Story Pitching Check List

Before pitching, distribute the paperwork to the staff. It should include the current revised armature, seven steps, beat sheet, and thumbnails.

Pitching Guidelines:

- Pitches should be limited to maximum of 5 minutes for today – keep it a **maximum of 2 minutes** for all future pitches
- Be sure to include props to support the story
- Have only 1 narrator at a time, everyone else should contribute in some way
- Make your pitch active
- Do not have paperwork when you are presenting starting with the 2nd pitch (it is OK for the first pitch)

When Pitching:

- State what the feedback was and how you addressed it
- What is unresolved and what help do you need?
- Have an introduction which includes the names of the presenters and title of the story
- Act out your pitch
- Listen carefully to feedback without asking questions or interrupting. You may ask questions only for clarification.
- Write down feedback and discuss it with your group members

Deadlines:

07/06 – 1st pitch
- Armature + 7 Steps
- Beat sheet
- Thumbnails
- Reference
- Concept Art

07/13 – 2nd pitch
- Armature + 7 **revised** Steps
- Revised Beat sheet
- Revised Thumbnails
- Reference
- Concept Art
- Story Reel

07/20 – Final pitch
- Armature + 7 **revised** Steps
- Revised Beat sheet
- Revised Thumbnails
- Reference
- Concept Art
- Revised Story reel with SFX
- Revised Story Reel with voice over