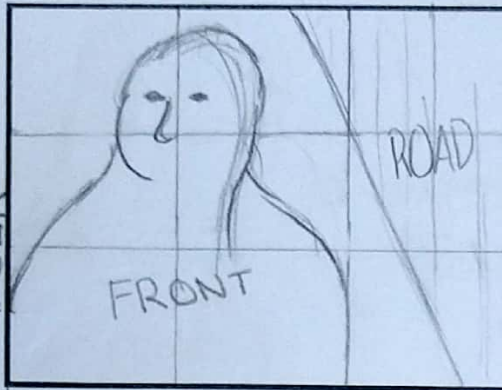
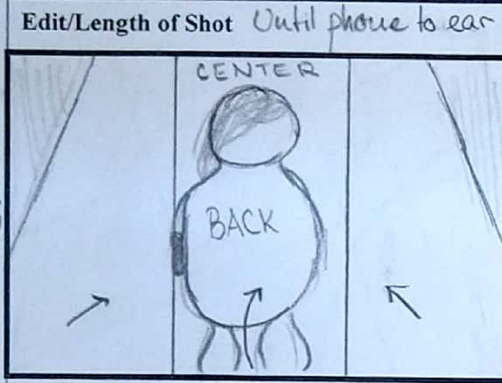
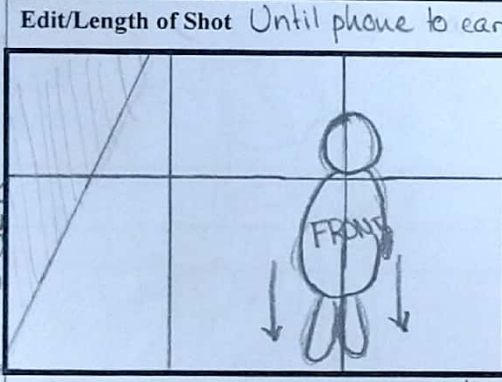
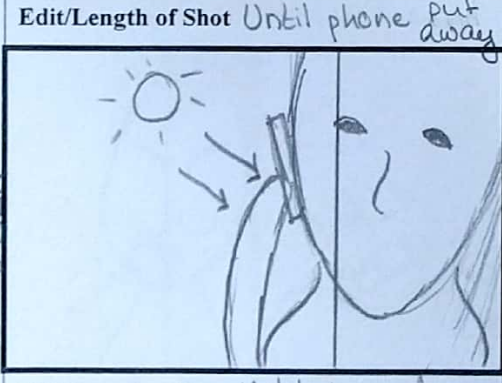
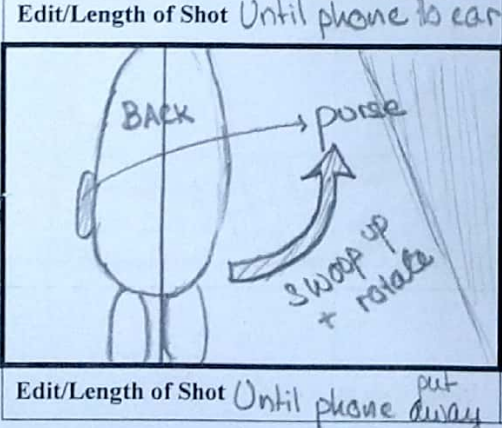
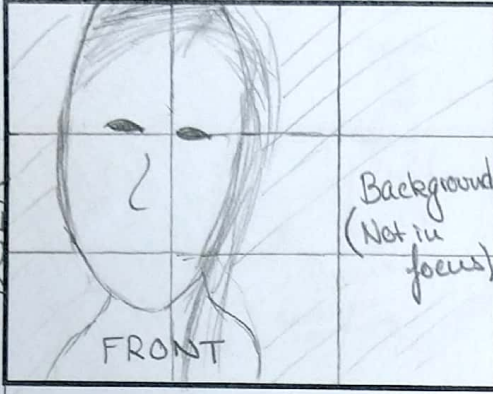
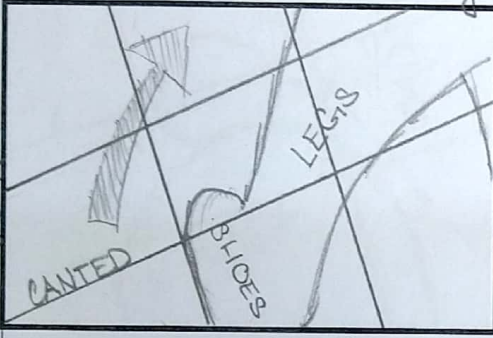
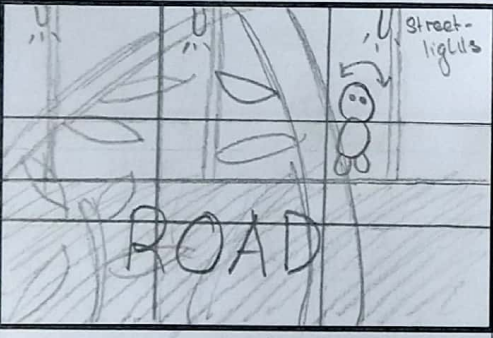
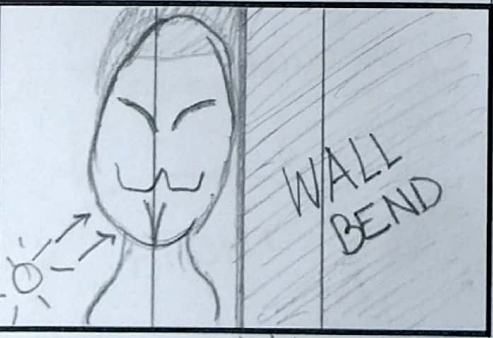
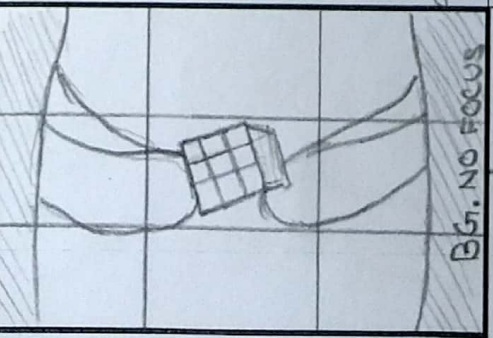


STORYBOARD SHEET

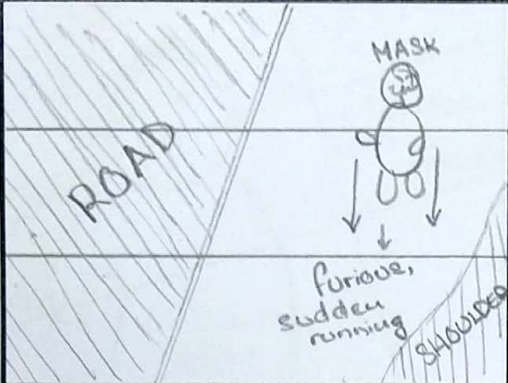
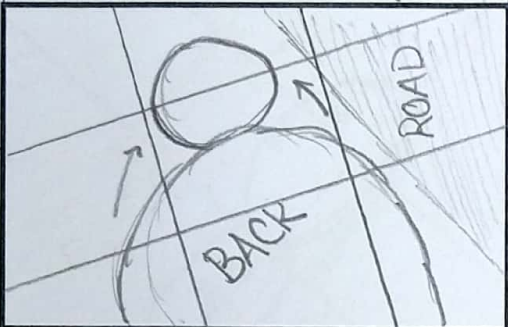
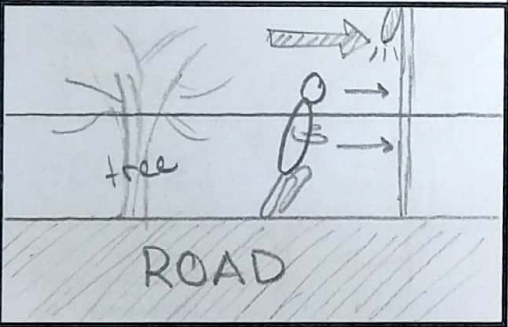
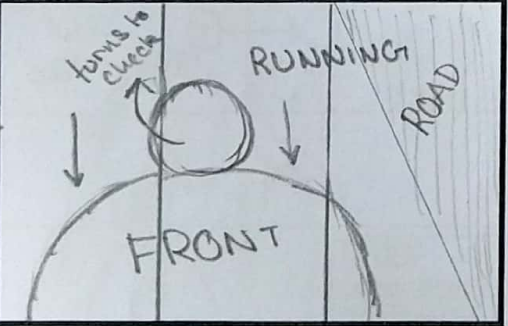
① DSLR  FRONT	Shot No./Type of Shot/Camera Movement ① - MCU - handheld DSLR, shallow DOF Subject illuminated + street lights Tracking subject; pulling back ① Makeup + ② phone to ear	Dialogue - Sound → Shoes - Foley → Ambient → low hum? SIGH - record GRASP - record
GR  BACK	Shot No./Type of Shot/Camera Movement ② Pedestal up, tilt down Push forward MS - smooth ambience - lighting ②.5 Multiple handheld CU of makeup application	Dialogue - Sound SIGH - record → shoes, quieter ambient sounds GRASP - record
DSLR  FRONT	Shot No./Type of Shot/Camera Movement ③ Stationary DSLR MEDIUM WIDE SHOT TO MID SHOT Walk INTO focus	Dialogue - Sound Foley → bag → phone ring → walking Dialogue - phone call + other voice (v.o.)
DSLR 	Shot No./Type of Shot/Camera Movement ④ Handheld, ECU Track + follow as phone taken out Very shallow DOF	Dialogue - Sound
GR  BACK pose swoop up + rotate	Shot No./Type of Shot/Camera Movement ⑤ MS whole shot Begun from pose level, follow phone to ear w/ rotating anticlockwise and pedestal up	Dialogue - Sound DIALOGUE

Gr - gimbal / R - sound needs recording

STORYBOARD SHEET

DSLR		Shot No./Type of Shot/Camera Movement CU → ECU ⑥ Handheld, shallow DOF (Emphasis on last two lines) → Mouth, face ← (Slightly LA)	Dialogue – Sound DIALOGUE
DSLR		Shot No./Type of Shot/Camera Movement ⑦ CU - handheld follow + track → tilt up to MS of body and track → rotate back to normal ⑧ Closeup of face when turns	Dialogue – Sound Foley volume up.
DSLR		Shot No./Type of Shot/Camera Movement ⑨ POV with turn ⑩ WIDE, handheld. → from parallel road behind foliage (subject looking around)	Dialogue – Sound Ambient, diegetic only
DSLR still		Shot No./Type of Shot/Camera Movement LOW ANGLE ⑪ CU - very still DSLR (yellow light from below) Black hoodie → STEP INTO FOCUS ←	Dialogue – Sound Bell tolls
DSLR		Shot No./Type of Shot/Camera Movement ⑫ CU/ECU ^{IMP.} inhale, exhale, walk out ⑬ CU/ECU handheld track Rubik's cube → one slow turn ⑭ SAME from MS	Dialogue – Sound - Inhale + running foley before cut - Rubik's Foley

STORYBOARD SHEET

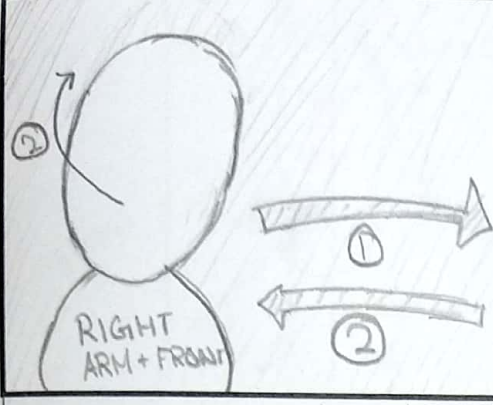
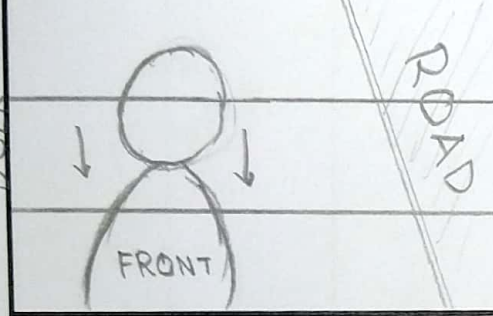
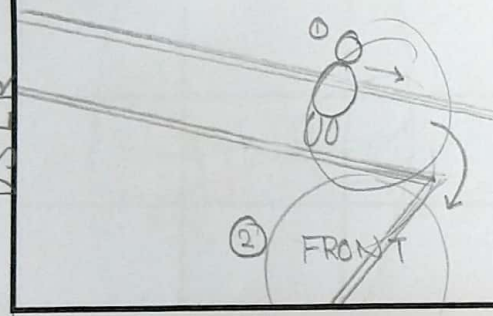
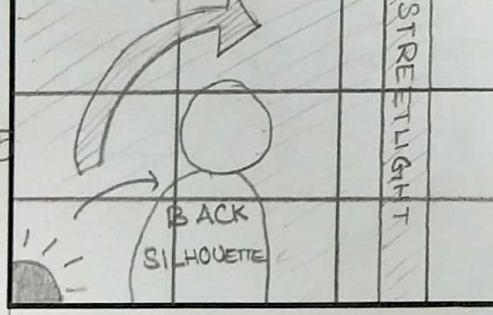
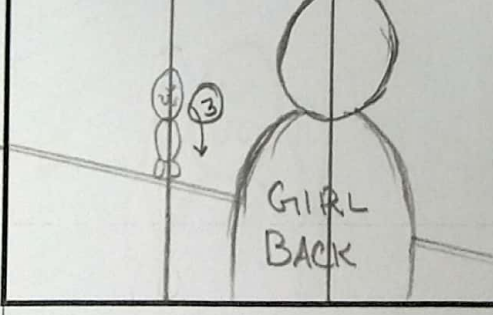
GS 	Shot No./Type of Shot/Camera Movement ⑮ Barely visible, OTS → MASK starts running, (ends) past camera	Dialogue – Sound Running Foley
GS 	Shot No./Type of Shot/Camera Movement ⑯ MS, canted dolly forward → subject running forward	Dialogue – Sound Adjust volume, EQ.
GS 	Shot No./Type of Shot/Camera Movement ⑰ Parallel street MWS Truck right w/ subject Smooth Cam. shake in post	Dialogue – Sound
DSLR 	Shot No./Type of Shot/Camera Movement ⑱ MCU, handheld Dolly back (Keep in focus)	Dialogue – Sound Breathes while running
DSLR 	Shot No./Type of Shot/Camera Movement ⑲ WS stationary GIRL turns corner ⑳ Punch in to MCU ① as GIRL turns head ② Until last voice line	Dialogue – Sound Foley gasp of shock Dialogue ① "stop" ② rest of lines

④

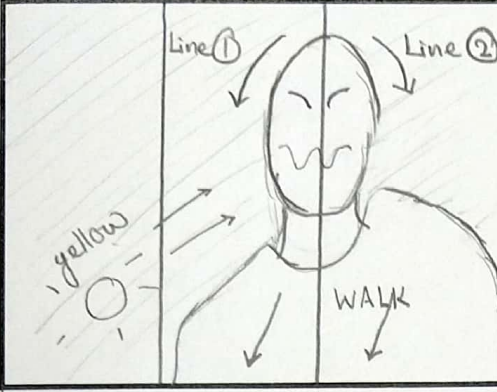
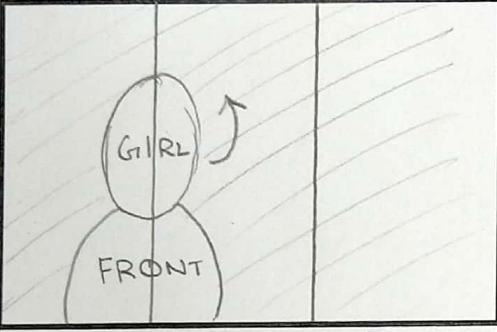
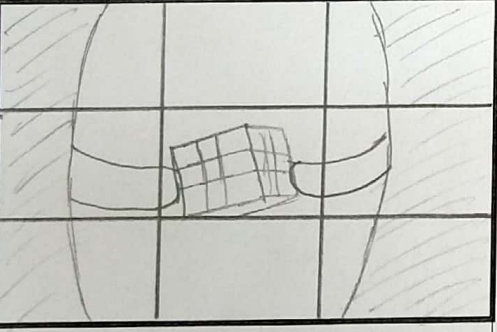
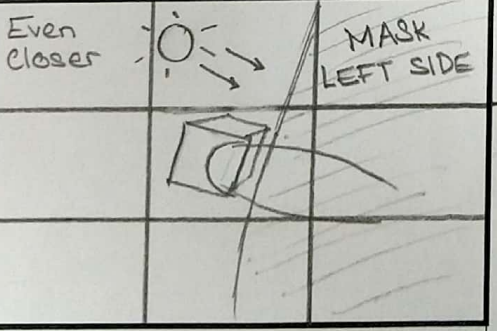
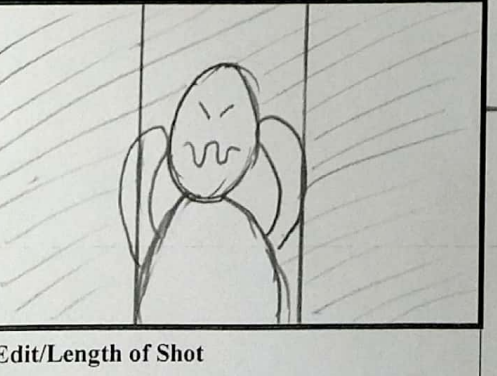
STORYBOARD SHEET

	Shot No./Type of Shot/Camera Movement ②① E Low Angle(right) Canted As GIRL turns head → Stationary CU Focus on <u>head</u> turn	Dialogue – Sound "you cannot run"
	Shot No./Type of Shot/Camera Movement ②② E Low angle Canted Tilt up slowly Roll CW slightly	Dialogue – Sound "you cannot escape"
	Shot No./Type of Shot/Camera Movement ②③ Clockwise ②④ Anticlockwise Slight HA in MS Rotate about GIRL → Girl turning sharply (screenplay)	Dialogue – Sound VOICE push
	Shot No./Type of Shot/Camera Movement ②⑤ CU-GIRL stops at profile → Shift focus as ① MASK steps in ② and girl turns head Handheld OK	Dialogue – Sound
	Shot No./Type of Shot/Camera Movement ②⑥ Neutral to cube, CU/ECU handheld → Cube turn then howl ②⑦ Howl from MASK CU-LA Handheld	Dialogue – Sound - Howl - RC Foley

STORYBOARD SHEET

DSLR  Edit/Length of Shot Until road bend	Shot No./Type of Shot/Camera Movement ②⑧ One shot after howl, ① GIRL screams right ② Pan to MASK, who starts running ③ Pan back to GIRL, who turns and runs Handheld CU → MS	Dialogue – Sound
DSLR  Edit/Length of Shot About 10 seconds	Shot No./Type of Shot/Camera Movement ②⑨ like shot 18 Handheld → Dolly back as GIRL runs forward	Dialogue – Sound
DSLR  Edit/Length of Shot To streetlight	Shot No./Type of Shot/Camera Movement ③⑩ WA to CU ① ② Handheld, smooth → Pull focus, GIRL runs 2:59 on The Smiling Man	Dialogue – Sound - Footsteps - Breathing
CF  Edit/Length of Shot To VISION cut	Shot No./Type of Shot/Camera Movement ③⑪ WMS → MS ① From back silhouette ② Swoop down ③ rotate around GIRL, pedestal up; GIRL puts hand on pole ④ Push in to MS	Dialogue – Sound
VISION  Edit/Length of Shot MASK line end	Shot No./Type of Shot/Camera Movement ③⑫ ① Pull out from CU ② Rotate cw about GIRL to back ③ MASK steps forward (Facial expression - like Cisco)	Dialogue – Sound

STORYBOARD SHEET

DSLR 	Shot No./Type of Shot/Camera Movement ③③ CU in LA Dolly back slowly → Cam on MASK's left hand side Very smooth	Dialogue – Sound Final dialogue – ③③ line one AFTER ③④ ③⑤ line two
DSLR 	Shot No./Type of Shot/Camera Movement ③④ CU handheld → GIRL spins around → upon hearing 'whoosh'	Dialogue – Sound - Whoosh - Grasp?
DSLR 	Shot No./Type of Shot/Camera Movement ③⑥ Tight CU, tracking cube Handheld → rotate to solve ③⑦ ECU for VISION cut	Dialogue – Sound Sound FX
DSLR 	Shot No./Type of Shot/Camera Movement ③⑧ CU of cube LA ③⑨ HA Smooth, tight	Dialogue – Sound
DSLR 	Shot No./Type of Shot/Camera Movement ④① MS handheld → MASK slowly removing band ④② CU of same	Dialogue – Sound - Inhuman howl - Thud