

START →



Filmstrips hanging in space

Scene 1 Shot 1 Size ECU

Base sticks Movement none

Notes Distant screens glow beyond

Titles over top/ tags top.



Clipboards of Data ...

Scene 1 Shot 2 cont Size ECU

Base Steadicam Movement Down

Notes Big hoop clipboards

Computer draw data - bad copy



Steenbeck table top - running...

Scene 1 Shot 2 cont Size MS

Base Steadicam Movement Up

Notes Film running thru wall /

Orderly Steenbeck/Jennitor on screen



Tags on hooks w/ filmstrips...

Scene 1 Shot 2 cont Size ECU

Base Steadicam Movement right

Notes White tile walls (steak)

Tags/alight jostle.



Hidden room w/ tiles on cot...

Scene 1 Shot 2 cont Size MS

Base Steadicam Movement outright

Notes Fresh bedding / metal cot

possible night cap, etc.



Jennitor on screen w/ bow...

Scene 1 Shot 2 cont Size CU

Base Steadicam Movement Up/right

Notes All scene - Jennitor

in Park for insert



Proclamation basketed to wall...

Scene 1 Shot 2 cont Size ECU

Base Steadicam Movement right

Notes shadowy sleek

walls.



sterile suite Spin out to Room Active steenbeck...

Scene 1 Shot 2 cont Size WS

Base Steadicam Movement In

Notes Tile walls w/ covered corners

tiled ceiling / Megaphone sticking

out wall



Megaphone w/ vendable with tube...

Scene 1 Shot 2 cont Size CU

Base Steadicam Movement right

Notes sticking out of tiled wall



Grimy Plastic Strip Door

Scene 1 Shot 2 cont. Size CU

Base Steadicam Movement Right/In

Notes Angled to differ from next. Pass thru - edit Dissolve

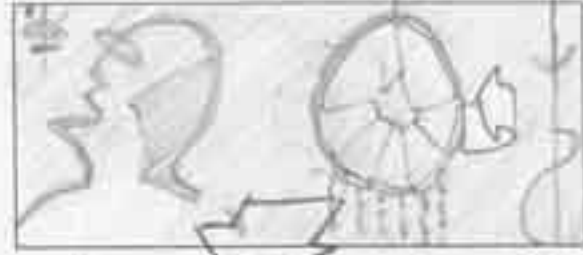


Arty ^{suite} other side of door...

Scene 2 Shot 1 Size CU

Base Steadicam Movement Right

Notes Angled other way/ Plaster walls w/ hip designs.



Dreamcatcher, slow rotate...

Scene 2 Shot 1 cont. Size CU

Base Steadicam Movement Down

Notes

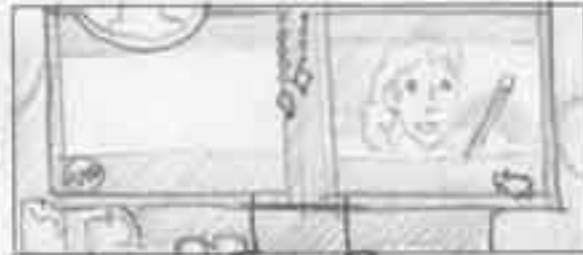


Megaphone sticking out of wall...

Scene 2 Shot 1 cont. Size CU

Base Steadicam Movement Down

Notes

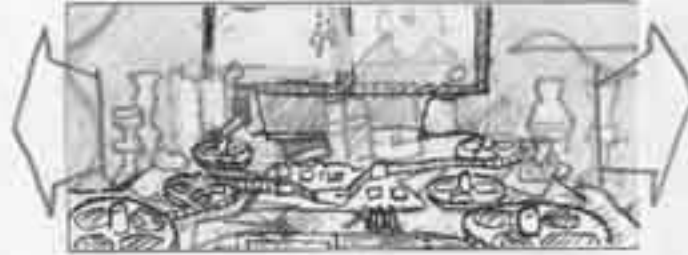


Jennifer on screen...

Scene 2 Shot 1 cont. Size CU

Base Steadicam Movement Down

Notes Decals and bangles on Steinbeck



Steinbeck table top...

Scene 2 Shot 1 cont. Size MS

Base Steadicam Movement Out

Notes Candles, Books, trash on unkept arty tabletop.

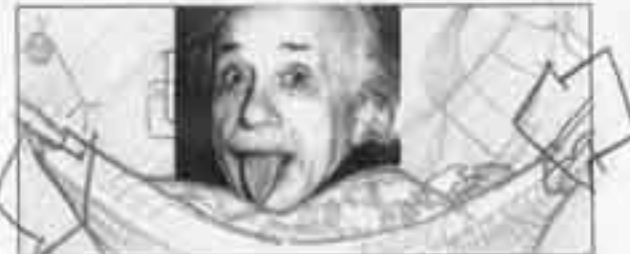


Pull Back into Room...

Scene 2 Shot 1 cont. Size WS

Base Steadicam Movement Out/Right

Notes Film blur forward/designs on wall/hammock right.



Turn to wall-Einstein/Hammock...

Scene 2 Shot 1 cont. Size WS

Base Steadicam Movement In

Notes Einstein poster/Hammock wild Afgan.



Lucas rolls over in hammock

Scene 2 Shot 1 cont. Size CU

Base Steadicam Movement In

Notes "Jennifer"



Calvin's head is mess of bright Squiggles
 Scene 22 Shot 4B Size CU
 Base Sticks Movement None
 Notes Shake in post / Effect (wider frame)
 looks like scratches on film.



Calvin spins around / people flee
 Scene 22 Shot 5 Size WS
 Base Sticks Movement None
 Notes Shake in post (wider frame)
 Jennifer scared pushes back



Squiggly head Calvin spins - tables turned over
 Scene 22 Shot 6 Size MS
 Base Lower Back Movement None
 Notes Lens perfectly sits in chaos
 Maxium in post / Side to C-6 (wider)



Chf out impact of kitchen ^{stays}
 Scene 22 Shot 7 Size MS
 Base HH Movement HH
 Notes Scream out of kitchen
 Chf nervous, defensive posture



Calvin casts to spin away / wildly
 Scene 22 Shot 8 Size MS
 Base Side low Movement None
 Notes Shake in post / crude scratches
 (should scratches be same size?)



Jennifer screams / turns to Lucas
 Scene 22 Shot 9 Size MS
 Base HH Movement HH
 Notes Background players -
 confused



Lucas peacefully sits - lips don't move
 Scene 22 Shot 10 Size MS
 Base HH Movement HH
 Notes Sim to 20:4 Calvin spins
 right / Chf swings cleaner background



Jennifer has a nervous breakdown
 Scene 22 Shot 11 Size CU
 Base HH Movement HH
 Notes Shake / Tighter 22-9



OUTSIDE RESTAURANT
 Jennifer bursts through plate glass window
 Scene 22 Shot 1 Size WS
 Base Sticks Movement None
 Notes She runs into night (post camera)
 Chinese-Americans follow in all directions