# Two Column Script

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

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| **VIDEO** | **AUDIO** |
| FADE IN  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]*  FADE OUT | **Sfx**: program glitching sound effect  **Expected Duration**: 3 seconds |
| (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  **Expected Duration**: 3 seconds |
| 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]*  CUT TO | **BGM**: *Uplifting & Energetic Pop*  **BGM Transition**: Fade in  **Volume**: Medium (40%~60%)  **Expected Duration**: Until the end of the trailer  (BGM Continues) |
| 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]*  CUT TO | **SFX**: Zoom in and out sfx **Volume**: Low/Medium  **Expected Duration**: Play at the moment of zooming  (BGM Continues) |
| 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]*  CUT TO | **SFX**: Zoom in and out sfx **Volume**: Low/Medium  **Expected Duration**: Play at the moment of zooming  (BGM Continues) |
| CUT TO  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]*  CUT TO | **SFX**: Footsteps on concrete sound effect **Volume**: Medium/High  **Expected Duration**: Play when the player is walking  (BGM Continues) |
| CUT TO  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]*  CUT TO | **SFX**: Car Door Open Close Sound Effect **Volume**: Medium/High  **Expected Duration**: Play when the player opens the door  (BGM Continues) |
| CUT TO  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]*  CUT TO | **SFX**: Sitting Down On Office Chair Sound Effect **Volume**: Medium/High  **Expected Duration**: 1 second  (BGM Continues) |
| CUT TO  Player close car door  **Camera Distance**: Long shot  **Camera Angle**: Eye level  **Camera Motion**: Static  **Expected Duration**: 2 seconds  *[Description: Focusing on car head]*  CUT TO | **SFX**: Car Door Open Close Sound Effect **Volume**: Medium/High  **Expected Duration**: Play when the player closes the door  (BGM Continues) |
| CUT TO  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]*  CUT TO | **SFX**: Car Start sfx **Volume**: Medium/High  **Expected Duration**: 3 seconds  **SFX**: Car horn sfx **Volume**: Medium/High  **Expected Duration**: 1 second  (BGM Continues) |
| CUT TO  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]*  CUT TO | **SFX**: Drive away sfx  **Volume**: Medium/High  **Expected Duration**: 2 seconds  (BGM Continues) |
| CUT TO  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]*  CUT TO | **SFX**: city street noise Sound Effect **Volume**: Medium/High  **Expected Duration**: 3 seconds  *OR*  **SFX**: Drive away sfx **Volume**: Medium/High  **Expected Duration**: 3 seconds  (BGM Continues) |
| CUT TO  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]*  CUT TO | **SFX**: city street noise Sound Effect **Volume**: Medium/High  **Expected Duration**: 3 seconds  *OR*  **SFX**: Drive away sfx **Volume**: Medium/High  **Expected Duration**: 3 seconds  (BGM Continues) |
| CUT TO  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]*  CUT TO | **SFX**: Drive away sfx **Volume**: Medium/High **Transition**: Fade out  **Expected Duration**: 3 seconds  (BGM Continues) |
| 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 **Volume**: Medium/High  **Expected Duration**: Plays when the title appears  (BGM Continues) |
| 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]*  CUT TO | (BGM Continues) |
| CUT TO  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]*  CUT TO | (BGM Continues) |
| CUT TO  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]*  CUT TO | (BGM Continues) |
| CUT TO  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]*  CUT TO | (BGM Continues) |
| CUT TO  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]*  CUT TO | (BGM Continues) |
| CUT TO  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”]*  CUT TO | (BGM Continues) |
| CUT TO  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]*  CUT TO | (BGM Continues) |
| CUT TO  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]*  CUT TO | (BGM Continues) |
| CUT TO  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 symbols to remember”]*  CUT TO | (BGM Continues) |
| CUT TO  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]*  CUT TO | (BGM Continues) |
| 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]*  CUT TO | (BGM Continues) |
| CUT TO  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]*  CUT TO | (BGM Continues) |
| CUT TO  Gameplay Video Display (Feature 03)  **Camera Distance**: Medium shot  **Camera Angle**: Eye level  **Camera Motion**: Static  **Expected Duration**: 3 seconds  *[Description: Good conversation chat]*  CUT TO | (BGM Continues) |
| CUT TO  Gameplay Video Display (Feature 03)  **Camera Distance**: Medium shot  **Camera Angle**: Eye level  **Camera Motion**: Static  **Expected Duration**: 3 seconds  *[Description: Bad conversation chat]*  CUT TO | (BGM Continues) |
| CUT TO  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]*  CUT TO | (BGM Continues) |
| CUT TO  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]*  CUT TO | (BGM Continues) |
| CUT TO  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]*  CUT TO | (BGM Continues) |
| CUT TO  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]*  CUT TO | (BGM Continues) |
| CUT TO  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) |
| 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]*  CUT TO | **BGM**: *Uplifting & Energetic Pop*  **BGM Transition**: Fade out  **Volume**: Medium (40%~60%)  (BGM Continues) |
| 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]*  CUT TO | (SILENCE) |
| 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) |