

Two Column Script

TITLE: I'm the Skilled Driver (3DayCab) Game Trailer

Shot No.	Video	Audio
1	<p>(Glitching effect) <u>Logo Display</u> Camera Distance: Long shot in black background Camera Angle: Eye level Camera Motion: Static + Expected Duration: 3 seconds <i>[Description: glitching effect by rgb changes]</i> (Glitched out)</p>	<p>Sfx: program glitching sound effect (around first 3 seconds of this video: https://www.youtube.com/watch?v=WDkjZ_PUkZA) Expected Duration: 3 seconds</p>
2	<p>(Old TV effect) <u>View of a city scene</u> Camera Distance: Establishing shot Camera Angle: High angle Camera Motion: Pan Expected Duration: 3 seconds <i>[Description: show almost-full view of a city by shooting the city scene from the sky level (bird level), background, include old tv look effect throughout the shot, sun ray background effect on the city's background]</i> (Old TV effect)</p>	<p>Sfx: birds chirping in background (around 0:03 - 0:06 of this video: https://www.youtube.com/watch?v=io49QUZkve4) Expected Duration: 3 seconds (0:03 - 0:06)</p>
3	<p>(Fade in) <u>Cab Car Multi-Angle View</u> Camera Distance: Medium shot Camera Angle: High angle Camera Motion: Pan Expected Duration: 3 seconds <i>[Description: From car plate behind to left door, glossy metal effect on the car]</i> (no transition, direct cutover to next shot) (^referred as <i>Direct Cutover</i> from here on)</p>	<p>BGM: <i>Uplifting & Energetic Pop</i> https://www.youtube.com/watch?v=-Gel0z3lJms&feature=youtu.be) BGM Transition: Fade in Volume: Medium (40%~60%) Expected Duration: Until the end of the trailer (BGM Continues [at 0:04])</p>

4	<p>(Fade in) <u>Cab Car Multi-Angle View</u> Camera Distance: Medium shot to medium long shot Camera Angle: Low angle Camera Motion: Zoom out, pan</p> <p>Expected Duration: 3 seconds <i>[Description: Zoom out from car front left tire, glossy metal effect on the car]</i></p> <p>(direct cutover)</p>	<p>SFX: Zoom in and out sfx https://www.youtube.com/watch?v=JePQqJ4I2B8) Volume: Low/Medium Expected Duration: Play at the moment of zooming (BGM Continues)</p>
5	<p>(Fade in) <u>Cab Car Multi-Angle View</u> Camera Distance: Medium long shot to long shot Camera Angle: Eye level Camera Motion: Zoom out</p> <p>Expected Duration: 5 seconds <i>[Description: Zoom out to see the whole car, glossy metal effect on the car]</i></p> <p>(direct cutover)</p>	<p>SFX: Zoom in and out sfx https://www.youtube.com/watch?v=JePQqJ4I2B8) Volume: Low/Medium Expected Duration: Play at the moment of zooming (BGM Continues)</p>
6	<p>(direct cutover) <u>Player appears</u> Camera Distance: Medium long shot Camera Angle: Low angle Camera Motion: Static</p> <p>Expected Duration: 5 seconds <i>[Description: Player character walk near the car focusing on legs, stop motion applied]</i></p> <p>(direct cutover)</p>	<p>SFX: Footsteps on concrete sound effect https://www.youtube.com/watch?v=5v3FY_HrC2I) Volume: Medium/High Expected Duration: Play when the player is walking (BGM Continues)</p>
7	<p>(direct cutover) <u>Player opens car door</u> Camera Distance: Medium long shot Camera Angle: High angle Camera Motion: Zoom in</p> <p>Expected Duration: 2 seconds <i>[Description: From top of car, focusing on player's hand movement, stop motion applied]</i></p> <p>(direct cutover)</p>	<p>SFX: Car Door Open Close Sound Effect https://www.youtube.com/watch?v=Uou4oH3bPKs) Volume: Medium/High Expected Duration: Play when the player opens the door (BGM Continues)</p>

8	<p>(direct cutover) <u>Player enters car</u> Camera Distance: Long shot Camera Angle: Eye level Camera Motion: Static</p> <p>Expected Duration: 2 seconds <i>[Description: Focusing on car head, stop motion applied then stop motion disappear]</i></p> <p>(direct cutover)</p>	<p>SFX: Sitting Down On Office Chair Sound Effect: (https://www.youtube.com/watch?v=zKqiukeicRo) Volume: Medium/High Expected Duration: 1 second (BGM Continues)</p>
9	<p>(direct cutover) <u>Player close car door</u> Camera Distance: Long shot Camera Angle: Eye level Camera Motion: Static</p> <p>Expected Duration: 2 seconds <i>[Description: Focusing on car head]</i></p> <p>(direct cutover)</p>	<p>SFX: Car Door Open Close Sound Effect (https://www.youtube.com/watch?v=Uou4oH3bPKs) Volume: Medium/High Expected Duration: Play when the player closes the door (BGM Continues)</p>
10	<p>(direct cutover) <u>Car engine starts</u> Camera Distance: Long shot Camera Angle: Eye level to high angle Camera Motion: Pan and Tilt</p> <p>Expected Duration: 3 seconds <i>[Description: Car vibrates, car brake lights up]</i></p> <p>(direct cutover)</p>	<p>SFX: Car Start sfx (https://www.youtube.com/watch?v=Z6Yb_g9XQXE&feature=youtu.be) Volume: Medium/High Expected Duration: 3 seconds</p> <p>SFX: Car horn sfx (https://www.youtube.com/watch?v=JePQqJ4I2B8) Volume: Medium/High Expected Duration: 1 second (BGM Continues)</p>
11	<p>(direct cutover) <u>Car exhaust shoots dust</u> Camera Distance: Long shot Camera Angle: High angle Camera Motion: Static</p> <p>Expected Duration: 2 seconds <i>[Description: black particle or smoke to be applied]</i></p> <p>(direct cutover)</p>	<p>SFX: Drive away sfx (https://www.youtube.com/watch?v=Z6Yb_g9XQXE&feature=youtu.be) Volume: Medium/High Expected Duration: 2 seconds (BGM Continues)</p>

12	<p>(direct cutover) <u>Dust covering the screen</u> Camera Distance: Long shot Camera Angle: High angle Camera Motion: Static</p> <p>Expected Duration: 3 seconds <i>[Description: Camera become semi-transparent but could still see the brake light]</i></p> <p>(direct cutover)</p>	<p>SFX: city street noise Sound Effect https://www.youtube.com/watch?v=2R-y6FJUxpc), starts from 0:12 Volume: Medium/High Expected Duration: 3 seconds</p> <p>OR</p> <p>SFX: Drive away sfx https://www.youtube.com/watch?v=Z6Yb_g9XQXE&feature=youtu.be) Volume: Medium/High Expected Duration: 3 seconds (BGM Continues)</p>
13	<p>(direct cutover) <u>Car leaves</u> Camera Distance: Long shot Camera Angle: High angle to eye level Camera Motion: Tilt</p> <p>Expected Duration: 3 seconds <i>[Description: Showing brake light moving]</i></p> <p>(direct cutover)</p>	<p>SFX: city street noise Sound Effect https://www.youtube.com/watch?v=2R-y6FJUxpc) , starts from 0:12 Volume: Medium/High Expected Duration: 3 seconds</p> <p>OR</p> <p>SFX: Drive away sfx https://www.youtube.com/watch?v=Z6Yb_g9XQXE&feature=youtu.be) Volume: Medium/High Expected Duration: 3 seconds (BGM Continues)</p>

14	<p>(direct cutover) <u>Dust disappears</u> Camera Distance: Long shot Camera Angle: Eye level Camera Motion: Static</p> <p>Expected Duration: 3 seconds <i>[Description: Camera become clear again and show surrounding without the car]</i></p> <p>(direct cutover)</p>	<p>SFX: Drive away sfx (https://www.youtube.com/watch?v=Z6Yb_g9XQXE&feature=youtu.be) Volume: Medium/High Transition: Fade out Expected Duration: 3 seconds (BGM Continues)</p>
15	<p>(Fade in) <u>Showing Game Title</u> Camera Distance: Long shot Camera Angle: Eye level Camera Motion: Static</p> <p>Expected Duration: 3 seconds <i>[Description: Game title fall from sky to ground]</i></p> <p>(Fade out)</p>	<p>(Optional) SFX: Snap Sound Effect (https://www.youtube.com/watch?v=gx8an8A5_Ug) Volume: Medium/High Expected Duration: Plays when the title appears (BGM Continues)</p>
16	<p>(Fade in) <u>Gameplay Video Display (Feature 01)</u> Camera Distance: Medium shot to close ups Camera Angle: Eye level Camera Motion: Tilt</p> <p>Expected Duration: 3 seconds <i>[Description: From pick businessman UI to Money UI, tapping effect, increase money effect]</i></p> <p>(direct cutover)</p>	<p>(BGM Continues)</p>
17	<p>(direct cutover) <u>Gameplay Video Display (Feature 01)</u> Camera Distance: Medium shot to closer ups Camera Angle: Eye level Camera Motion: Tilt</p> <p>Expected Duration: 3 seconds <i>[Description: From pick schoolgirl UI to Money UI, tapping effect, increase money effect]</i></p> <p>(direct cutover)</p>	<p>(BGM Continues)</p>

18	<p>(direct cutover)</p> <p><u>Gameplay Video Display (Feature 01)</u></p> <p>Camera Distance: Medium shot to closer ups</p> <p>Camera Angle: Eye level</p> <p>Camera Motion: Tilt</p> <p>Expected Duration: 3 seconds</p> <p><i>[Description: From pick old man UI to Money UI, tapping effect, increase money effect]</i></p> <p>(direct cutover)</p>	(BGM Continues)
19	<p>(direct cutover)</p> <p><u>Gameplay Video Display (Feature 01)</u></p> <p>Camera Distance: Medium shot to closer ups</p> <p>Camera Angle: Eye level</p> <p>Camera Motion: Tilt</p> <p>Expected Duration: 3 seconds</p> <p><i>[Description: From pick part timer UI to Money UI, tapping effect, increase money effect]</i></p> <p>(direct cutover)</p>	(BGM Continues)
20	<p>(direct cutover)</p> <p><u>Game Description Animation (Feature 01)</u></p> <p>Camera Distance: Long shot</p> <p>Camera Angle: Eye level</p> <p>Camera Motion: Static</p> <p>Expected Duration: 3 seconds</p> <p><i>[Description: Transition of wording “Get 10000\$ in 3 days”, shape circle burst effect]</i></p> <p>(Fade out)</p>	(BGM Continues)
21	<p>(Fade in)</p> <p><u>Gameplay Video Display (Feature 02)</u></p> <p>Camera Distance: Medium shot</p> <p>Camera Angle: Eye level</p> <p>Camera Motion: Static</p> <p>Expected Duration: 3 seconds</p> <p><i>[Description: “Player” and “Destination”” insert glow effect, call out title for “Destination” and “Player”]</i></p> <p>(direct cutover)</p>	(BGM Continues)

22	<p>(direct cutover)</p> <p><u>Gameplay Video Display (Feature 02)</u></p> <p>Camera Distance: Medium shot</p> <p>Camera Angle: Eye level</p> <p>Camera Motion: Static</p> <p>Expected Duration: 3 seconds <i>[Description: Tap effect to move, 2 steps]</i></p> <p>(direct cutover)</p>	(BGM Continues)
23	<p>(direct cutover)</p> <p><u>Gameplay Video Display (Feature 02)</u></p> <p>Camera Distance: Medium shot to long shot</p> <p>Camera Angle: Eye level</p> <p>Camera Motion: Zoom out</p> <p>Expected Duration: 3 seconds <i>[Description: Rules scene pops out]</i></p> <p>(direct cutover)</p>	(BGM Continues)
24	<p>(direct cutover)</p> <p><u>Gameplay Video Display (Feature 02)</u></p> <p>Camera Distance: Long shot</p> <p>Camera Angle: Eye level</p> <p>Camera Motion: Static</p> <p>Expected Duration: 3 seconds <i>[Description: Transition of wording “6 road symbol to remember”]</i></p> <p>(direct cutover)</p>	(BGM Continues)
25	<p>(direct cutover)</p> <p><u>Game Description Animation (Feature 02)</u></p> <p>Camera Distance: Long shot</p> <p>Camera Angle: Eye level</p> <p>Camera Motion: Static</p> <p>Expected Duration: 3 seconds <i>[Description: Transition of wording for “More tips? Faster rides? Go find your way~ ”, shape circle burst effect]</i></p> <p>(Fade Out)</p>	(BGM Continues)

26	<p>(Fade in)</p> <p><u>Gameplay Video Display (Feature 03)</u></p> <p>Camera Distance: Medium shot</p> <p>Camera Angle: Eye level</p> <p>Camera Motion: Static</p> <p>Expected Duration: 3 seconds</p> <p><i>[Description: Collide with the Chat symbol to trigger chat bubble, tap effect]</i></p> <p>(direct cutover)</p>	(BGM Continues)
27	<p>(direct cutover)</p> <p><u>Gameplay Video Display (Feature 03)</u></p> <p>Camera Distance: Medium shot</p> <p>Camera Angle: Eye level</p> <p>Camera Motion: Static</p> <p>Expected Duration: 3 seconds</p> <p><i>[Description: Find normal conversation chat]</i></p> <p>(direct cutover)</p>	(BGM Continues)
28	<p>(direct cutover)</p> <p><u>Gameplay Video Display (Feature 03)</u></p> <p>Camera Distance: Medium shot</p> <p>Camera Angle: Eye level</p> <p>Camera Motion: Static</p> <p>Expected Duration: 3 seconds</p> <p><i>[Description: Good conversation chat]</i></p> <p>(direct cutover)</p>	(BGM Continues)
29	<p>(direct cutover)</p> <p><u>Gameplay Video Display (Feature 03)</u></p> <p>Camera Distance: Medium shot</p> <p>Camera Angle: Eye level</p> <p>Camera Motion: Static</p> <p>Expected Duration: 3 seconds</p> <p><i>[Description: Bad conversation chat]</i></p> <p>(direct cutover)</p>	(BGM Continues)

30	<p>(direct cutover)</p> <p><u>Game Description Animation (Feature 03)</u></p> <p>Camera Distance: Long shot</p> <p>Camera Angle: Eye level</p> <p>Camera Motion: Static</p> <p>Expected Duration: 3 seconds</p> <p><i>[Description: Transition of wording for “Chat with customer to uncover their secrets”, shape circle burst effect]</i></p> <p>(direct cutover)</p>	(BGM Continues)
31	<p>(direct cutover)</p> <p><u>Showing all (customer) characters silhouette</u></p> <p>Camera Distance: Long shot to medium long shot</p> <p>Camera Angle: Eye level</p> <p>Camera Motion: Zoom in</p> <p>Expected Duration: 3 seconds</p> <p><i>[Description: Transition of Businessman wording, Confetti Explosion particle effect applied]</i></p> <p>(direct cutover)</p>	(BGM Continues)
32	<p>(direct cutover)</p> <p><u>Showing all (customer) characters silhouette</u></p> <p>Camera Distance: Long shot to medium long shot</p> <p>Camera Angle: Eye level</p> <p>Camera Motion: Zoom in</p> <p>Expected Duration: 3 seconds</p> <p><i>[Description: Transition of Schoolgirl wording, Confetti Explosion particle effect applied]</i></p> <p>(direct cutover)</p>	(BGM Continues)
33	<p>(direct cutover)</p> <p><u>Showing all (customer) characters silhouette</u></p> <p>Camera Distance: Long shot to medium long shot</p> <p>Camera Angle: Eye level</p> <p>Camera Motion: Zoom in</p> <p>Expected Duration: 3 seconds</p> <p><i>[Description: Transition of Old man wording, Confetti Explosion particle effect applied]</i></p> <p>(direct cutover)</p>	(BGM Continues)

34	<p>(direct cutover) <u>Showing all (customer) characters silhouette</u> Camera Distance: Long shot to medium long shot Camera Angle: Eye level Camera Motion: Zoom in</p> <p>Expected Duration: 3 seconds <i>[Description: Transition of Part timer wording, Confetti Explosion particle effect applied]</i></p> <p>(Shatter)</p>	(BGM Continues)
35	<p>(Fade in) <u>Display Game Title</u> Camera Distance: Long shot Camera Angle: Eye level Camera Motion: Static</p> <p>Expected Duration: 3 seconds <i>[Description: Hoodie char quickly fly over the title, ghost effect, negative color of text]</i></p> <p>(direct cutover)</p>	<p>BGM: <i>Uplifting & Energetic Pop</i> BGM Transition: Fade out Volume: Medium (40%~60%) (BGM Continues)</p>
36	<p>(Fade in) <u>Cab Car driving background</u> Camera Distance: Long shot Camera Angle: Eye level Camera Motion: Static</p> <p>Expected Duration: 3 seconds <i>[Description: Blur the background]</i></p> <p>(direct cutover)</p>	(SILENCE)
37	<p>(Fade in) <u>Game release date & platform display</u> Camera Distance: Long shot Camera Angle: Eye level Camera Motion: Static</p> <p>Expected Duration: 3 seconds <i>[Description: Transition of wording and logo "Available on Google Play"]</i></p> <p>(Fade out)</p>	(SILENCE)