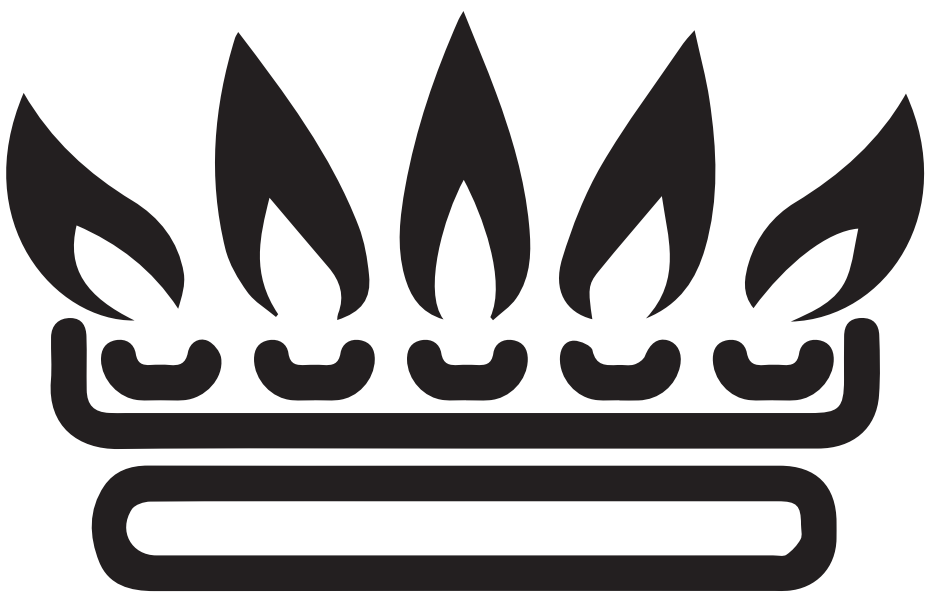
FIRE



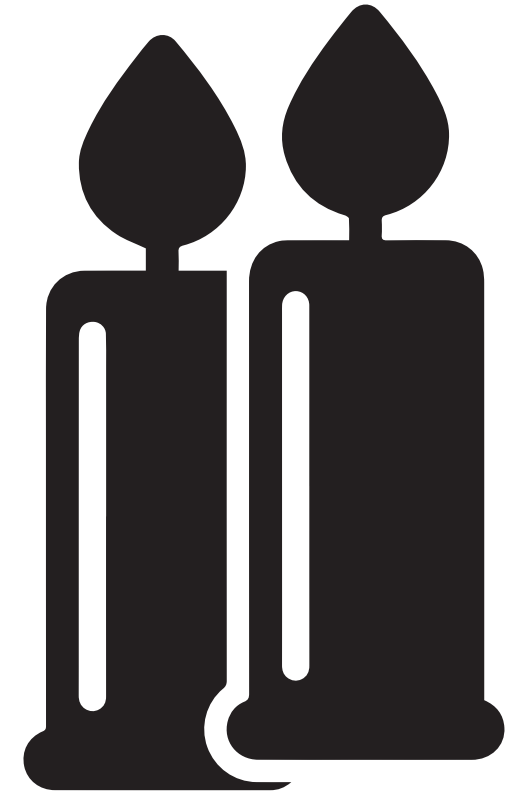
Fireplace



Outdoor Fire Pit



Gas Range Burners



Candles

MEDIA



Home Theater



TV



Screens & Displays



Desktop Computer

Agent Intro and Outro

Be Prepared

Be sure that the mic kit is fully charged and ready for use.

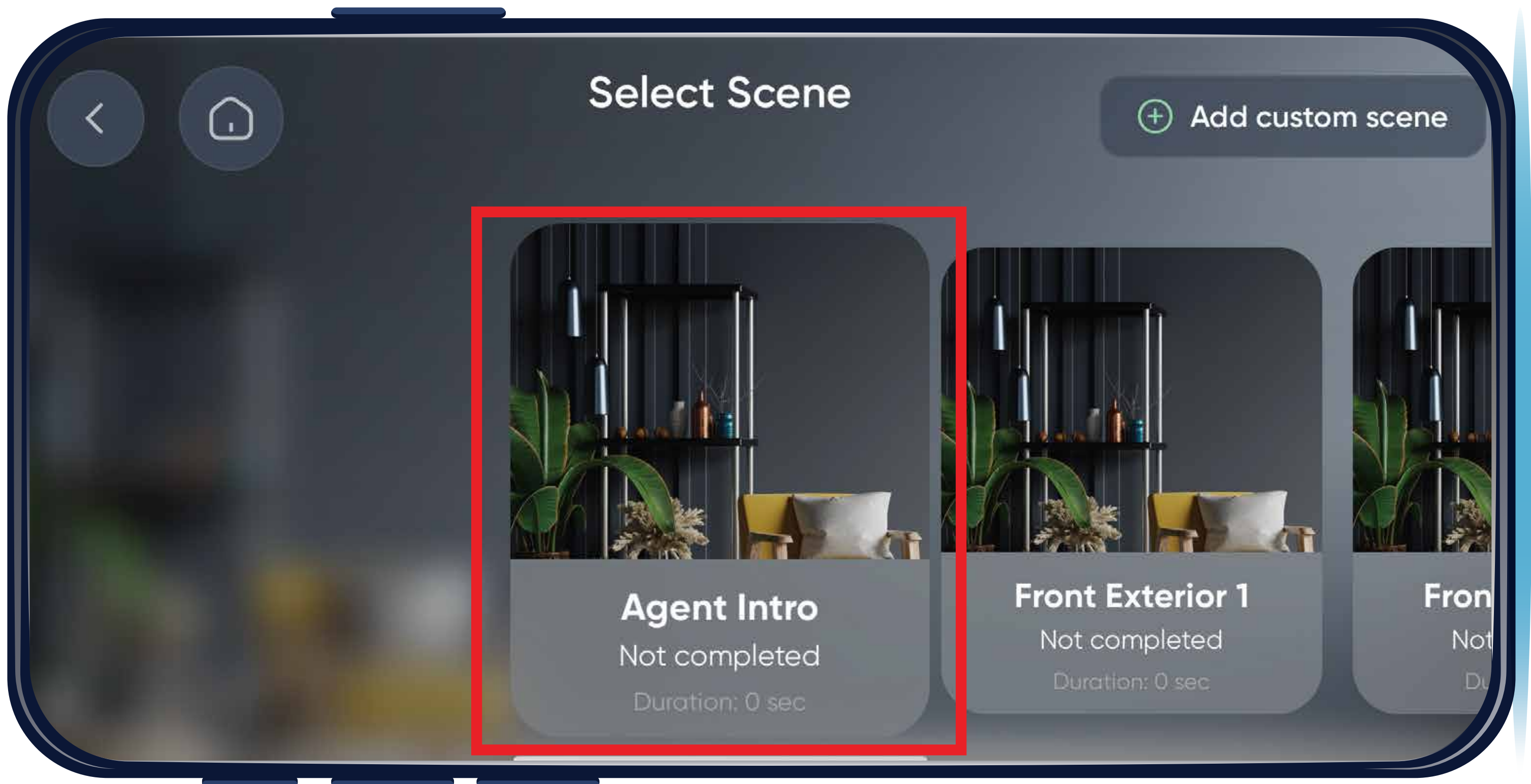
Set The Scene

Help the speaker identify an attractive scene at the property that will help the speaker to look and sound great. Avoid areas with harsh shadows or streaks of light. If selecting an outdoor location, be sure that ambient noise from the neighborhood will not be a distraction.

Be The Agent's Ears

Without taking on the task of being the speaker's director, listen to what they are saying while you capture the intro and outro. Let them know if you heard an obvious mistake that would be cause for a re-do of the scene. Furthermore, play the clip back for the speaker to ensure it is finalized before moving on to capture the rest of the scenes.

Walk through the storyboard to complete each scene



For "Agent Intro" mic up the speaker and help to choose a suitable location for the scene. Listen to the speaker as they give the intro to make sure their speech is clear. Review the scene before moving on to the next scene.

Once the result is satisfactory, continue with the rest of the scenes.

Repeat for the Agent Outro at the end of the storyboard.