

# SHOTLIST AND FOOTAGE MANAGEMENT

PRODUCTION TITLE: SHADOWS | DIRECTOR, CINEMATOGRAPHER: ARMAAN DAYAL

NO.	SCRIPT REF.	TAKE	SHOT	ANGLE	MOVEMENT	AUDIO	DESCRIPTION
1	1	7	MS	Neutral	Handheld backward dolly	Ambient, foley	BOY walks briskly along a dark sidewalk.
2	2	8	MS	Neutral	Stationary. Walk into focus	Ambient, foley, sigh	BOY abruptly stops and checks time. Breaths out and puts hands in pockets.
3	3	6	CU	HA to LA	Handheld tracking	Ambient, foley	BOY checks time, zips up jacket.
4	4	1	MCU	LA	Smooth handheld	Ambient, foley	BOY checks time, zips up jacket, walks.
5	107	1	CU to	LA to	Smooth handheld	Ambient, foley	BOY steps into frame. Tilt up from floor until BOY walks to WA.
6	3	2	WA	neutral			
7	!	!	CU	Neutral	Handheld	Ambient, foley	BOY whips around.
8	1	3	WA	Neutral	Pan right to left	Ambient, foley	POV when BOY whips around.
9	2	6, 8	MCU	Neutral	Handheld	Ambient, foley, sigh	BOY turns slowly, unnerved. Takes deep breath and begins to walk faster.
10	121	1	MS	Neutral	Stationary	Ambient, foley, dialogue	BOY whips around to his right. He shouts out <i>"who's there?"</i> and waits before turning back.
11	4	1					
12	6	2, 3, 4	CU	Neutral	Handheld	Ambient, foley, dialogue	BOU turns back slowly and closes his eyes for a moment. He takes a deep breath then walks.
13	123	4	CU	HA to LA	Stationary	Ambient, foley	Tilting up from shoes to face as BOY walks.
14	5	3					
15	124	3	ECU	Neutral	Stationary	Ambient, foley	BOY steps into focus and jumps when a bell tolls.
16	125	2					
17	7	1	CU	Neutral	Handheld	Ambient, foley	BOY turns head to the left.
18	A	14, 6	MS	LA	Handheld	Ambient, foley	MASK steps into view and rolls head menacingly.
19	8	2	MCU	Neutral	Stationary	Ambient, foley	BOY turns to face MASK and takes a deep breath.
20	B	1	MS	Neutral	Handheld	Ambient, foley	MASK turns Rubik's Cube, then turns and walks away.
21	9	2	MS	Slight HA	Smooth handheld/stationary	Ambient, foley	BOY turns and walks out of focus.
22	C	1	WA	Neutral	Stationary	Ambient, foley	MASK turns and runs suddenly towards BOY.

23	130	1					
24	10	1	MS	Slight HA	Handheld	Ambient, foley	BOY flips around, sees MASK, and begins to run.
25	100	1	WA	Neutral	Smooth handheld	Ambient, foley	BOY flips around, sees MASK, and begins to run.
26	100	2	WA	Neutral	↑ into canted angle	Ambient, foley	BOY flips around, sees MASK, and begins to run.
27	101	1, 2	MS	Neutral	Handheld	Ambient, foley	BOY running. Camera behind boy.
28	105	1	MS	Neutral	Handheld	Ambient, foley	BOY running. Camera in front of boy.
29	106	1	MS	Neutral	Handheld	Ambient, foley	BOY running. Camera on left hand side of boy.
30	11	2, 3	MWS	Neutral	Pan left to right	Ambient, foley	BOY slows, turns to streetlight, and places a hand on the streelight.
31	12	7	MS	Neutral	Rotate clockwise	Ambient, foley, sigh, audio FX	BOY bends over slightly, then rests a hand on the streetlight.
32	13	6	CU to MS	Neutral	Rotate anticlockwise	Ambient, foley, sigh, sound FX	BOY gasps as his hand drops slowly. He rotates clockwise, shocked, surveying his new surroundings.
33	14	9, 11	CU to				BOY gasps as his hand drops slowly. He rotates
34	D	4, 5	MS	Neutral	Handheld	Ambient, foley, audio FX	clockwise, shocked, surveying his new surroundings.
35	15	2, 3	MS	Canted HA	Handheld	Ambient, foley, audio FX	VOICE speaks. Boy falls back with every line.
36	D	4, 5	CU	Neutral	Stationary	Ambient, foley	Shift focus to MASK, who has appeared. MASK walks.
37	E	7, 8	MCU	LA	Handheld	Ambient, foley, audio FX	MASK walks towards BOY.
38	F	5, 6	MS	Neutral	Handheld	Ambient, foley	BOY whips around the other way where MASK now is.
39	16A	4, 5	MS	Neutral	Pan right to left	Ambient, foley	BOY whips around the other way where MASK now is.
40	16B	2	MS	LA	Handheld	Ambient, foley	BOY whips around the other way where MASK now is.
41	G	2, 3	MCU	LA	Handheld	Ambient, foley, audio FX	MASK walks towards BOY.
42	F	2	MCU	Neutral	Handheld	Ambient, foley	MASK stops walking.
43	GC	1 to 7	CU	<i>Multiple</i>	Handheld	Ambient, foley	MASK turns Rubik's Cube, solving it.
44	H		WS	Neutral	Handheld	Ambient, foley	Mask looks up.
45	I		ECU	Neutral	Handheld	Ambient, foley, dialogue	Mask tilts head.