# Two Column Script

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

|  |  |  |
| --- | --- | --- |
| **Shot No.** | **Video** | **Audio** |
| 1 | (Glitching effect)  Logo Display  **Camera Distance**: Long shot in black background  **Camera Angle**: Eye level  **Camera Motion**: Static  +  **Expected Duration**: 3 seconds  *[Description: glitching effect by rgb changes]*  (Glitched out) | **Sfx**: program glitching sound effect (around first 3 seconds of this video: <https://www.youtube.com/watch?v=WDkjZ_PUkZA>)  **Expected Duration**: 3 seconds |
| 2 | (Old TV effect)  View of a city scene  **Camera Distance**: Establishing shot  **Camera Angle**: High angle  **Camera Motion**: Pan  **Expected Duration**: 3 seconds  *[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]  (Old TV effect) | **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) |
| 3 | (Fade in)  Cab Car Multi-Angle View  **Camera Distance**: Medium shot  **Camera Angle**: High angle  **Camera Motion**: Pan  **Expected Duration**: 3 seconds  *[Description: From car plate behind to left door, glossy metal effect on the car]*  (no transition, direct cutover to next shot)  (^referred as *Direct Cutover* from here on) | **BGM**: *Uplifting & Energetic Pop*  (<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]) |
| 4 | (Fade in)  Cab Car Multi-Angle View  **Camera Distance**: Medium shot to medium long shot  **Camera Angle**: Low angle  **Camera Motion**: Zoom out, pan  **Expected Duration**: 3 seconds  *[Description: Zoom out from car front left tire, glossy metal effect on the car]*  (direct cutover) | **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) |
| 5 | (Fade in)  Cab Car Multi-Angle View  **Camera Distance**: Medium long shot to long shot  **Camera Angle**: Eye level  **Camera Motion**: Zoom out  **Expected Duration**: 5 seconds  *[Description: Zoom out to see the whole car, glossy metal effect on the car]*  (direct cutover) | **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) |
| 6 | (direct cutover)  Player appears  **Camera Distance**: Medium long shot  **Camera Angle**: Low angle  **Camera Motion**: Static  **Expected Duration**: 5 seconds  *[Description: Player character walk near the car focusing on legs, stop motion applied]*  (direct cutover) | **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) |
| 7 | (direct cutover)  Player opens car door  **Camera Distance**: Medium long shot  **Camera Angle**: High angle  **Camera Motion**: Zoom in  **Expected Duration**: 2 seconds  *[Description: From top of car, focusing on player’s hand movement, stop motion applied]*  (direct cutover) | **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) |
| 8 | (direct cutover)  Player enters car  **Camera Distance**: Long shot  **Camera Angle**: Eye level  **Camera Motion**: Static  **Expected Duration**: 2 seconds  *[Description: Focusing on car head, stop motion applied then stop motion disappear]*  (direct cutover) | **SFX**: Sitting Down On Office Chair Sound Effect:(<https://www.youtube.com/watch?v=zKqiukeicRo>) **Volume**: Medium/High  **Expected Duration**: 1 second  (BGM Continues) |
| 9 | (direct cutover)  Player close car door  **Camera Distance**: Long shot  **Camera Angle**: Eye level  **Camera Motion**: Static  **Expected Duration**: 2 seconds  *[Description: Focusing on car head]*  (direct cutover) | **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) |
| 10 | (direct cutover)  Car engine starts  **Camera Distance**: Long shot  **Camera Angle**: Eye level to high angle  **Camera Motion**: Pan and Tilt  **Expected Duration**: 3 seconds  *[Description: Car vibrates, car brake lights up]*  (direct cutover) | **SFX**: Car Start sfx (<https://www.youtube.com/watch?v=Z6Yb_g9XQXE&feature=youtu.be>) **Volume**: Medium/High  **Expected Duration**: 3 seconds  **SFX**: Car horn sfx (<https://www.youtube.com/watch?v=JePQqJ4I2B8>) **Volume**: Medium/High  **Expected Duration**: 1 second  (BGM Continues) |
| 11 | (direct cutover)  Car exhaust shoots dust  **Camera Distance**: Long shot  **Camera Angle**: High angle  **Camera Motion**: Static  **Expected Duration**: 2 seconds  *[Description: black particle or smoke to be applied]*  (direct cutover) | **SFX**: Drive away sfx (<https://www.youtube.com/watch?v=Z6Yb_g9XQXE&feature=youtu.be>) **Volume**: Medium/High  **Expected Duration**: 2 seconds  (BGM Continues) |
| 12 | (direct cutover)  Dust covering the screen  **Camera Distance**: Long shot  **Camera Angle**: High angle  **Camera Motion**: Static  **Expected Duration**: 3 seconds  *[Description: Camera become semi-transparent but could still see the brake light]*  (direct cutover) | **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  OR  **SFX**: Drive away sfx (<https://www.youtube.com/watch?v=Z6Yb_g9XQXE&feature=youtu.be> ) **Volume**: Medium/High  **Expected Duration**: 3 seconds  (BGM Continues) |
| 13 | (direct cutover)  Car leaves  **Camera Distance**: Long shot  **Camera Angle**: High angle to eye level  **Camera Motion**: Tilt  **Expected Duration**: 3 seconds  *[Description: Showing brake light moving]*  (direct cutover) | **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  OR  **SFX**: Drive away sfx (<https://www.youtube.com/watch?v=Z6Yb_g9XQXE&feature=youtu.be> ) **Volume**: Medium/High  **Expected Duration**: 3 seconds  (BGM Continues) |
| 14 | (direct cutover)  Dust disappears  **Camera Distance**: Long shot  **Camera Angle**: Eye level  **Camera Motion**: Static  **Expected Duration**: 3 seconds  *[Description: Camera become clear again and show surrounding without the car]*  (direct cutover) | **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) |
| 15 | (Fade in)  Showing Game Title  **Camera Distance**: Long shot  **Camera Angle**: Eye level  **Camera Motion**: Static  **Expected Duration**: 3 seconds  *[Description: Game title fall from sky to ground]*  (Fade out) | (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) |
| 16 | (Fade in)  Gameplay Video Display (Feature 01)  **Camera Distance**: Medium shot to close ups  **Camera Angle**: Eye level  **Camera Motion**: Tilt  **Expected Duration**: 3 seconds  *[Description: From pick businessman UI to Money UI, tapping effect, increase money effect]*  (direct cutover) | (BGM Continues) |
| 17 | (direct cutover)  Gameplay Video Display (Feature 01)  **Camera Distance**: Medium shot to closer ups  **Camera Angle**: Eye level  **Camera Motion**: Tilt  **Expected Duration**: 3 seconds  *[Description: From pick schoolgirl UI to Money UI, tapping effect, increase money effect]*  (direct cutover) | (BGM Continues) |
| 18 | (direct cutover)  Gameplay Video Display (Feature 01)  **Camera Distance**: Medium shot to closer ups  **Camera Angle**: Eye level  **Camera Motion**: Tilt  **Expected Duration**: 3 seconds  *[Description: From pick old man UI to Money UI, tapping effect, increase money effect]*  (direct cutover) | (BGM Continues) |
| 19 | (direct cutover)  Gameplay Video Display (Feature 01)  **Camera Distance**: Medium shot to closer ups  **Camera Angle**: Eye level  **Camera Motion**: Tilt  **Expected Duration**: 3 seconds  *[Description: From pick part timer UI to Money UI, tapping effect, increase money effect]*  (direct cutover) | (BGM Continues) |
| 20 | (direct cutover)  Game Description Animation (Feature 01)  **Camera Distance**: Long shot  **Camera Angle**: Eye level  **Camera Motion**: Static  **Expected Duration**: 3 seconds  *[Description: Transition of wording “Get 10000$ in 3 days”, shape circle burst effect]*  (Fade out) | (BGM Continues) |
| 21 | (Fade in)  Gameplay Video Display (Feature 02)  **Camera Distance**: Medium shot  **Camera Angle**: Eye level  **Camera Motion**: Static  **Expected Duration**: 3 seconds  *[Description: “Player” and “Destination”” insert glow effect, call out title for “Destination” and “Player”]*  (direct cutover) | (BGM Continues) |
| 22 | (direct cutover)  Gameplay Video Display (Feature 02)  **Camera Distance**: Medium shot  **Camera Angle**: Eye level  **Camera Motion**: Static  **Expected Duration**: 3 seconds  *[Description: Tap effect to move, 2 steps]*  (direct cutover) | (BGM Continues) |
| 23 | (direct cutover)  Gameplay Video Display (Feature 02)  **Camera Distance**: Medium shot to long shot  **Camera Angle**: Eye level  **Camera Motion**: Zoom out  **Expected Duration**: 3 seconds  *[Description: Rules scene pops out]*  (direct cutover) | (BGM Continues) |
| 24 | (direct cutover)  Gameplay Video Display (Feature 02)  **Camera Distance**: Long shot  **Camera Angle**: Eye level  **Camera Motion**: Static  **Expected Duration**: 3 seconds  *[Description: Transition of wording “6 road symbol to remember”]*  (direct cutover) | (BGM Continues) |
| 25 | (direct cutover)  Game Description Animation (Feature 02)  **Camera Distance**: Long shot  **Camera Angle**: Eye level  **Camera Motion**: Static  **Expected Duration**: 3 seconds  *[Description: Transition of wording for “More tips? Faster rides? Go find your way~ ”, shape circle burst effect]*  (Fade Out) | (BGM Continues) |
| 26 | (Fade in)  Gameplay Video Display (Feature 03)  **Camera Distance**: Medium shot  **Camera Angle**: Eye level  **Camera Motion**: Static  **Expected Duration**: 3 seconds  *[Description: Collide with the Chat symbol to trigger chat bubble, tap effect]*  (direct cutover) | (BGM Continues) |
| 27 | (direct cutover)  Gameplay Video Display (Feature 03)  **Camera Distance**: Medium shot  **Camera Angle**: Eye level  **Camera Motion**: Static  **Expected Duration**: 3 seconds  *[Description: Find normal conversation chat]*  (direct cutover) | (BGM Continues) |
| 28 | (direct cutover)  Gameplay Video Display (Feature 03)  **Camera Distance**: Medium shot  **Camera Angle**: Eye level  **Camera Motion**: Static  **Expected Duration**: 3 seconds  *[Description: Good conversation chat]*  (direct cutover) | (BGM Continues) |
| 29 | (direct cutover)  Gameplay Video Display (Feature 03)  **Camera Distance**: Medium shot  **Camera Angle**: Eye level  **Camera Motion**: Static  **Expected Duration**: 3 seconds  *[Description: Bad conversation chat]*  (direct cutover) | (BGM Continues) |
| 30 | (direct cutover)  Game Description Animation (Feature 03)  **Camera Distance**: Long shot  **Camera Angle**: Eye level  **Camera Motion**: Static  **Expected Duration**: 3 seconds  *[Description: Transition of wording for “Chat with customer to uncover their secrets”, shape circle burst effect]*  (direct cutover) | (BGM Continues) |
| 31 | (direct cutover)  Showing all (customer) characters silhouette  **Camera Distance**: Long shot to medium long shot  **Camera Angle**: Eye level  **Camera Motion**: Zoom in  **Expected Duration**: 3 seconds  *[Description: Transition of Businessman wording, Confetti Explosion particle effect applied]*  (direct cutover) | (BGM Continues) |
| 32 | (direct cutover)  Showing all (customer) characters silhouette  **Camera Distance**: Long shot to medium long shot  **Camera Angle**: Eye level  **Camera Motion**: Zoom in  **Expected Duration**: 3 seconds  *[Description: Transition of Schoolgirl wording, Confetti Explosion particle effect applied]*  (direct cutover) | (BGM Continues) |
| 33 | (direct cutover)  Showing all (customer) characters silhouette  **Camera Distance**: Long shot to medium long shot  **Camera Angle**: Eye level  **Camera Motion**: Zoom in  **Expected Duration**: 3 seconds  *[Description: Transition of Old man wording, Confetti Explosion particle effect applied]*  (direct cutover) | (BGM Continues) |
| 34 | (direct cutover)  Showing all (customer) characters silhouette  **Camera Distance**: Long shot to medium long shot  **Camera Angle**: Eye level  **Camera Motion**: Zoom in  **Expected Duration**: 3 seconds  *[Description: Transition of Part timer wording, Confetti Explosion particle effect applied]*  (Shatter) | (BGM Continues) |
| 35 | (Fade in)  Display Game Title  **Camera Distance**: Long shot  **Camera Angle**: Eye level  **Camera Motion**: Static  **Expected Duration**: 3 seconds  *[Description: Hoodie char quickly fly over the title, ghost effect, negative color of text]*  (direct cutover) | **BGM**: *Uplifting & Energetic Pop*  **BGM Transition**: Fade out  **Volume**: Medium (40%~60%)  (BGM Continues) |
| 36 | (Fade in)  Cab Car driving background  **Camera Distance**: Long shot  **Camera Angle**: Eye level  **Camera Motion**: Static  **Expected Duration**: 3 seconds  *[Description: Blur the background]*  (direct cutover) | (SILENCE) |
| 37 | (Fade in)  Game release date & platform display  **Camera Distance**: Long shot  **Camera Angle**: Eye level  **Camera Motion**: Static  **Expected Duration**: 3 seconds  *[Description: Transition of wording and logo “Available on Google Play”]*  (Fade out) | (SILENCE) |