

★ SHOOT A
★ SHOOT B

Arman

! 180 settings
wrong in first 5 scenes

fast glitch cuts
in multicam?

Shoot E
17 shots req.

EXT. SIDEWALK - NIGHT

colour
correction req.

SMOOTH HANDHELD DOLLY BACKWARD IN A
MID SHOT.

① 7

A nervous BOY walks briskly along a dark sidewalk on his
way back home with his jacket open.

BOY STEPS INTO THE FOCUS OF
STATIONARY MID SHOT.

② 8

He abruptly stops and lifts his arm to check the time,
while breathing in.

noisy

MATCH CUT TO HANDHELD TRACKING OF
HAND WATCH IN CLOSEUP.

③ 6

BOY checks the time and realizes it's late. He then lets
his arm drop, and breaths out shakily.

CUT BACK TO STATIONARY MID SHOT.

② 8

He zips up his jacket, pauses for a moment, and puts his
hands in his pockets ready to walk again.

SLIGHTLY LOW ANGLE MID CLOSEUP FROM
BOY'S LEFT SIDE LOOKING UP AT FACE.

④ 1

-- LET BOY WALK OUT OF FRAME.

BOY begins to walk again.

too dark ③

CUT TO SHOT OF THE GROUND. CAMERA
TILTS UPWARD.

⑩ 7 1

need longer walking

③ 2

BOY steps into shot and begins walking.

-- BOY WALKS FROM MID SHOT TO TIGHT
FULL SHOT.

BOY hears a sinister whisper from behind him.

CUT TO HANDHELD CLOSEUP FROM BEHIND
AS HE WHIPS AROUND.

⑪ 8

①

CUT TO A P.O.V. SHOT WITH A 'THUD'
SOUND.

Stationary

SFX

① 3

Nothing out of the ordinary.

⑫ 3

②

After turning, needs
larger pause too dark

CUT TO HANDHELD MID SHOT IN FRONT OF
BOY.

very smooth

↑ light level

② 6, 8

BOY then turns slowly, unnerved. He takes a deep breath,
and begins to walk again, slightly faster.

SHOOT A - 1/2

B - FAILED

C - 1/2 → CAST CHANGE

D - RAIN

E - 1/2

denoising
req.

[PREMIER]

Effects → lighting effects → directional
to lighter dark shots

2.

A few moments later, he hears another sound behind him.

! also
accidentally
called shot 5
once

(4) ✓

CUT TO STATIONARY MID CLOSEUP BEHIND (121) 1

BOY
(After a pause)
Who's there?

old shot
is better

(4) 1
(called shot 5)

BOY waits. There's no answer.

shot numbers
swapped during
shoot

(6) ✓

HANDHELD MID CLOSEUP IN FRONT OF BOY.

(called take 2)

(6) 2, 3, 4

-- CUT TO SHOT BEFORE BOY TURNS BACK
AROUND.

He turns back around slowly and closes his eyes for a
moment. After taking a deep breath, BOY begins to walk. 5 sec. min.

(5) ~~(6)~~
ext. dark!

very
shaky

CUTAWAY TO TILTING UP MID SHOT OF
SHOES AS HE WALKS FOR A FEW SECONDS. (123) 4 (5) 3

very smooth

CUT TO BOY STEPPING INTO THE FOCUS OF
STATIONARY MID SHOT AS IT TILTS UP. (124) 2

closeup also
shot ✓

-- BOY FULLY IN FOCUS WHEN HE JUMPS. (125) 2

A bell tolls loudly and BOY jumps.

called shot 6
too

CU/boy
face turn.

CUT TO HANDHELD CLOSEUP FROM BEHIND
BOY.

-- FIX FOCUS TO BOY FACE WHEN HE
TURNS HEAD. (7) 1
(called shot 6)

BOY slowly turns his head left.

STATIONARY MID CLOSEUP FROM LOW
ANGLE. (A) 14+(6) 5

Masked figure MASK steps into focus, illuminated by yellow
light. He rolls his head menacingly. glitch
cut
footage

(8) ✓

CUT TO STATIONARY CLOSEUP OF BOY'S
FACE. (8) 2

-- BOY HAS TURNED AROUND TO FACE
MASK.

BOY takes a sharp, shaky breath.

HANDHELD MID SHOT OF MASK (FROM FACE
TO HANDS). (B) 1

-- DON'T FOLLOW HAND MOVEMENT.

N.B. shot B can be
used first in place
of A

MASK looks down and lifts up a Rubik's Cube. He turns it over childishly in his hands and tilts his head to one side, almost confused about its function.

MASK then stops turning the Cube over, pauses, then suddenly rotates it once.

He tilts his head up in realization, then turns to walk away.

⑨ ✓

MIDSHOT ⑨2
CUT BACK TO STATIONARY ~~CLOSEUP~~ OF BOY'S FACE.

-- LET HIM WALK OUT OF FRAME.

BOY exhales and takes a few breaths, relieved. He then turns and begins to walk.

CUT TO STATIONARY SHOT FROM BEHIND BOY FACING MASK. NEUTRAL ANGLE CUTTING OUT MASK'S HEAD.

MASK suddenly begins to run towards BOY.

very, very dark

⑩ ~

CUT TO STATIONARY SHOT FROM BEHIND BOY.

FIX FOCUS TO WHEN BOY TURNS HEAD. //

He turns to see him running, flips around, and begins to run out of focus.

⑩①

→ CUT TO WIDE SHOT IN FRONT OF BOY. ✓

⑩②

→ CAMERA TILTS INTO A CANTED ANGLE AS HE RUNS INTO A MID SHOT. ✓

FIX FOCUS TO MIDDLE OF SHOT LENGTH. ✓

BOY keeps running.

CUT TO BEHIND BOY. HANDHELD MID SHOT. DOLLY FORWARD AS BOY RUNS.

⑩① 1, 2

BOY quickly turns his head while running, then turns it back.

CUT TO IN FRONT OF BOY. HANDHELD MID SHOT. DOLLY BACK AS BOY RUNS.

⑩⑤ 1

+ SIDE OF BOY ⑩⑥ 1

BOY keeps running.

⑪ ✓

Whatever angle works

CUT TO STATIONARY WIDE SHOT IN FRONT OF BOY.

⑪ 2, 3

from right side

4.

right
PAN ~~LEFT~~ SLIGHTLY AS BOY SLOWS TOWARD
A STREETLIGHT ON HIS RIGHT.

BOY slows down and jogs right, towards the streetlight.

12 → CUT TO HANDHELD MID SHOT IN FRONT OF
BOY AS HE SLOWS. *12* 7
hard shot!
-- FIX FOCUS HERE. //

BOY bends over slightly to catch his breath, then rests one
hand on the streetlight.

-- PUSH IN TO CLOSEUP WHILE PANNING
LEFT. IGNORE FOCUS. MUST INCLUDE
MOTION. //

FAST GLITCH CUTS
WITH ACCOMPANYING
SOUND EFFECT TO
"VISION":

EXT. ROUND SPACE - NIGHT (VISION)

BOY's hand is on a streetlight in the same position.

13 ~ PULL OUT TO MID CLOSEUP WHILE
ROTATING ANTICLOCKWISE AROUND BOY. *13* 6
FIX FOCUS ON BOY'S FACE AT THIS
DISTANCE.

-- LENS FLARES AT EVERY LIGHT POINT
WITH VERY BLUE HUE.

BOY breathes in slowly through his mouth, turning clockwise
slowly and looking lost and scared. His hand drops from the
streetlight.

GLITCH CUTS: *14* 9, 11

14 ~ CUT TO STATIONARY MID CLOSEUP IN
FRONT OF BOY AFTER HE TURNS AROUND 90
DEGREES CLOCKWISE. *D* 4, 5
MS from hand dropping to face when VOICE speaks
-- SMOOTH HANDHELD EFFECT IN POST.

A harsh, distorted VOICE reverberates from everywhere. BOY
jumps.

VOICE

Do not move. → CUT?
(Pause)
You cannot run.

5.

15

CUT TO CANTED LOW ANGLE ON RIGHT.

15 2,3

BOY sharply turns his head to look right, frozen in place.

~~CUT TO CANTED LOW ANGLE ON LEFT.~~

~~-- TRACK BOY'S HORIZONTAL MOVEMENT
THIS TIME, KEEPING HIM IN FOCUS.~~

VOICE

You cannot escape.

BOY sharply turns his head to look left and falls a few steps back.

CUT TO STATIONARY MID SHOT IN FRONT
OF BOY. ✓

A bell tolls. BOY closes his eyes momentarily in shock.

CUT TO STATIONARY CLOSEUP OF BOY'S
FACE. ✓

use this shot next. Better

BOY turns his head.

-- SHIFT FOCUS TO MASK. ✓

continuity

MASK tilts his head slowly.

GLITCH CUTS: ✓

HANDHELD MID CLOSEUP OF MASK WALKING
TOWARDS BOY. ✓

16 7,8

BEGIN FROM HANDS TOYING WITH CUBE,
THEN TILT UP TO FACE. ✓

MASK turns the Rubik's Cube again and begins to walk forward. MASK then speaks as VOICE, tilting head from left to right. ✓

VOICE

I told you, you can't run.

15 5,6

16A 4,5 ✓

16B 2

→

16 A/B ✓

CUT TO HANDHELD MID CLOSEUP OF BOY'S
FACE.

Focus change done. Pan / LA or both needed.

BOY hears a whoosh from the other direction and spins around to see MASK walking from the other direction.

CUT TO HANDHELD MID CLOSEUP OF MASK
WALKING TOWARDS BOY AGAIN. SAME
ANGLE. ✓

16 2,3

6.

VOICE
(Harsher)
And now I've got you right here.

MASK stops walking.

CUT TO CLOSEUP IN FRONT OF CUBE. ✓ (F) 2

MASK turns the Rubik's Cube one more time and the colours all align.

FAST GLITCH CUTS
WITH ACCOMPANYING
SOUND EFFECTS
BETWEEN: ✓

7 angles shot.

CLOSEUP, MID SHOT, HIGH ANGLE, AND
LOW ANGLE OF COMPLETED RUBIK'S CUBE. ✓

sep. folder

(GC)

attempted dolly zoom.

CUT TO WIDE SHOT FACING MASK. (H)

cut to
here →

MASK
(Turning head)
I've solved the mystery!

N.B. X no need
(post-p)

CUT TO EXTREME CLOSEUP OF MASK. ✓
MASK tilts head and looks up with
a final, triumphant howl. (I)