

Your six-shot storyboard

Print and sketch in the frames. Type the notes in a PDF form reader. Repeat this sheet for more shots.

PROJECT

SCENE

SHOT 01

16:9

Sketch or paste an approved first frame

ACTION

CAMERA

SHOT 02

16:9

Sketch or paste an approved first frame

ACTION

CAMERA

SHOT 03

16:9

Sketch or paste an approved first frame

ACTION

CAMERA

SHOT 04

16:9

Sketch or paste an approved first frame

ACTION

CAMERA

SHOT 05

16:9

Sketch or paste an approved first frame

ACTION

CAMERA

SHOT 06

16:9

Sketch or paste an approved first frame

ACTION

CAMERA

The Timekeeper - six planned shots

Existing AI-generated demo frames. Framing and seconds describe the plan. Inspect details before approving an output.

Open the linked guide for the source script, full briefs and shot-by-shot continuity review.

01 / Establish the clock



Medium close-up / Planned 4s

Elias's hand turns the winding key; brass gears bite and the escapement advances, tick by tick.

02 / Reveal the evidence



Close-up / Planned 4s

Overhead close-up of the ledger; an ink-stained index finger tracks the ruled lines, stops, taps twice.

03 / Show the larger world



Long shot / Planned 4s

From an upper walkway, looking down on the block as the lock-up crowd returns to cells; a warm lamp deep in the perspective.

04 / Stage the confrontation



Medium shot / Planned 5s

Standoff in the corridor. Kessler blocks the way; Elias stops a few steps short, back to camera.

05 / Return to the mechanism



Extreme close-up / Planned 4s

Extreme close-up of the escape wheel, teeth advancing; a pale release card ghosts in the glass.

06 / Show the consequence



Full shot / Planned 5s

Dawn. Harlow walks through the half-open iron door toward the empty road; high in the clock-tower window, a figure watches in stillness.

Keep continuity in the plan

Use one record per shot. Keep approved references separate from new attempts. Planned duration is not measured duration.

SHOT

Character / costume / location / prop references

Visible action and story purpose

Camera move / framing / planned seconds

Model / settings / attempt / credit cost

First frame / output file or link

Review: identity, hands, geography, light, sound

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