

ReelForge — Concept Poster

Print this and pin it up — an at-a-glance map of the ReelForge cast and the ideas each one carries. Come back to it whenever you want to remember who teaches what.

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Meet the cast — and what each one teaches

Character	What they carry
Draft	Storyboarding — pre-visualization; 'Draw it first. Then film it.'
Aim	Camera angles + framing — 'Where the camera stands changes the story.'
Bright	Lighting design — 'Three lights. Different feelings.'
Buzz	Sound design — foley + ambient + dialogue — 'Sound is the other half.'
Snip	Editing — timeline + transitions + pacing — 'Cut here. Not there.'
Whole	Multi-scene narrative — 'Beginning. Middle. End.'
Dolly	Camera movement — the push-in, the follow, the reveal — 'Move the camera to move the eye.'
Sharp	Focus + depth of field — 'Where the eye lands.'
Stir	Blocking + performance — 'The body carries the scene.'
Vast	Shot size — wide, medium, close — 'How much you see changes how you feel.'

Key ideas at a glance

The big concepts this cast helps you master:

- Fundamentals of Visual Storytelling
- Camera Angles and Framing
- Lighting for Film
- Sound Design and Music
- Editing and Continuity
- Storytelling and Narrative Structure
- Animation Principles

- Master Filmmaker Capstone
 - Film & Video Production
 - Advanced Editing Theory
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