

Shot: 1

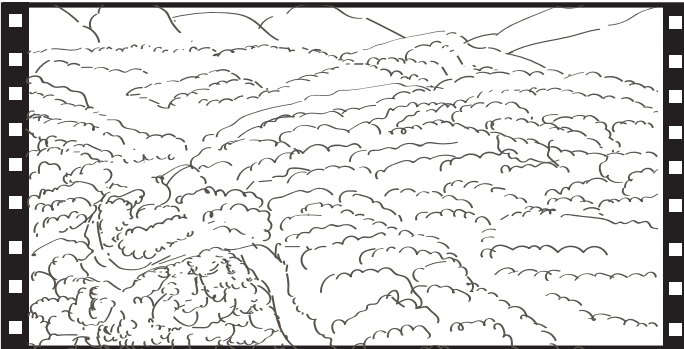


Shot Type: Medium Shot

Description: The opening shot will have the title with a nice background, GIZ logo etc.

Sound: Gentle music

Shot: 2

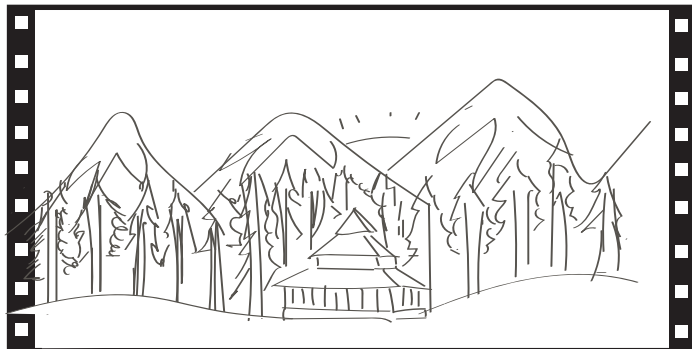


Shot Type: Wide Angle Shot

Description: This opening shot has to be a beautiful wide angle/drone shot

Sound: Gentle music

Shot: 3

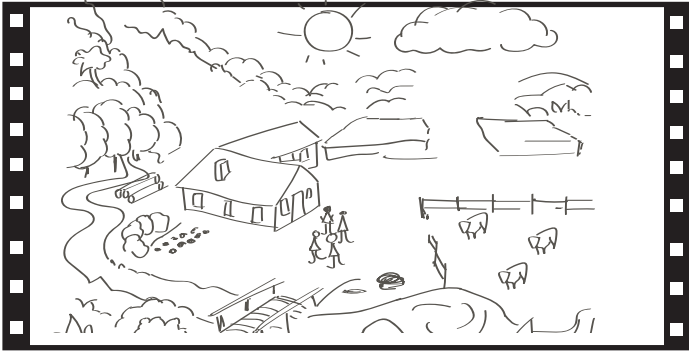


Shot Type: wide angle and medium shots

Description: This shot will be a combination of several small shots giving glimpses of the prime attractions of Shangarh (GHNP) again giving glimpses of the best landscapes, waterfalls, fairs etc.

Sound: Narration explaining points

Shot: 4



Shot Type: wide angle an medium shots

Description: (Continued) This shot will give an introduction about Kullu, GHNP, Shangarh

Sound: Narration

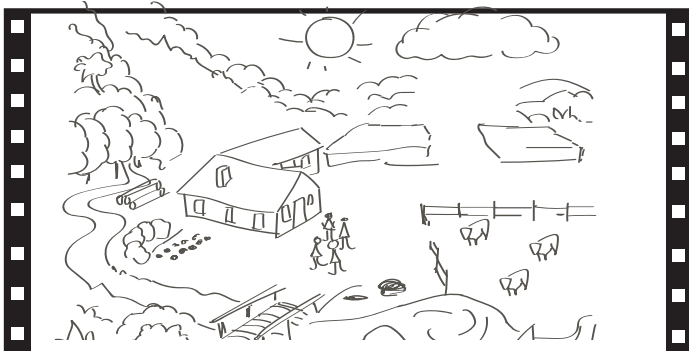
Shot: 5



Shot Type: wide angle an medium shots

Description: (Continued) This shot will give glimpses of the flagship specialities of GHNP such as the tragopan, thar, snow leopard (if we are not able to shoot, we can use pictures) etc.

Shot: 6



Shot Type: wide angle an medium shots

Description: This shot will focus on the biodiversity of GHNP especially the medicinal plants etc.

Shot: 7



Shot Type: close up

Description: This shot will give an introduction to sustainable eco sensitive tourism and how is GIZ working on empowering community to manage this eco sensitive tourism model (it can be given by some official of GIZ)

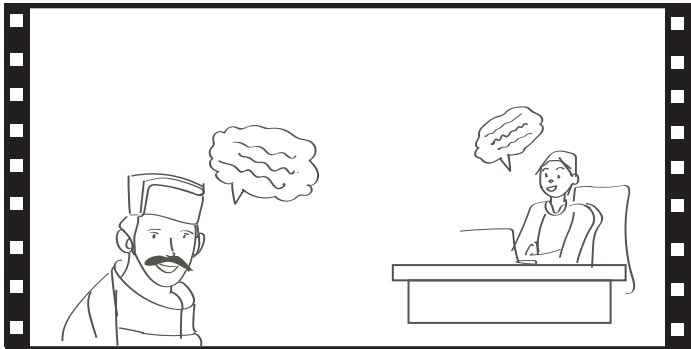
Shot: 8



Shot Type: Medium, close up

Description: We start with bird watching. This shot will give glimpses of different bird species in the place and people experiencing bird watching

Shot: 9



Shot Type: medium, close up

Description: We can interview a beneficiary and an official talking about bird watching and the existing knowledge about the types of birds, how can bird watching help in conserving biodiversity

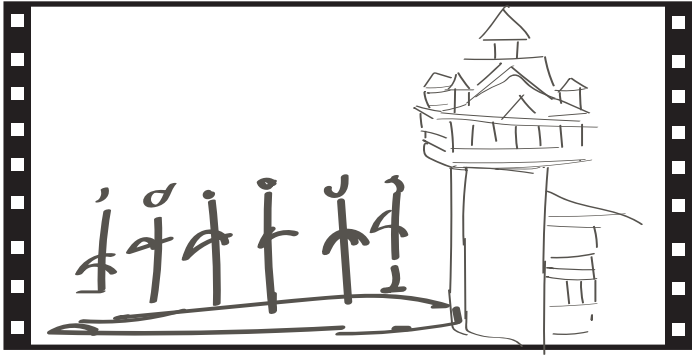
Shot: 10



Shot Type: combination of shots

Description: Next we move on to some good trekking trails shooting interesting things coming on the way and a beneficiary (trained local trek guide) who talks about the benefits he is getting from the activity and how are tourists attracted to the place

Shot: 11



Shot Type: Medium, wide angle

Description: Next, we can shoot some traditional fairs focusing on the main temple, traditional dance etc.

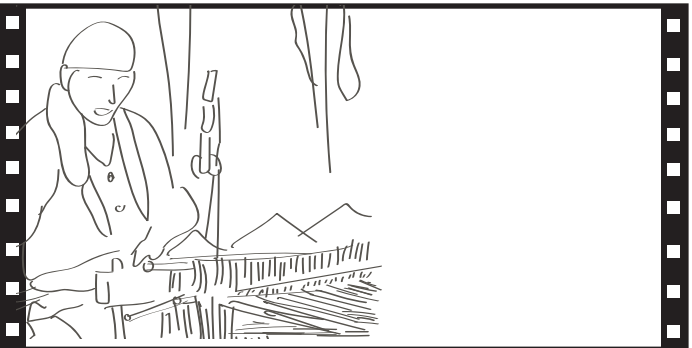
Shot: 12



Shot Type: Closeup

Description: Some local can speak about some culturally important facts about the fairs, local deity of the place etc.

Shot: 13



Shot Type: Medium

Description: We can shoot ladies working on looms and preparing beautiful textiles and ladies presenting and talking about the work they do

Shot: 14

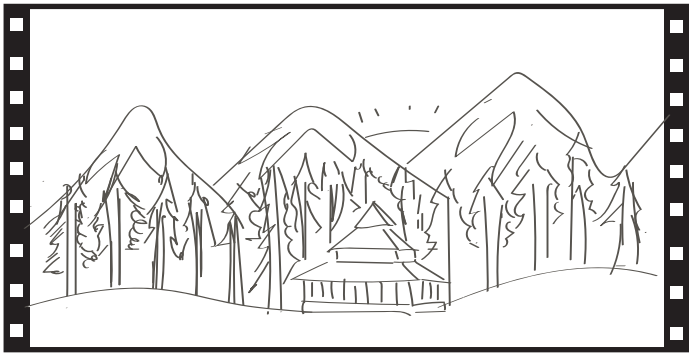


Shot Type: closeups, medium

Description: Next we can shoot the famous local cuisines and famous places to eat etc. and also beneficiaries talking about the varieties of food

Sound:

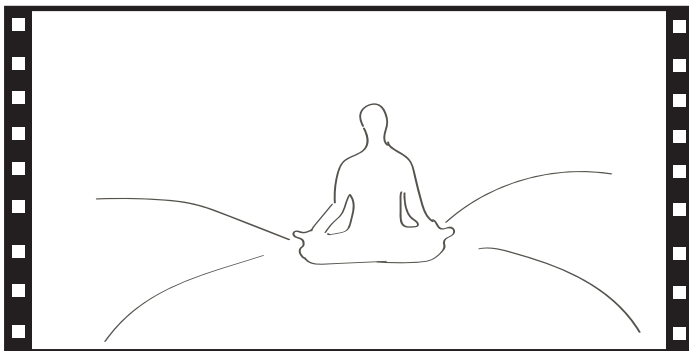
Shot: 15



Shot Type: wide angle

Description: This shot will give a glimpse of the thatches depicting peace and serenity

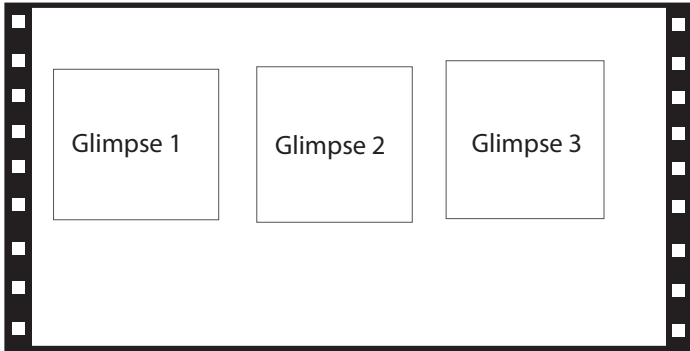
Shot: 16



Shot Type: Wide angle, medium

Description: We can shoot people doing yoga, meditation at the thatches and talking about the aesthetic enjoyment and spiritual enrichment

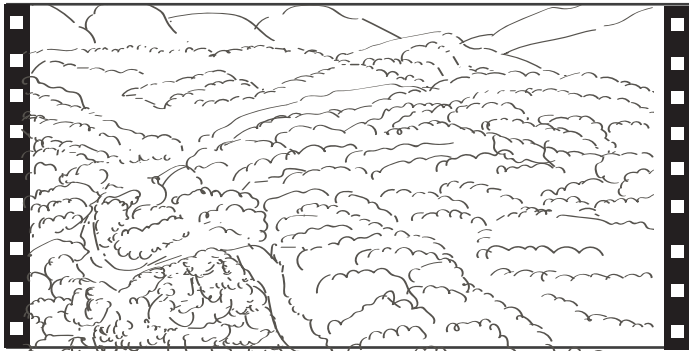
Shot: 17



Shot Type: combination of shots

Description: The next shot will again give glimpses of various eco sensitive tourism attractions with a message on sustainable eco sensitive tourism and it's benefits in the future.

Shot: 18



Shot Type: wide angle

Description: The closing shot will be a slow motion of the landscape and the narration in the background continues

Sound: Gentle music fading

Shot: 19



Shot Type: Medium

Description: The shot will have A production of the Deutsche Gesellschaft für Internationale Zusammenarbeit (GIZ) GmbH (on behalf of..., in cooperation with... 'cooperation partner'). Responsible: Maria Musterfrau; Script: Max Mustermann; Production: 'name of production company'; Editing: 'name'; Sound: 'name'; Publication: 'date' **Pg: 6**

Shot: 20



Description: The closing shot

Sound: Gentle music fading