

Solo shoot assessment area: Adopt a tease-payoff, tease-payoff approach

AW BV shoot assessment

Got your workbook?

Solo assessment areas

1. Fun, spontaneity and unexpectedness
2. Sexiness, not continuity
3. Strongly fetish- and SUBA-based
- 4. Adopt a tease-payoff, tease-payoff approach**
5. Clothing used to heighten sexiness
6. Use personal props to expose unique and intimate details
7. Video only: Conversation exposes model's unique personality
8. Video only: Model moves and is active
9. Technically sound

Tease and payoff

- Tease: _____
- Payoff: _____
- *Both* are required
 - Tease without payoff: _____
 - Payoff without tease: _____
- Every solo shoot is a series of teases and payoffs
- We manage the customer's emotion over time (SDLP)
- _____
- Showing unique details creates emotional investment.



Video: S l o w m o v e m e n t s

- Teasing moves for video should be _____
- Much slower than
 - Models do on their own
 - Most shooters think
- Never like _____
- More like _____
 - _____
- Examples? Hell yes.

Image: karisweets.com



Weighting
Stills: 10%
Video: 10%













Reveal key firsts with poise

- Seeing the model's *excellent* physical attributes
- Breasts in her bra
- Breasts revealed and emphasised
- Model in her panties
- Pubic region and buttocks revealed
- Labia revealed
- Anus revealed
- Clitoris revealed
- First vaginal penetration
- Masturbation to orgasm



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Seeing the model's *excellent* physical attributes



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Breasts in her bra



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Breasts revealed and emphasised



Weighting
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Model in her panties



Weighting
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Pubic region and buttocks revealed



Weighting
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Labia revealed



Weighting
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Video: 10%

Anus revealed



Weighting
Stills: 10%
Video: 10%

Clitoris revealed



Weighting
Stills: 10%
Video: 10%

First vaginal penetration



Weighting
Stills: 10%
Video: 10%

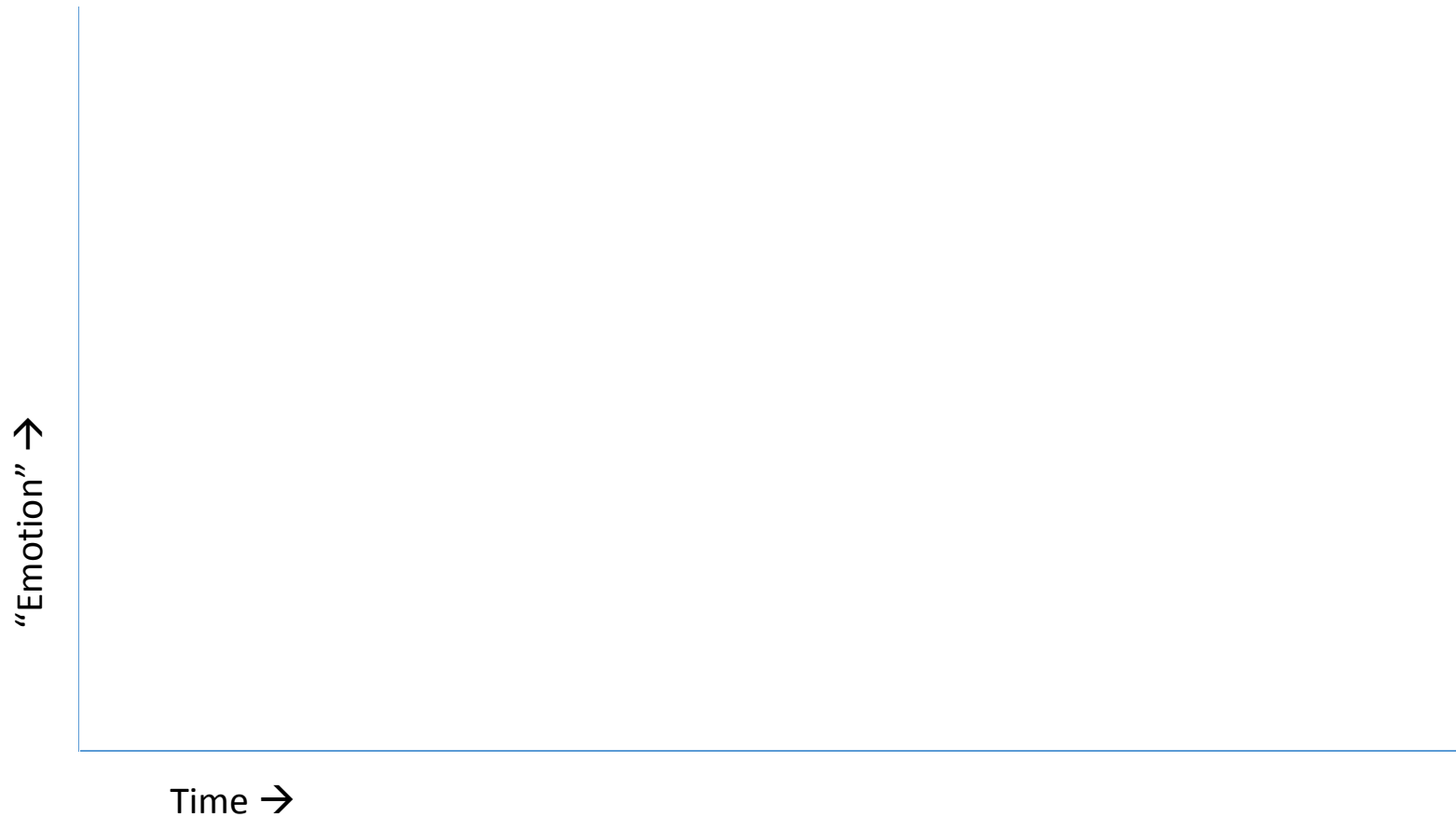
Masturbation to orgasm



Weighting
Stills: 10%
Video: 10%

Always reveal firsts gradually

- Allows time to tease, then payoff; tease, then payoff
- Even for higher posing levels; more time for lower posing levels



Payoff capture

- The **best visualisation possible** of this Thing
 - Review considerations for Must-have shots
- At **most decisive moment**
- Generally, closest shot that shows all relevant parts
 - Wider shots take customers away
 - Closer shots draw customers in.

Assessment

1	2	3	4	5
Unacceptable	Poor	Acceptable	Excellent	Game Changing
No teasing, only payoff; tease, but no payoff; many firsts missed; movements consistently too fast.	Very little teasing; poorly executed teasing; several firsts missed; some movements too fast.		Every Key Moment of the shoot is teased to build up excitement, then realised with the best <i>possible</i> payoff.	All key moments are so well-realised and teased customers, can masturbate to orgasm during these moments.

Weighting
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 Video: 10%

Recap

- _____
- Gradually exploit each “first”, attribute and fetish
- Best visualisation possible at most decisive moment
- _____



Assignment: Tease, then payoff approach

- Select two solo AW shoots (EXP or INS), not used for other assignments. Select stills from one, video from another.
- Review and assess how well each of the key Firsts was revealed
- Assess the shoot overall, against the criteria provided for this assessment area
- Provide all notes to Trainer, include URL of shoot reviewed.