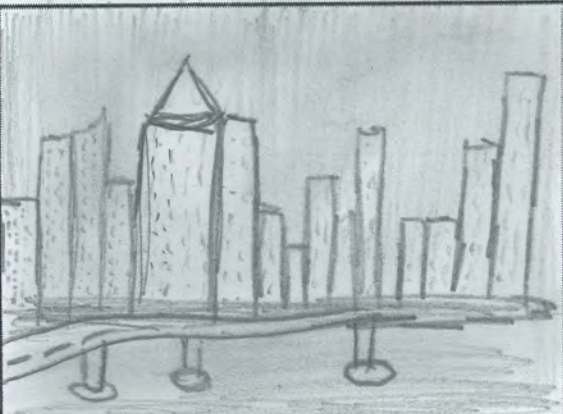


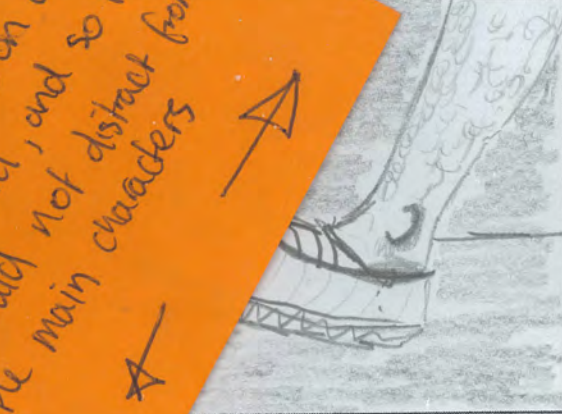


STORYBOARD


HIGH	<u>INT</u>		<u>EST</u>		
EYE LEVEL	EXT		XLS / LS		
LOW	<u>TITLE</u>		MS / BEV		
TRACKING L-----R			CU / XCU		
PAN U L-----R D		SHOT	SCENE		
		1	1		
SOUND: Traffic Car alarms ambient city noise Thunder		NOTES: TEXT: FUTURE 2175 AD Heavily edited Apocalyptic futuristic city.			

HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
<u>LOW</u>	TITLE		<u>MS</u> / BEV		
TRACKING L-----R			CU / XCU		
PAN U L-----R D		SHOT	SCENE		
		2	1		
SOUND: *Serial Hologram Ambient		NOTES: Judge views prisoners profile and orders him to come in.			

HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L-----R			<u>CU</u> / XCU		
PAN U L-----R D		SHOT	SCENE		
		3	1		
SOUND: Futuristic door opening footsteps/rhythm Ambient/sound		NOTES: Guards feet walking - dolly shot			

HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L-----R			<u>CU</u> / XCU		
PAN U L-----R D		SHOT	SCENE		
		4	1		
SOUND: Footsteps Ambient/sound.		NOTES: g owl dr. Rhythm slower dolly shot			

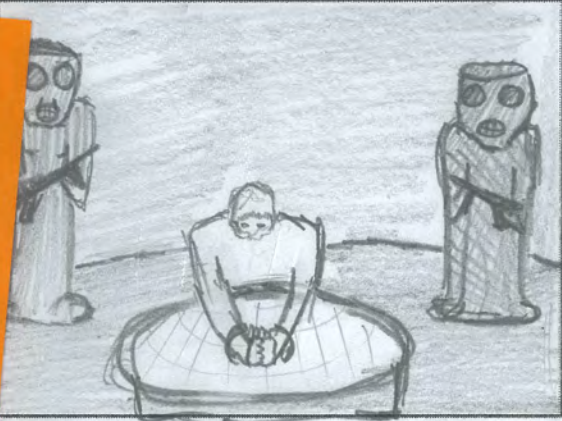
Did not use these shots as I thought they were unnecessary and I wanted the shots to be on a more personal level, and so that it would not distract from the main characters


HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L ← R			CU / XCU		
PAN U L — R D		SHOT	SCENE		
SOUND: Footsteps		NOTES: Guard walking behind d		6	1
Ambient/sound					


Same as above ↗


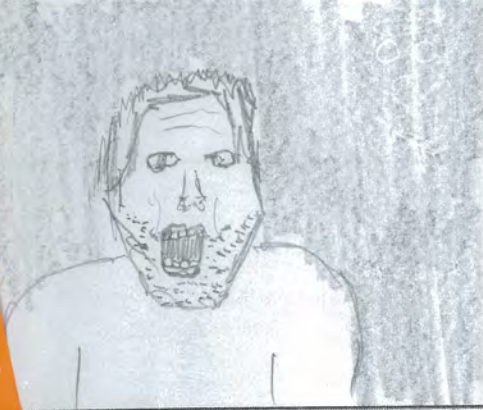
I thought the extreme close up may not be needed, so I changed it to dolly in still giving it an intense and confronting sense.

Mid shot more personal ↘

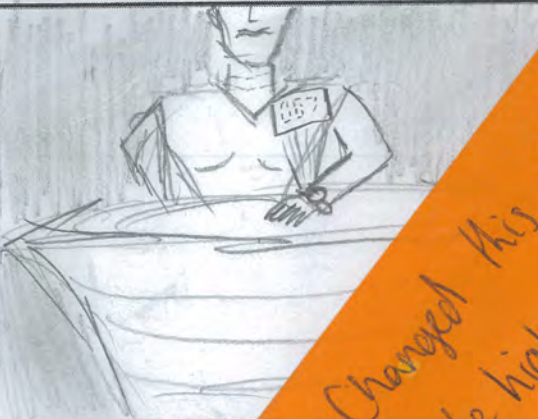

		EST			
		XLS / LS			
		MS / BEV			
		CU / XCU			
SOUND: Dolly in ↗		SHOT	SCENE		
		6	1		

HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L ← R			CU / XCU		
PAN U L — R D		SHOT	SCENE		
SOUND: Script		NOTES: extreme close up important		7	1

HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L ← R			CU / XCU		
PAN U L — R D		SHOT	SCENE		
SOUND: dialogue		NOTES: Judge: do you have anything to say.		8	1

HIGH	INT		EST		EST
<u>EYE LEVEL</u>	EXT				XLS / LS
LOW	TITLE				MS / BEV
TRACKING					CU / XCU
L	R			SHOT	SCENE
PAN				10	1
U					
L					
R					
D					
SOUND: dialogue		NOTES: 'you're out next to spot'		"How long do I have?"	

I wanted to reserve this side shot for a change in mood and for a sense of freedom as majority of the shots are front on and restrictive. This side shot will be used to visually represent freedom when circumstances change.

HIGH	INT		EST		EST
EYE LEVEL	EXT				XLS / LS
<u>LOW</u>	TITLE				MS / BEV
TRACKING					CU / XCU
L	R			SHOT	SCENE
PAN				12	1
U					
L					
R					
D					
SOUND: holographic watch dialogue		NOTES: dolly in?		NOTES: Dolly in / Pan transition "Where do I begin?"	

Changed this shot to be higher, as I didn't want to distract the audience and ruin the intense face 2 face showdown scene.

HIGH	INT		EST
EYE LEVEL	EXT		XLS / LS
LOW	TITLE		M
TRACKING			CU
L	R		SHOT
PAN			4
U	D		2
L	R		
SOUND:		NOTES:	
Wind SFX		Dolly out from tombstone	
Patrick humming		crane	
		dolly	

This shot has much lower to keep the perspective at eye level (the boy's)

AND DIDN'T include the boy as the transition dolly's across to reveal the boy on the swing.

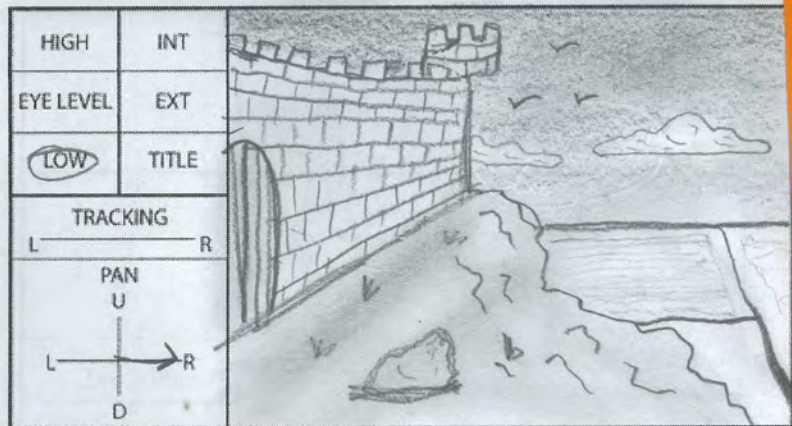
HIGH	INT		EST
EYE LEVEL	EXT		XLS / LS
LOW	TITLE		MS / BEV
TRACKING			CU / XCU
L	R		SHOT
PAN			SCENE
U	D		5
L	R		2
SOUND:		NOTES:	
Wind SFX		across isles, stopping at the isle	
Patrick humming		humming	
		boy is about a log I once knew?	

HIGH	INT		EST
EYE LEVEL	EXT		XLS / LS
LOW	TITLE		MS / BEV
TRACKING			CU / XCU
L	R		SHOT
PAN			SCENE
U	D		2
L	R		3
SOUND:		NOTES:	
Nature SFX		Dolly in	
dialogue		dreamy glow effect	
		"a fairly normal boy"	

These shots were changed to the boy on the swing as I wanted to represent a broken home rather than a happy family as the following scene of his mother would be out of context if I had shown him playing happily with a dog. Instead he is on a rickety swing.

HIGH	INT		EST
EYE LEVEL	EXT		XLS / LS
LOW	TITLE		MS / BEV
TRACKING			CU / XCU
L	R		SHOT
PAN			SCENE
U	D		2
L	R		3
SOUND:		NOTES:	
Nature SFX		Crane rising shot.	
dialogue		dreamy glow effect	
		"living a normal life"	

OUR EN



I wanted to change the perspective of this shot so the audience felt they were being taken on a journey. So this shot was changed to a shoulder rig shot moving under a fort/castle entrance transitioning straight into a labyrinth maze, ending at a dead end, representing the end, which he is talking about.



EST	
XLS / LS	
MS / BEV	
CU / XCU	
SHOT	SCENE
2	2

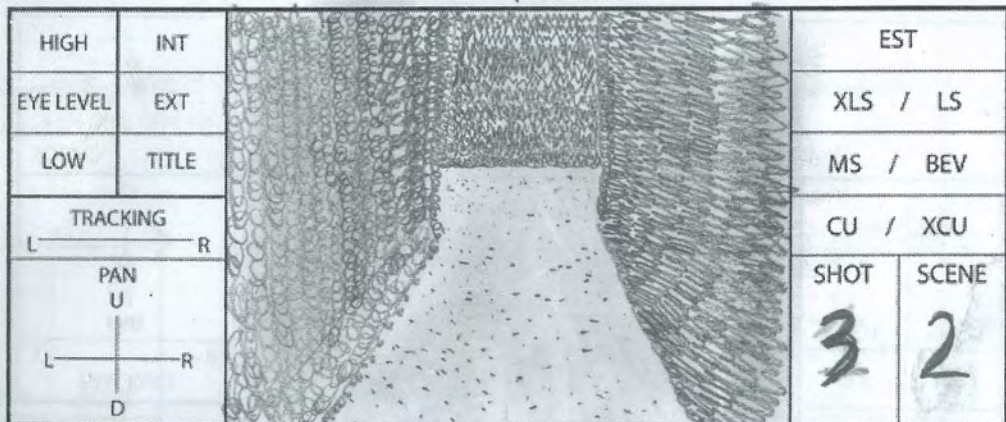
SOUND: Dialogue
que fairytale music

NOTES: Crane Right WFX birds
Colorful - colour correction.
"I would begin with once upon a time -"

But then you would assume that the story I'm about to tell is a fairy tale?
Crane ✗

Colorful

DULL



SOUND: Dialogue
fairytale music

NOTES: Hedges dead ending, ~~crane~~ (shoulder rig) dolly walking out of maze.
ending happily ever after, but the ending: in this story it's maze...

SOUND: Dialogue
wind SFX

NOTES: Dolly backwards - transitioning from tombstone/black.
- real =

(shot transitions through angles)

\$ S CC

The perspective of this shot was changed so that the death is more unexpected and not in majority of focus but rather in one third of the screen composition. It works effectively as it is the only moving part of the shot so the audience are guided to the important event.



SOUND: TV sound's glass drop

NOTES: Pat watching tv, moller dies not dropping glass
Focus pulled to glass after pat's reaction is evident.
"until things began to ~~change~~ change [PROP GLASS] dreamy glow effect"



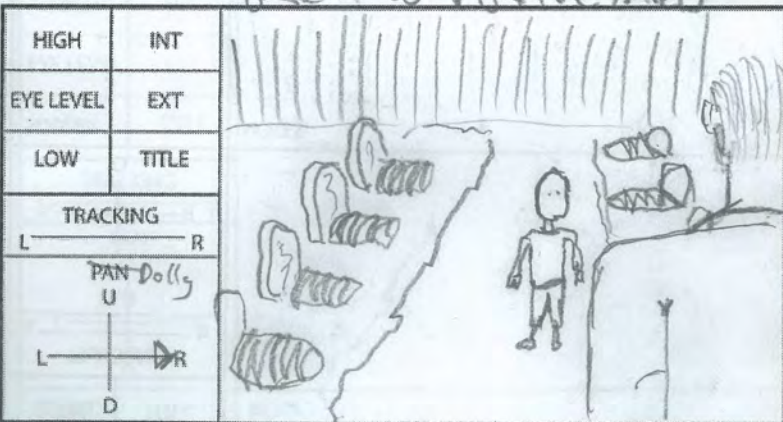
EST
XLS / LS
MS / BEV
CU / XCU
SHOT SCENE
4 3

SOUND: Heartbeat slow

NOTES: DREAMY GLOW EFFECT - Hasbade
"Things he couldn't understand"

BACK TO GRAVEYARD

As said before, this shot was lowered to reveal the perspective of the boy and the proportion of the man to the boy, creating a dominant and confronting character.



SOUND: dialogue.

NOTES: Dolly across to reveal man
"until one dolly, one man reveal ^{with dolly} changed everything"



EST
XLS / LS
MS / BEV
CU / XCU
SHOT SCENE
6 3

SOUND: Lip syncing.

NOTES: Narrate - Lip sync
"This world isn't a place for children anymore" he said.

HIGH	INT		EST	
EYE LEVEL	EXT		XLS / LS	
LOW	TITLE		MS / BEV	
TRACKING			CU / XCU	
L	R			
PAN				
U				
L				
D				
SOUND:		NOTES: Time Lapse - clouds - dead fair		
Normal speed thunder noises xylophone dialogue			"He spoke the truth;"	

HIGH	INT		EST	
EYE LEVEL	EXT		XLS / LS	
LOW	TITLE		MS / BEV	
TRACKING			CU / XCU	
L	R			
PAN				
U				
L				
D				
SOUND:		NOTES: Suffered a angel - timelapse.	SHOT	SCENE
Normal speed thunder noises xylophone dialogue			8	3
		"explained suffering"		


Not a timelapse, wanted to keep a stillness to the image to represent the stillness.

Also changed this shot to a shot of dead flowers on a grave, more appropriate and stays in the cemetery setting letting the audience know the scene hasn't left that setting.

HIGH	INT		EST	
EYE LEVEL	EXT		XLS / LS	
LOW	TITLE		MS / BEV	
TRACKING			CU / XCU	
L	R			
PAN				
U				
L				
D				
SOUND:		NOTES: Tripod	SHOT	SCENE
Church bell xylophone			9	3
		fade to black		
		"He explained death."		

HIGH	INT		EST	
EYE LEVEL	EXT		XLS / LS	
LOW	TITLE		MS / BEV	
TRACKING			CU / XCU	
L	R			
PAN				
U				
L				
D				
SOUND:		NOTES:	SHOT	SCENE
xylophone to echo and pause			10	3
		"you cant runaway forever" (echo)		

GET SHOT FROM BEHIND / Pat walking toward

HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L ————— R			CU / XCU		
PAN U L ————— R D		SHOT	SCENE		
SOUND: <i>leathing</i>		11		3	
NOTES: <i>dolly in - Pat walking</i>					
<i>dealouge.</i>		<i>"The boy knew from that day on, that to be a part of this world anymore"</i>			

Country road

HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L ————— R			CU / XCU		
PAN U L ————— R D		SHOT	SCENE		
SOUND:		1		4	
NOTES: <i>Car/crane? Pat running toward us</i>					
		<i>ause)...</i>			


I decided to use the 180° rule and to visually explain the scenes more appropriately have him running to the right. Rather than him running toward the audience.

I decided not to use this shot as it may not be realistic that this young boy has been running through different seasons.

Forest


HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L ————— R			CU / XCU		
PAN U L ————— R D		SHOT	SCENE		
SOUND:		2		4	
NOTES: <i>"he ran from his dreams"</i>					
<i>MUSIC</i>		<i>Car</i>			

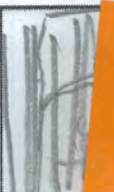
Show

HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L ————— R			CU / XCU		
PAN U L ————— R D		SHOT	SCENE		
SOUND:		3		4	
NOTES: <i>Dolly →</i>					
		<i>"from his future"</i>			

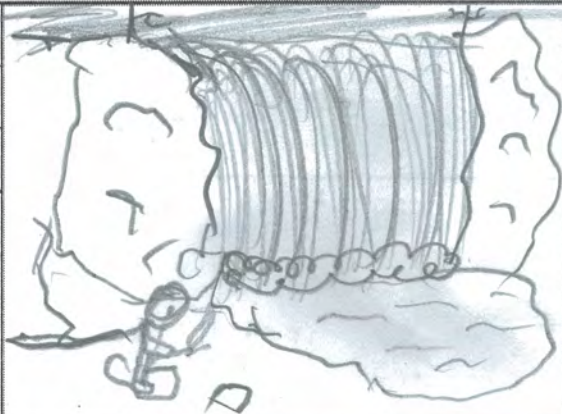
TRANSITION THROUGH TREES

Transition through trees zooming in but still dolly across →




HIGH	INT		EST
EYE LEVEL	EXT		/ LS
LOW	TITLE		/ BEV
TRACKING			/ XCU
L	R		SCENE
PAN			4
U			
L	R		
D			
SOUND:		NOTE:	
music			

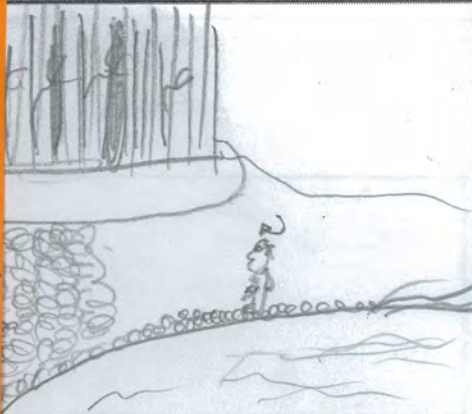
Reedit previous annotation about seasons and realism.

HIGH	INT		EST
EYE LEVEL	EXT		XLS / LS
LOW	TITLE		MS / BEV
TRACKING			CU / XCU
L	R		SHOT
PAN			5
U			SCENE
L	R		4
D			
SOUND:		NOTES:	
Waterfall music		Dolly →	

Reflection

HIGH	INT		EST
EYE LEVEL	EXT		XLS / LS
LOW	TITLE		MS / BEV
TRACKING			CU / XCU
L	R		SHOT
PAN			7
U			SCENE
L	R		4
D			
SOUND:		NOTES:	
		Chased by the fears he created with imagination (man appears in reflection)	

I was still able to get these shots, but Madenzie falls was too busy with tourists and the water wasn't still enough. I decided to attempt the reflection shot without the use of special effects. This meant positioning the man so his reflection would be seen in the water approaching the log. I managed to get the shot and am extremely happy.

			EST
			XLS / LS
			MS / BEV
			CU / XCU
			SHOT
			7
			SCENE
			4
SOUND:		NOTES:	
		Pat turns around nobody had. - runs away	

AFTER EFFECTS

HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L ————— R			CU / XCU		
PAN U L ————— R D		SHOT	SCENE		
		8	4		
SOUND: Ocean waves		NOTES: Running to camera - stops - stumbling slowly. "Until he couldn't run any further."			

Sun setting

HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L ————— R			CU / XCU		
PAN U L ————— R D		SHOT	SCENE		
		8	4		
SOUND: Ocean.		NOTES: Came/dolly reeled ocean, drop to knees. Sits. exhausted he collapsed.			

Instead of peacefully lying down, I changed it to a dramatic collapse on the beach to a fade out. This is visually unexpected and quite a good transition to the dream sequence.

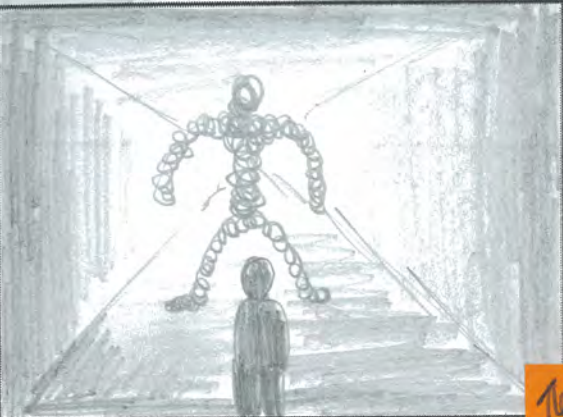
	EST	
	XLS / LS	
	MS / BEV	
	CU / XCU	
SHOT	SCENE	
10	4	
NOTES: it lies back slowly falls Macro zooms into		


CLAYMATION

HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L ————— R			CU / XCU		
PAN U L ————— R D		SHOT	SCENE		
		1	5		
SOUND: Thunder		NOTES: His dreams quickly become nightmares. "Becomes darker, epic Fomlore zoom"			


Fell asleep and began to dream


CLAYMATION

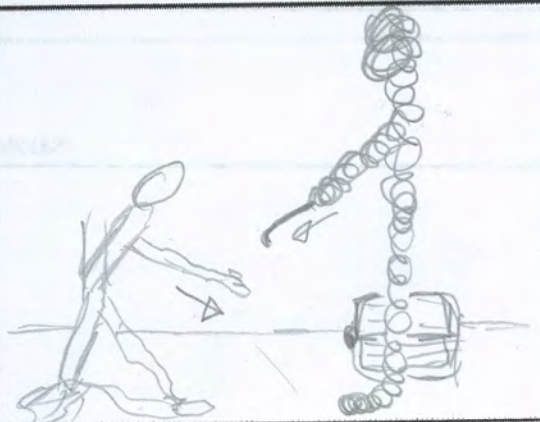
HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L _____ R			CU / XCU		
PAN U L _____ R D		SHOT	SCENE		
SOUND:		2	5		
NOTES:		All his fears confronted him			


HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L _____ R			CU / XCU		
PAN U L _____ R D		SHOT	SCENE		
SOUND:		3	5		
NOTES:		"he could no longer run from reality," roots growing.			


The setting of the claymation was changed to represent the last setting the audience witnessed (the Beach). This way the boy couldn't turn back from the rising labor, leaving him no option but to attempt to overcome his fear and make it out. Rather than this sequence which doesn't portray cause and effect very clearly as well as character motivation.


HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L _____ R			CU / XCU		
PAN U L _____ R D		SHOT	SCENE		
SOUND: Holy Sound		4	5		
NOTES:		No longer hide from his destiny zoom			


HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L _____ R			CU / XCU		
PAN U L _____ R D		SHOT	SCENE		
SOUND: roots breaking SFX		5	5		
NOTES:		He had to overcome breaking out of the roots			

HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L ————— R			CU / XCU		
PAN U L ——— R D		SHOT	SCENE		
		6	5		
SOUND: Sand Cudding		NOTES:			

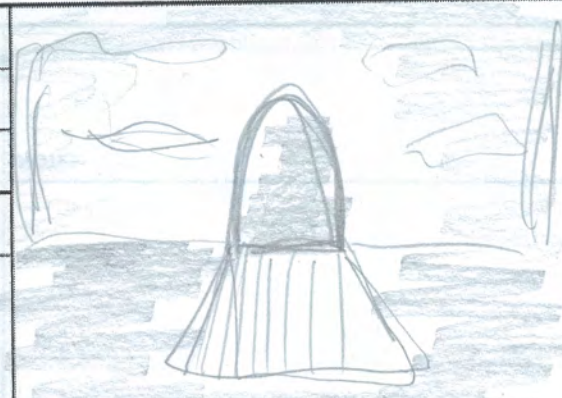
HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L ————— R			CU / XCU		
PAN U L ——— R D		SHOT	SCENE		
		7	5		
SOUND: Slicing noise.		NOTES: HAND gets slashed. *MAKE SURE IT IS THE SAME HAND			


HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L ————— R			CU / XCU		
PAN U L ——— R D		SHOT	SCENE		
		1	6		
SOUND:		NOTES: "your running out of time - whats your point?" "S:84"			

HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L ————— R			CU / XCU		
PAN U L ——— R D		SHOT	SCENE		
		2	6		
SOUND:		NOTES: "your honor that is my point ... wee running out of time."			

HIGH	INT		EST	
EYE LEVEL	EXT		XLS / LS	
LOW	TITLE		MS / BEV	
TRACKING			CU / XCU	
L ————— R		SHOT		
PAN		SCENE		
U		4		
L ————— R		6		
D				
SOUND:		NOTES: from the dolly		
		closer		
		Baby crawling		

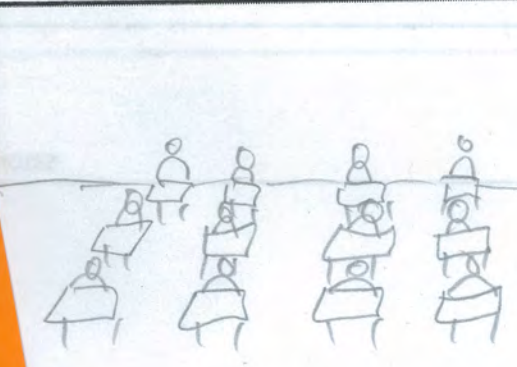
I chose not to use this shot as it doesn't really make sense in context to the dialogue 'I from the day we were born' Unless I got a shot of a baby that has literally just been born, it wouldn't make much sense. So I used it with the gravestone to combine the dialogue which makes sense


HIGH	INT		EST	
EYE LEVEL	EXT		XLS / LS	
LOW	TITLE		MS / BEV	
TRACKING			CU / XCU	
L ————— R		SHOT		
PAN		SCENE		
U		4		
L ————— R		6		
D				
SOUND:		NOTES: Time lapse dolly into grave		
		"death only gets closer."		


HIGH	INT		EST	
EYE LEVEL	EXT		XLS / LS	
LOW	TITLE		MS / BEV	
TRACKING			CU / XCU	
L ————— R		SHOT		
PAN		SCENE		
U		6		
L ————— R		6		
D				
SOUND:		NOTES: we are constantly growing		
		Baby + toddler walking		

READ BELOW

↓


HIGH	INT		EST	
EYE LEVEL	EXT		XLS / LS	
LOW	TITLE		MS / BEV	
TRACKING			CU / XCU	
L ————— R		SHOT		
PAN		SCENE		
U		6		
L ————— R		6		
D				
SOUND:		NOTES: Time lapse of kids writing an essay		
		constantly learning"		

HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L ————— R			CU / XCU		
PAN U L ————— R D		SHOT	SCENE		
SOUND:		NOTES: Crane shot of runner "but always running"			

HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L ————— R			CU / XCU		
PAN U L ————— R D		SHOT	SCENE		
SOUND:		NOTES: Crane down "away from pain"			

As I mentioned before as wording is changed in narration this completely changes the visual representation of the dialogue. And as there is over 100 shots in my film it's not such a grand deal. I changed them to a library sequence to represent knowledge growth, and imaginary worlds.

HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L ————— R			CU / XCU		
PAN U L ————— R D		SHOT	SCENE		
SOUND: Monstrous Door slam silence.		NOTES: "From our fears"			

HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L ————— R			CU / XCU		
PAN U L ————— R D		SHOT	SCENE		
SOUND:		NOTES: DOLLY ACROSS "falling asleep in hope that our dreams become our reality"			

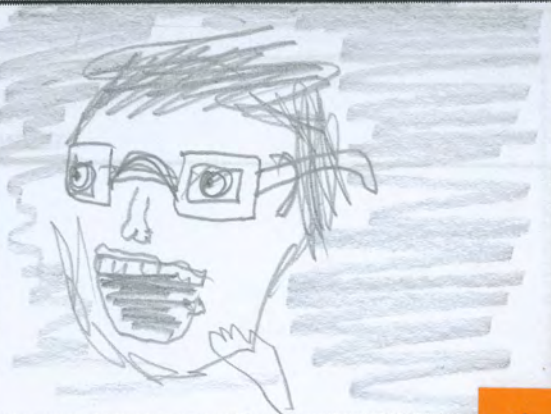
HIGH	INT		EST	
EYE LEVEL	EXT		XLS / LS	
LOW	TITLE		MS / BEV	
TRACKING			CU / XCU	
L ————— R		SHOT SCENE		
PAN		11 6		
U				
L ————— R				
D				
SOUND:		NOTES: "Scurrying away to our com "Hiding behind the safety of our WARM LIGHTING Dolly in		

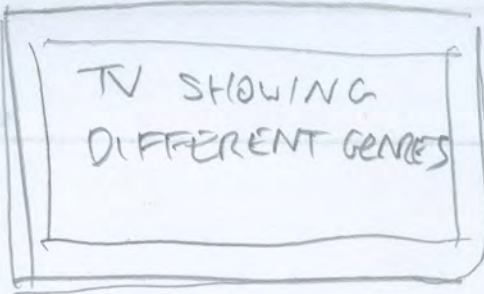
HIGH	INT		EST	
EYE LEVEL	EXT		XLS / LS	
LOW	TITLE		MS / BEV	
TRACKING			CU / XCU	
L ————— R		SHOT SCENE		
PAN		12 6		
U				
L ————— R				
D				
SOUND:		NOTES: "Television"		

These were changed to film lenses rather than media access points, due to dialogue changes.

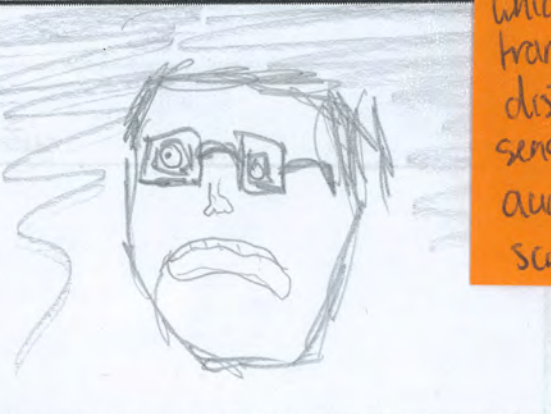
HIGH	INT		EST	
EYE LEVEL	EXT		XLS / LS	
LOW	TITLE		MS / BEV	
TRACKING			CU / XCU	
L ————— R		SHOT SCENE		
PAN		13 6		
U				
L ————— R				
D				
SOUND:		NOTES: "Youtube" Internet?		

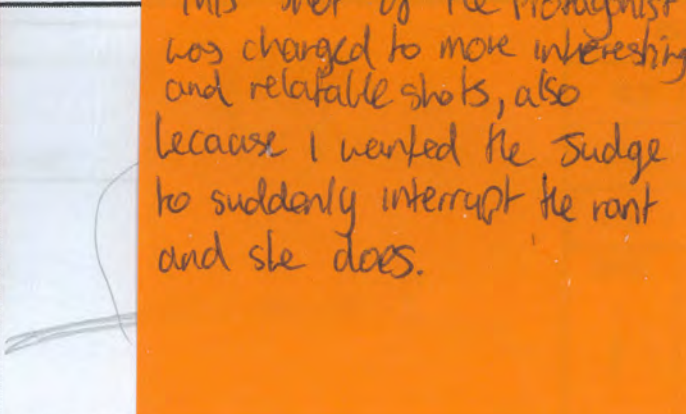
HIGH	INT		EST	
EYE LEVEL	EXT		XLS / LS	
LOW	TITLE		MS / BEV	
TRACKING			CU / XCU	
L ————— R		SHOT SCENE		
PAN		14 6		
U				
L ————— R				
D				
SOUND:		NOTES: "Films"		

HIGH	INT		EST	
EYE LEVEL	EXT		XLS / LS	
LOW	TITLE		MS / BEV	
TRACKING			CU / XCU	
L ————— R		SHOT		
PAN		SCENE		
U		15 6		
L ————— R				
D				
SOUND:		NOTES:		
film sound.		"A temporary escape from scaffolding eating popcorn 3D glasses"		

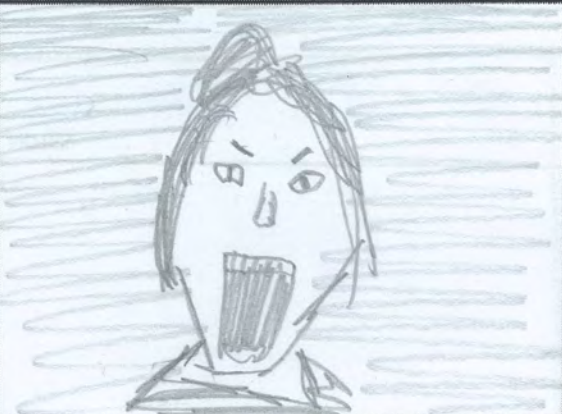
HIGH	INT		EST	
EYE LEVEL	EXT		XLS / LS	
LOW	TITLE		MS / BEV	
TRACKING			CU / XCU	
L ————— R		SHOT		
PAN		SCENE		
U		16 6		
L ————— R				
D				
SOUND:		NOTES:		
		"Dolly in 'entertained by genres like Action (car wheels spinning) 'romance' (couple kissing real life) confronted by genres like the machine uprising (shot of robot eyes glowing). 'to robotic neocortices (three friends walking a shot)"		


The boys watching the screen were changed to my sisters as their story develops into becoming zombies later on in the film, so to give the audience characters which seem innocent, and to transform them into part of the disease gives the audience a sense of reflection as the audience are the ones "watching screens" as well.


HIGH	INT		EST	
EYE LEVEL	EXT		XLS / LS	
LOW	TITLE		MS / BEV	
TRACKING			CU / XCU	
L ————— R		SHOT		
PAN		SCENE		
U		17 6		
L ————— R				
D				
SOUND:		NOTES:		
		"but the possibility of these events becoming reality have lurked in our thoughts. eating popcorn slowly."		

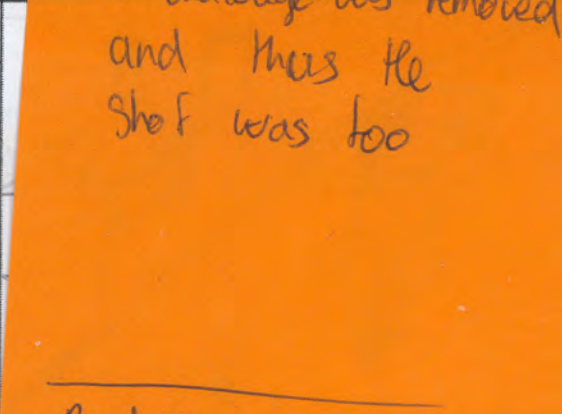
HIGH	INT		EST	
EYE LEVEL	EXT		XLS / LS	
LOW	TITLE		MS / BEV	
TRACKING			CU / XCU	
L ————— R		SHOT		
PAN		SCENE		
U				
L ————— R				
D				
SOUND:		NOTES:		
		"Watching machine (1) speaking about the robot and his history."		

This shot of the protagonist was changed to more interesting and relatable shots, also because I wanted the Judge to suddenly interrupt the rant and she does.

HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L ————— R			CU / XCU		
PAN U L ——— R D		SHOT	SCENE		
		2	7		
SOUND:		NOTES: "Oh that nonsense!"			

HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L ————— R			CU / XCU		
PAN U L ——— R D		SHOT	SCENE		
		3	7		
SOUND:		NOTES: What nonsense I have made, perfect sense. But I'll tell you what makes no sense...			

HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L ————— R			CU / XCU		
PAN U L ——— R D		SHOT	SCENE		
		4	7		
SOUND: Nature noises Facebook sound		NOTES: A generation completely disconnected from the natural world. ROBOTS COMPUTER			

HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L ————— R			CU / XCU		
PAN U L ——— R D		SHOT	SCENE		
		5	7		
SOUND: Keyboard typing Technology sounds.		NOTES: Robot man in suit - binary reflection in eye.			

This dialogue was removed and thus the shot was too

Read Previous

to live

HIGH	INT		EST
EYE LEVEL	EXT		XLS / LS
LOW	TITLE		MS / BEV
TRACKING			CU / XCU
L	R		SHOT
PAN			SCENE
U			6
D			7
SOUND:			

I felt the multiple screens looked tacky, so I used a silhouetted shot of a teen watching static, to visually represent the target generation. Static; lacking in movement, action, or change. A generation static behind screens.

"were... intimidation and fear."

HIGH	INT		EST
EYE LEVEL	EXT		XLS / LS
LOW	TITLE		MS / BEV
TRACKING			CU / XCU
L	R		SHOT
PAN			SCENE
U			7
D			7
SOUND:			
NOTES:			



Stimulated by the latest gossip (ella reading Dolly/speed up)

HIGH	INT		EST
EYE LEVEL	EXT		XLS / LS
LOW	TITLE		MS / BEV
TRACKING			CU / XCU
L	R		SHOT
PAN			SCENE
U			8
D			7
SOUND:			

I also felt this was quite visually messy, so I decided to keep it simple by having a shot of Matt taking a selfie, which is the mindless self promotion I am referring too through the use of this line.


HIGH	INT		EST
EYE LEVEL	EXT		XLS / LS
LOW	TITLE		MS / BEV
TRACKING			CU / XCU
L	R		SHOT
PAN			SCENE
U			9
D			7
SOUND:			
NOTES:			




A world overpopulated with decaying souls? zombies on a train platform.


This was made into a close up to reinforce the idea of consuming. As well as the iconic white headphones, and facebook scrolling action.

HIGH	INT		EST
EYE LEVEL	EXT		XLS / LS
LOW	TITLE		MS / BEV
TRACKING			CU / XCU
L	R		HOT
PAN			SCENE
U			10
D			7
SOUND:			aming kem
SOUND:			
SOUND:			
SOUND:			
sitting on train seats, ipod in, watching screens.			

HIGH	INT		EST
EYE LEVEL	EXT		XLS / LS
LOW	TITLE		MS / BEV
TRACKING			CU / XCU
L	R		SHOT
PAN			SCENE
U			11
D			7
SOUND:			
SOUND:			
SOUND:			
SOUND:			
NOTES: Use materialism never quite provides fulfillment Zombie girl shopping with bags.			


HIGH	INT		EST
EYE LEVEL	EXT		XLS / LS
LOW	TITLE		MS / BEV
TRACKING			CU / XCU
L	R		SHOT
PAN			SCENE
U			12
D			7
SOUND:			
SOUND:			
SOUND:			
SOUND:			
Dolly across make up stacks to reveal zombie girl			
NOTES: A culture where the pursuit for perfection, is not a direction. It's the infection Putting lipstick on			


HIGH	INT		EST
EYE LEVEL	EXT		XLS / LS
LOW	TITLE		MS / BEV
TRACKING			CU / XCU
L	R		SHOT
PAN			SCENE
U			13
D			7
SOUND:			
SOUND:			
SOUND:			
SOUND:			
I used the couple I intended but without the children as I didn't want to frighten them with the zombie make up. This turned into a representation of couples who used to be enjoying each others company, but now engaged in their own screens. Dolly across from family hope to technology family.			


HIGH	INT		EST	
EYE LEVEL	EXT		XLS / LS	
LOW	TITLE		MS / BEV	
TRACKING			CU / XCU	
L	R		SHOT	SCENE
PAN		14	7	
U				
L				
R				
D				
SOUND:		NOTES: week in week out drinking away their sorrows -> zombie vodka bottle.		

I was initially targeting the drug GHB - as floor cleaning products is one of its main ingredients. But I was afraid the audience wouldn't understand this. So I changed the shot to a perspective within a girls handbag as she opens the bag we see her retrieve a bag of pills. This is a ~~far~~ far better representation of their drug of choice?

zombie doing cuboard, taking cleaning product

	EST		
	XLS / LS		
	MS / BEV		
	CU / XCU		
	SHOT	SCENE	
15	7		
SOUND:		NOTES: week in week out drinking away their sorrows -> zombie vodka bottle.	

HIGH	INT		EST	
EYE LEVEL	EXT		XLS / LS	
LOW	TITLE		MS / BEV	
TRACKING			CU / XCU	
L	R		SHOT	SCENE
PAN		18	7	
U				
L				
R				
D				
SOUND:		NOTES: A momentary solution open eyes.		

HIGH	INT		EST	
EYE LEVEL	EXT		XLS / LS	
LOW	TITLE		MS / BEV	
TRACKING			CU / XCU	
L	R		SHOT	SCENE
PAN		16	7	
U				
L				
R				
D				
SOUND:		NOTES: "all for a temporary sensation." clubbing sounds/bass/lighting.		

Birdseye view
Raise crane

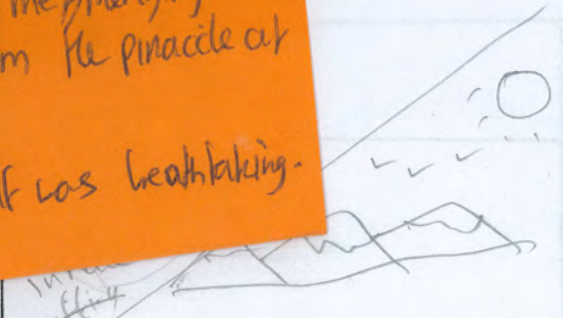
HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L _____ R			CU / XCU		
PAN U L _____ R D		SHOT	SCENE		
SOUND:		18	7		
NOTES:		"searching for something to make them feel alive" BIRDS EYE VIEW Pan up to the stars. RAISE CRANE			

HIGH	INT		EST		
EYE LEVEL	EXT		/ LS		
LOW	TITLE		/ BEV		
TRACKING L _____ R			/ XCU		
PAN U L _____ R D		SHOT	SCENE	7	
SOUND:					
NOTES:		Stars were hard to film, so I replaced them with coloured Boleh firstly to create a unique visual experience in context with an inspiring message, so that it would encourage wonder and amazement.			

HIGH	INT		EST		
EYE LEVEL	EXT		/ LS		
LOW	TITLE		/ BEV		
TRACKING L _____ R			/ XCU		
PAN U L _____ R D		SHOT	SCENE	0 7	
SOUND:					
NOTES:		Volly in Zoom			

HIGH	INT		EST		
EYE LEVEL	EXT		/ LS		
LOW	TITLE		/ BEV		
TRACKING L _____ R			/ XCU		
PAN U L _____ R D		SHOT	SCENE	8	
SOUND:					
NOTES:		"When was the last time you felt the grass beneath your feet or toes scrunching the grass"			

The nose was a bit strange, so I used a mesmerizing timelapse from the pinnacle at Halls Gap. Which in itself was breathtaking.

L — R D		 <p>pan - mountain view.</p>	EST	
			XLS / LS	
			MS / BEV	
			CU / XCU	
			SHOT	SCENE
		2	8	
SOUND:		NOTES: *or filled your lungs with mountain air		

HIGH		INT		EST	
EYE LEVEL		EXT		XLS / LS	
LOW		TITLE		MS / BEV	
TRACKING				CU / XCU	
L — R				SHOT	
PAN				SCENE	
U				3	
L — R				8	
D					
SOUND:		NOTES: When was the last time you explored? got lost			

HIGH		INT		EST	
EYE LEVEL		EXT		XLS / LS	
LOW		TITLE		MS / BEV	
TRACKING				CU / XCU	
L — R				SHOT	
PAN				SCENE	
U				4	
L — R				8	
D					
SOUND:		NOTES: got lost and didn't			

HIGH		INT		EST	
EYE LEVEL		EXT		XLS / LS	
LOW		TITLE		MS / BEV	
TRACKING				CU / XCU	
L — R				SHOT	
PAN				SCENE	
U				5	
L — R				8	
D					
SOUND:		NOTES: technology as your			

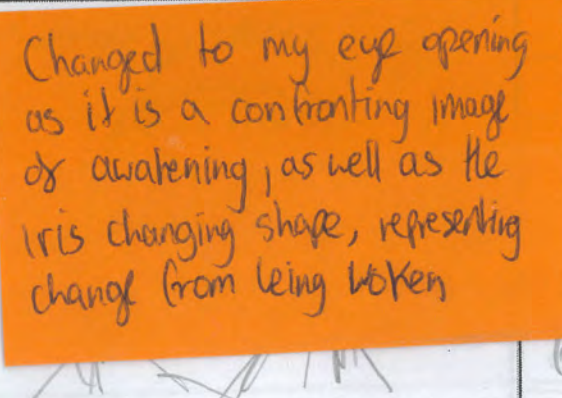
Dialogue changed
Used tunnel analogy instead of forest as urban exploration as well as natural exploration hadn't been visually represented.

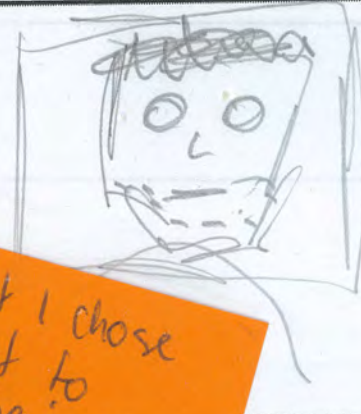
HIGH	INT	Decided to remove as it didn't flow Audibly as well as I had hoped	EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L ————— R			CU / XCU		
PAN U L ————— R D		SHOT	SCENE		
		6	8		
SOUND:		NOTES: "Or get dirty without worrying about checking your clothes."			


HIGH	INT	Changed to a time lapse of sun setting, visually representing the light as dreams being uncatchable by those who don't chase chase.	EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L ————— R			CU / XCU		
PAN U L ————— R D		SHOT	SCENE		
		7	8		
SOUND:		NOTES: When was the last time you chased your dreams and actually caught them			

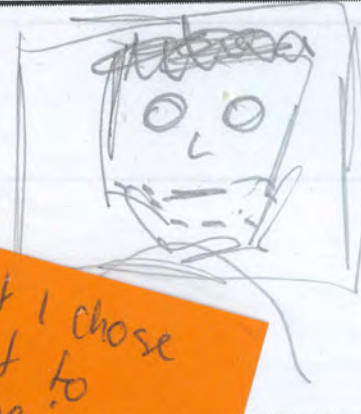
HIGH	INT	SHOT 10 SCENE 4	EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L ————— R			CU / XCU		
PAN U L ————— R D		SHOT	SCENE		
		8	8		
SOUND:		NOTES: "he can't just fall asleep and hope"			

HIGH	INT	SHOT 2 SCENE 3	EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L ————— R			CU / XCU		
PAN U L ————— R D		SHOT	SCENE		
		9	8		
SOUND:		NOTES: "that our dreams will sort themselves out"			

HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING			CU / XCU		
L ————— R		SHOT	SCENE		
PAN U		8	8		
L ————— R					
D					
SOUND:		NOTES: "We have to wake up and make them happen"			


HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING			CU / XCU		
L ————— R		SHOT	SCENE		
PAN U		7	8		
L ————— R					
D					
SOUND:		NOTES: "One day you won't wake up" the audience may expect an image but if nothing happens it will create a unique feel.			


HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING			CU / XCU		
L ————— R		SHOT	SCENE		
PAN U		8	8		
L ————— R					
D					
SOUND:		NOTES: Judge *tear* "do you believe you have truly lived #S:84"			


HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING			CU / XCU		
L ————— R		SHOT	SCENE		
PAN U		9	8		
L ————— R					
D					
SOUND:		NOTES: "I have fulfilled my purpose"			

This is the shot I chose for the side shot to represent a change in freedom and circumstance.


READ PREVIOUS ANNOTATION

HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L ————— R			CU / XCU		
PAN U L ——— R D		SHOT	SCENE		
		10	8		
SOUND:		NOTES: Judge. "And what is that?"			

HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L ————— R			CU / XCU		
PAN U L ——— R D		SHOT	SCENE		
		11	8		
SOUND:		NOTES: Prolog "In the face of death, to encourage those to search for life"			

HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L ————— R			CU / XCU		
PAN U L ——— R D		SHOT	SCENE		
		13	8		
SOUND:		NOTES: Judge: millions have white —... on their—			

READ ABOUT
~~SCRIPT~~
FILM ENDING
IN
SCRIPT MODIFICATION

HIGH	INT		EST		
EYE LEVEL	EXT		XLS / LS		
LOW	TITLE		MS / BEV		
TRACKING L ————— R			CU / XCU		
PAN U L ——— R D		SHOT	SCENE		
		13	8		
SOUND:		NOTES: I would rather —...— atleast"			

HIGH	INT		EST	
EYE LEVEL	EXT		XLS / LS	
LOW	TITLE		MS / BEV	
TRACKING L ————— R			CU / XCU	
PAN U L ————— R D			SHOT	SCENE
SOUND:			15	8
NOTES: Judge "If that is what you be"		NOTES: Potog *nods*		

READ ABOVE

HIGH	INT		EST	
EYE LEVEL	EXT		XLS / LS	
LOW	TITLE		MS / BEV	
TRACKING L ————— R			CU / XCU	
PAN U L ————— R D			SHOT	SCENE
SOUND:			17	8
NOTES: "Take him"		NOTES: Close up of scarred hands as they leave the table. cut to black — end of rumble with a boom.		

Both of these shots were changed to extreme close ups as this is the most intense/climactic point in the film. As well as the crucial information regarding the hand scar

ambient rumble building