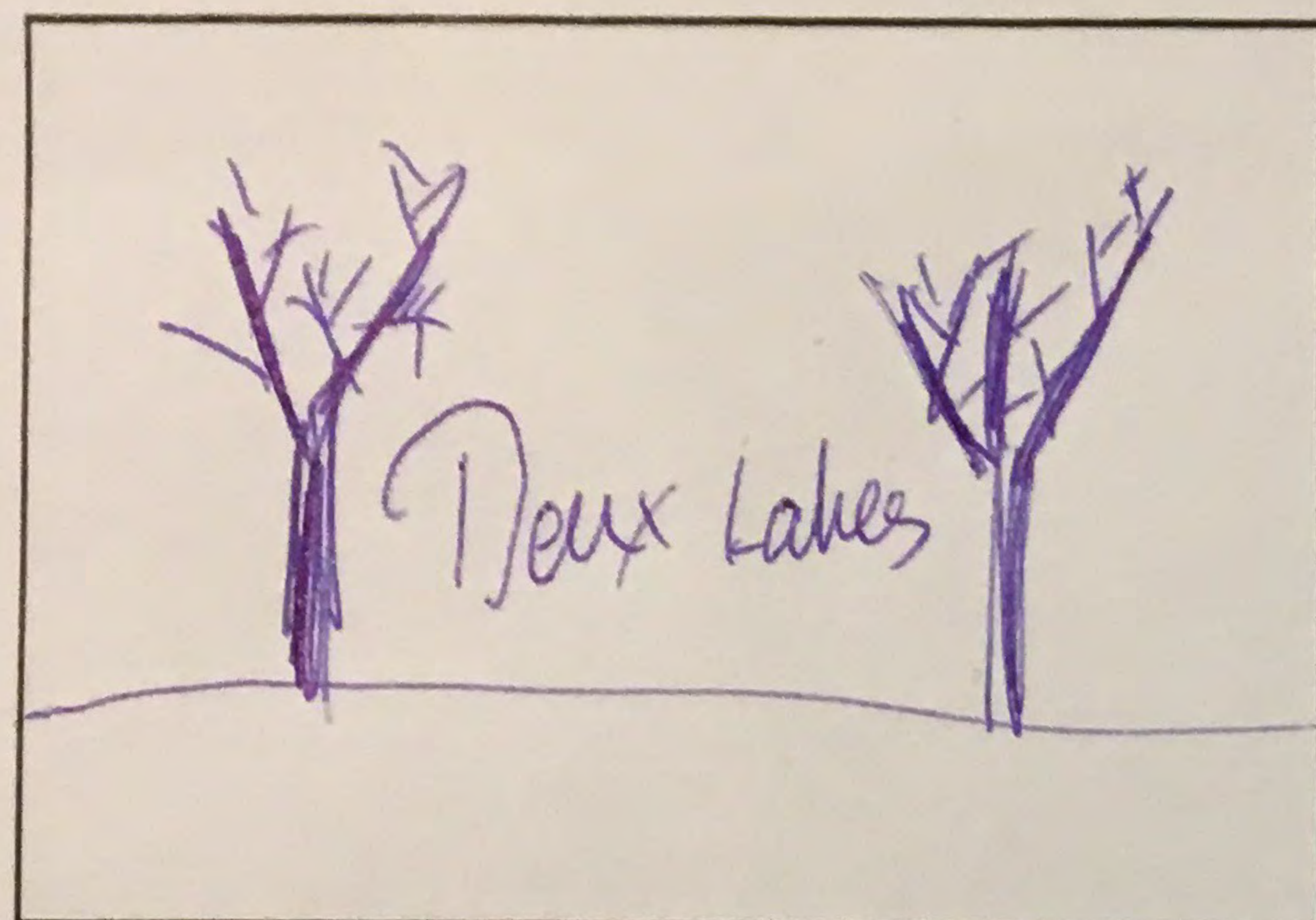


# Storyboard

## *Two Lakes*

Emily Bennett  
Celia Zimmermann  
Elisabet Ros Valsdottir  
Ekaterina Gerhardt-Pedersen  
Annabelle Goldsworthy





Sortedam. Wide/long shot

Dialog:

no dialog

sound:

music

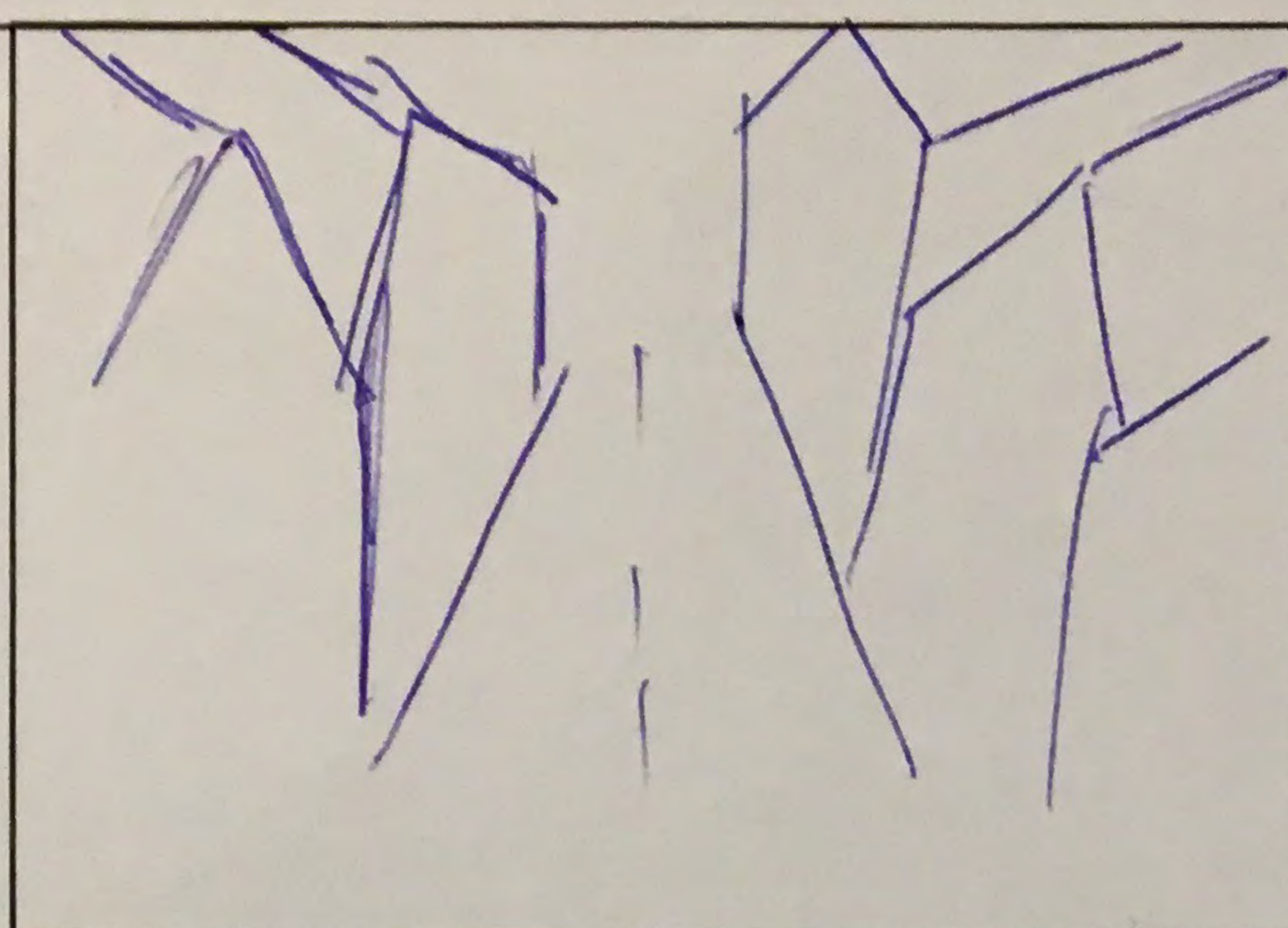


Neptune/Nilen  
upclose medium ls.

Dialog:

sound:

-ll-



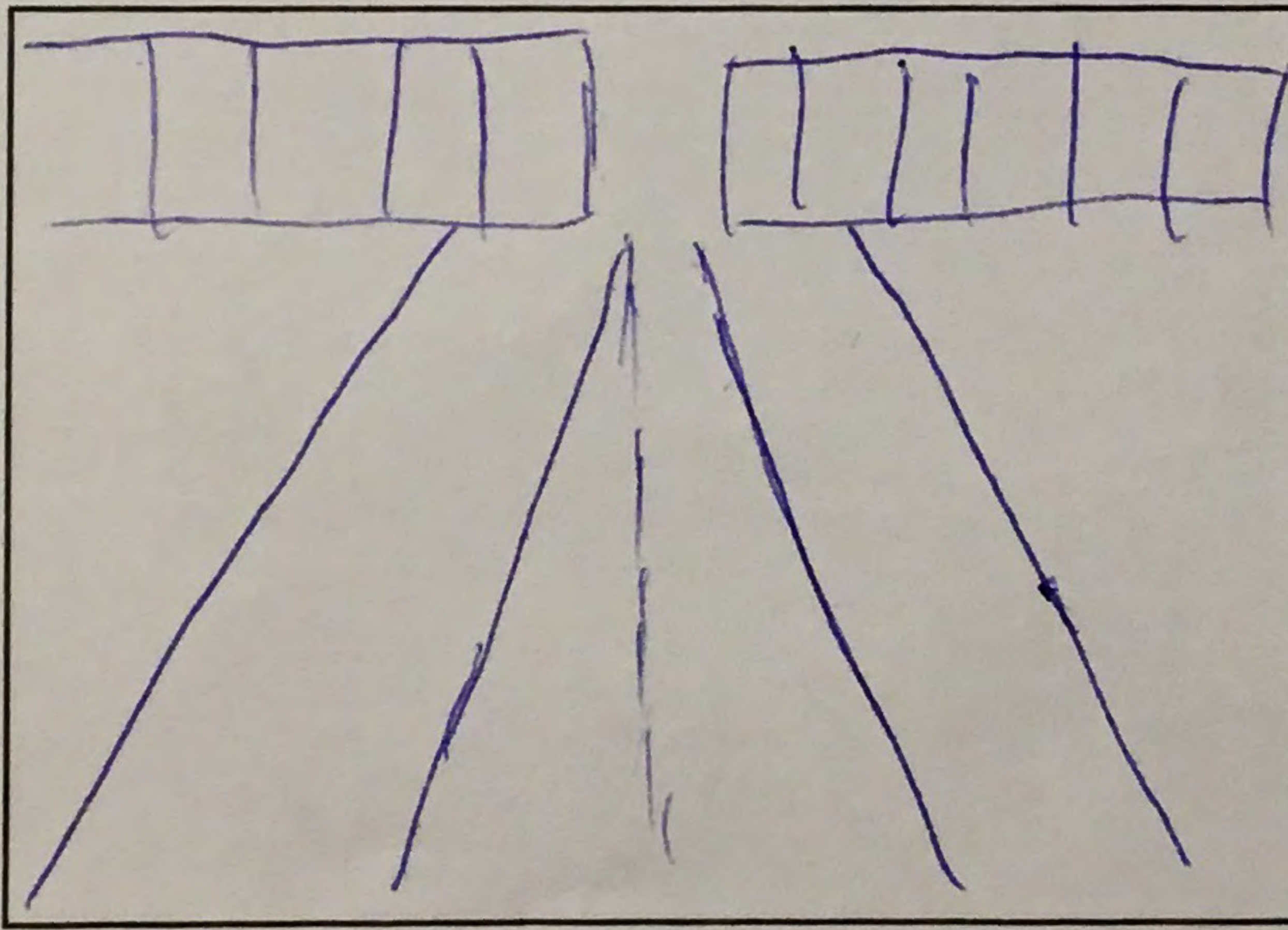
bertoff/rallierne. Wide/long shot

Dialog:

Groupy men starts  
talking about where he  
grew up

sound:

dialog and music



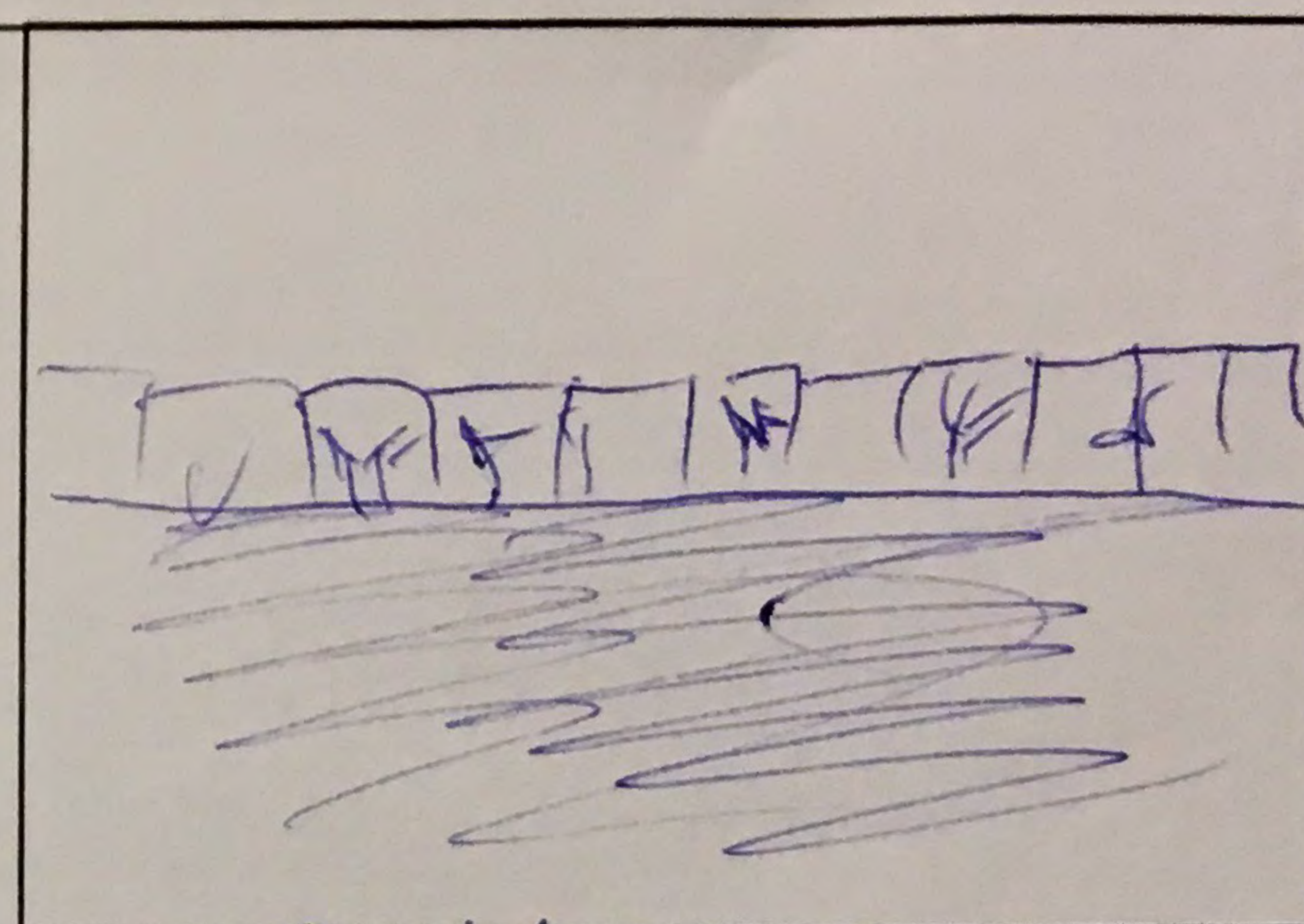
action:

The bridge Long shot  
Dronningen Louise Bro

Dialog:

sound:

Dialog and music



action:

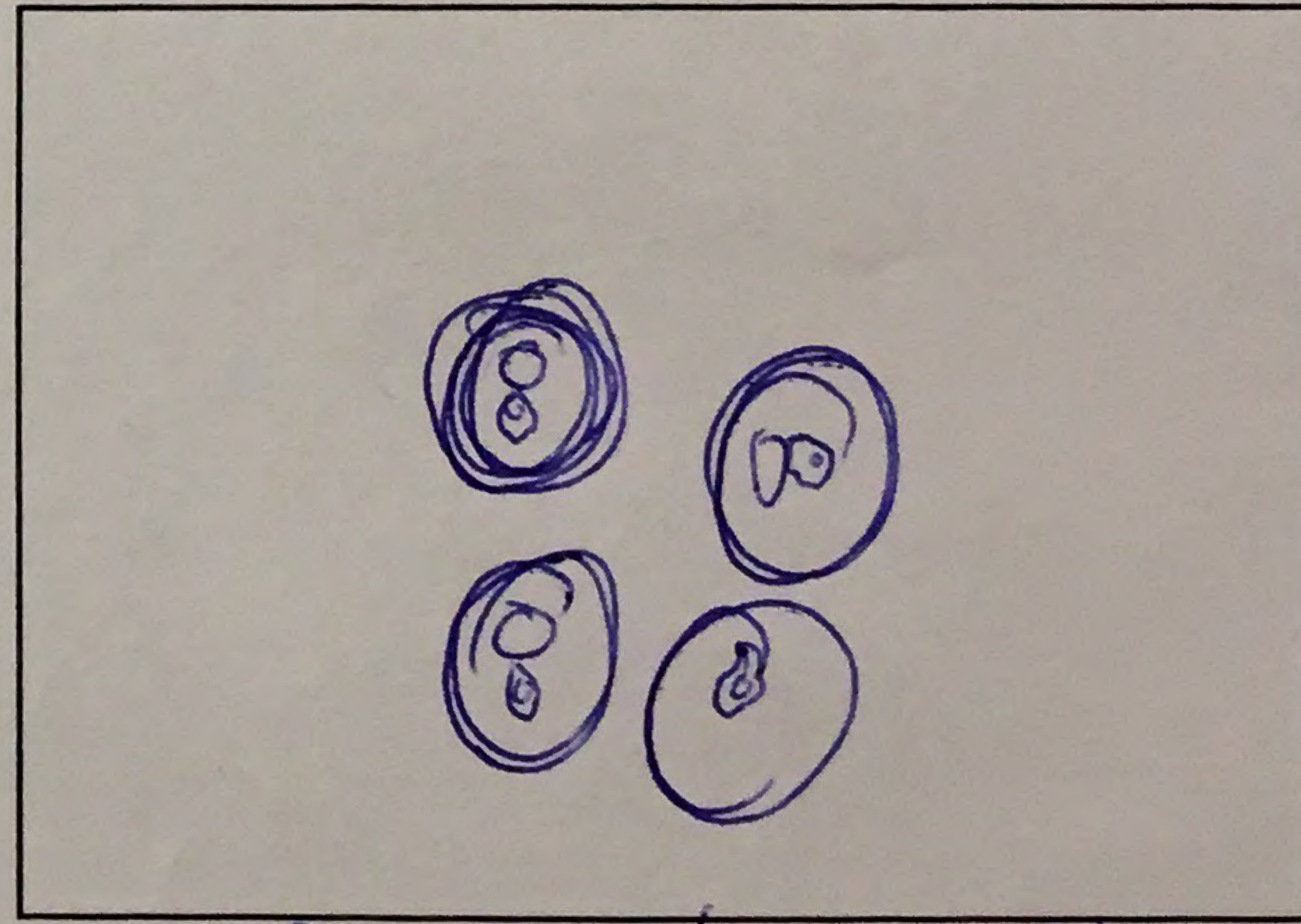
The lake

Wide/long shot

Dialog:

sound:

dialog and music



action:

Beers cheers. Close-up

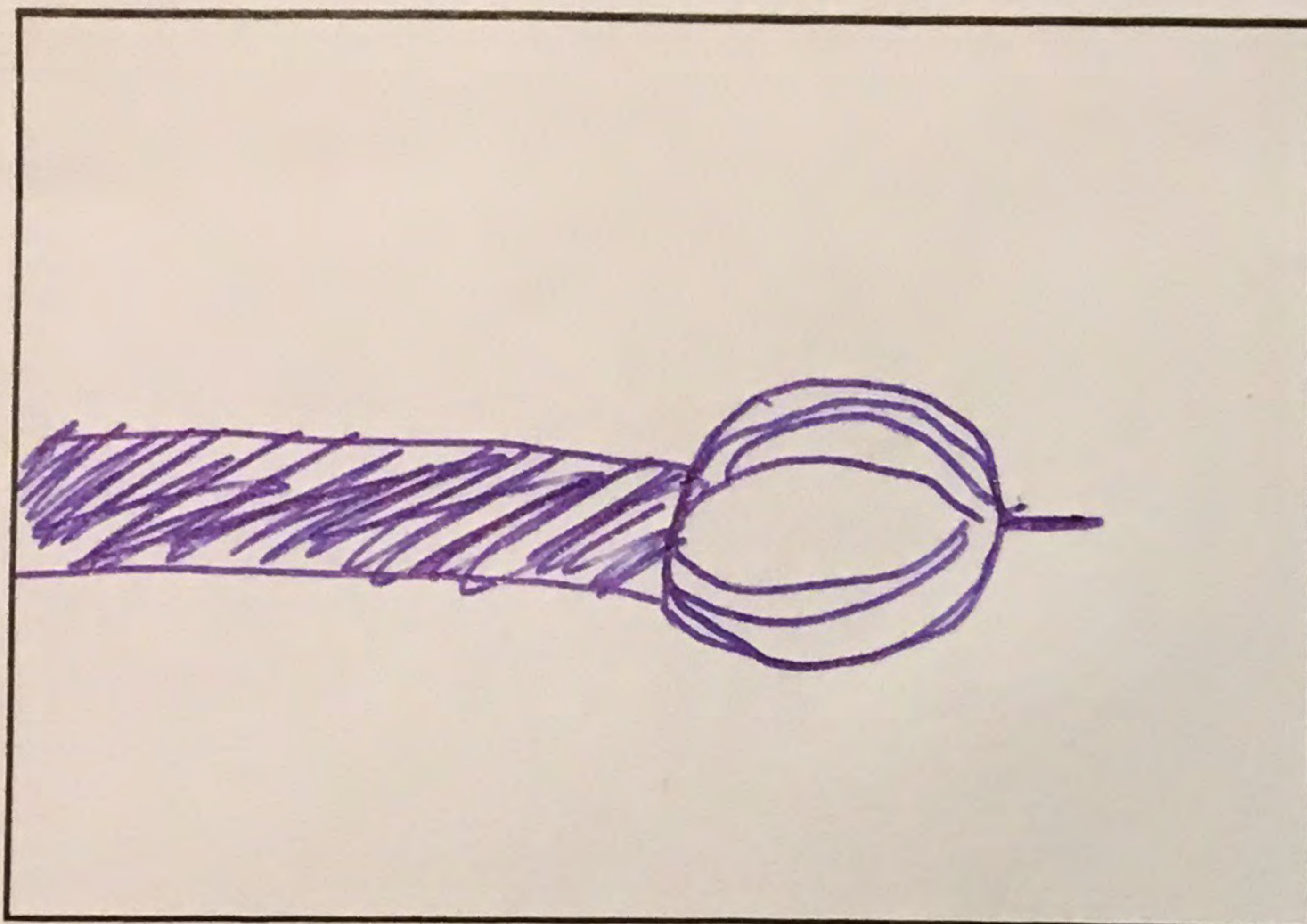
Dialog:

Talking about drinking and  
fun.

sound:

-ll-

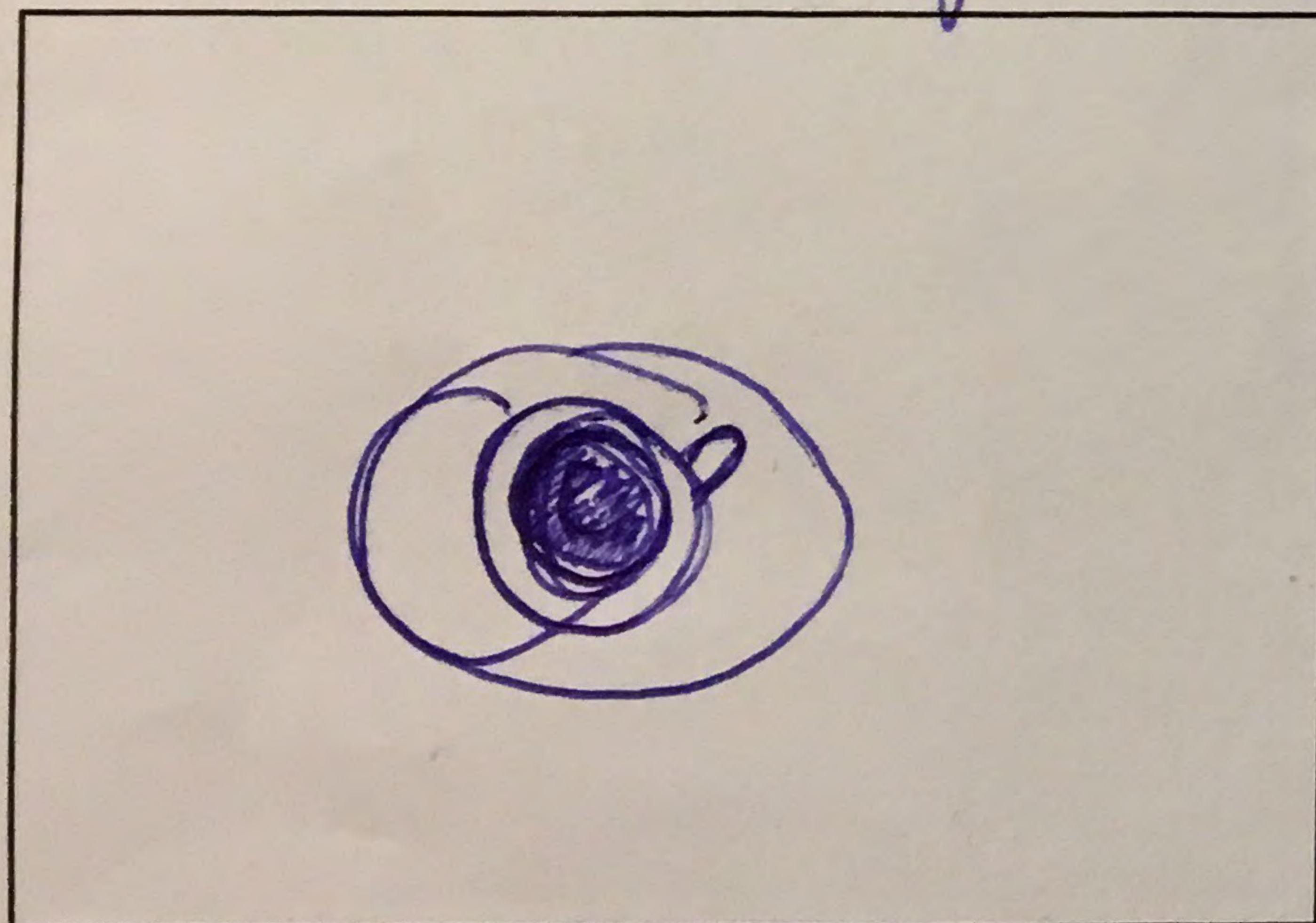




lamp sideways. medium shot

Dialog:

sound: music & dialog

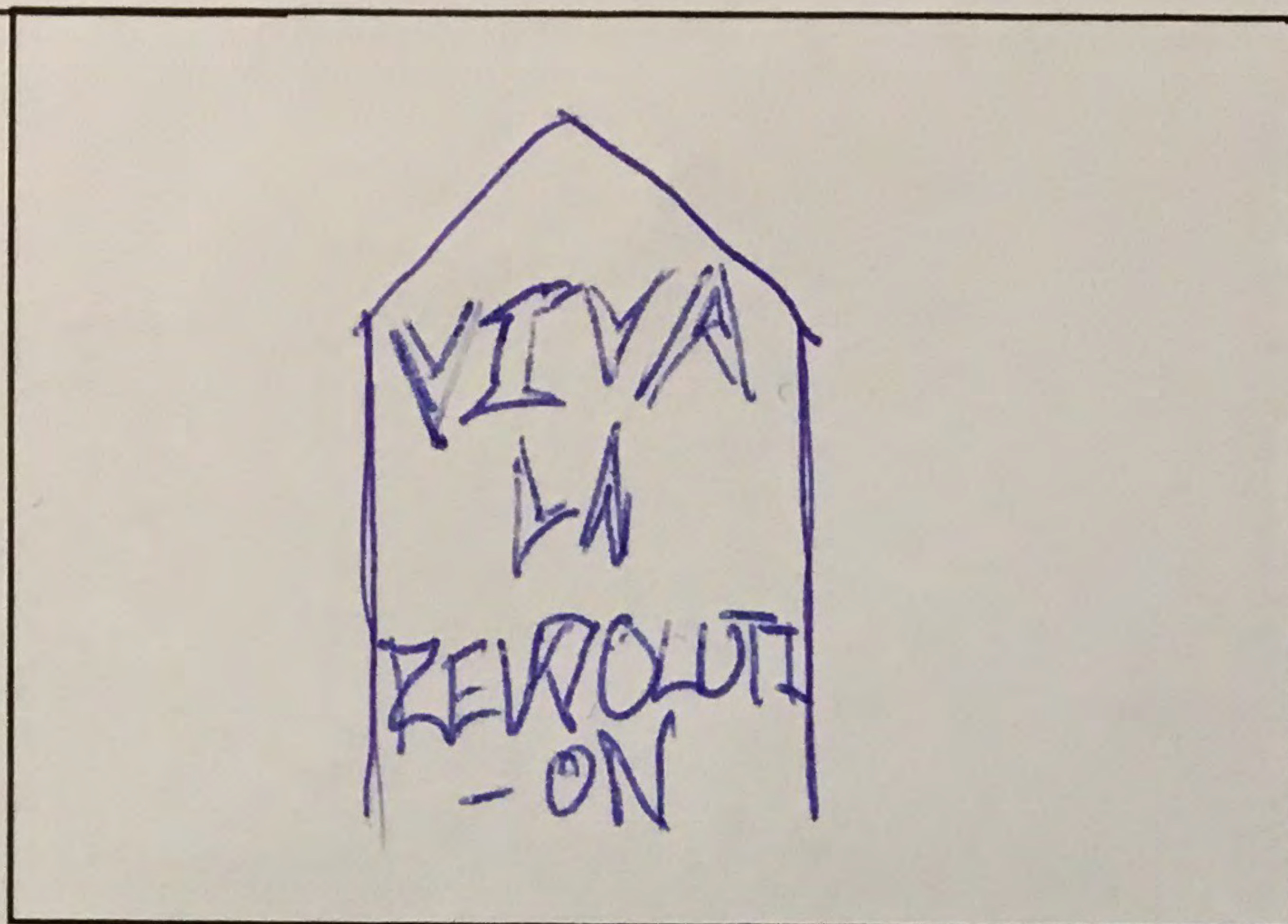


café from above. Close-up/  
medium shot

Dialog:

grumpy man complains about  
lazy people = too much time

sound:

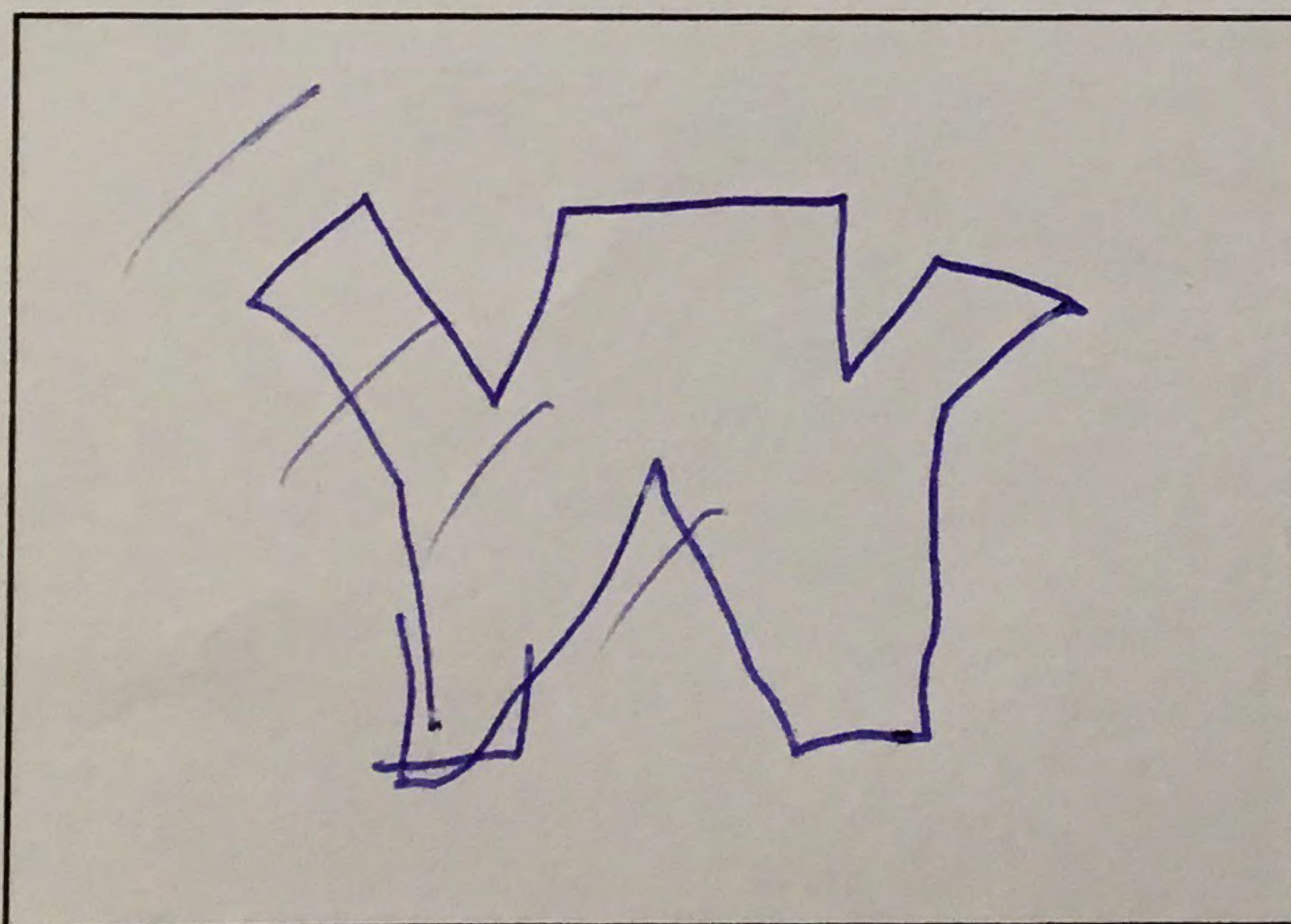


graffiti. Long shot.

Dialog:

complaining about graffiti

sound:



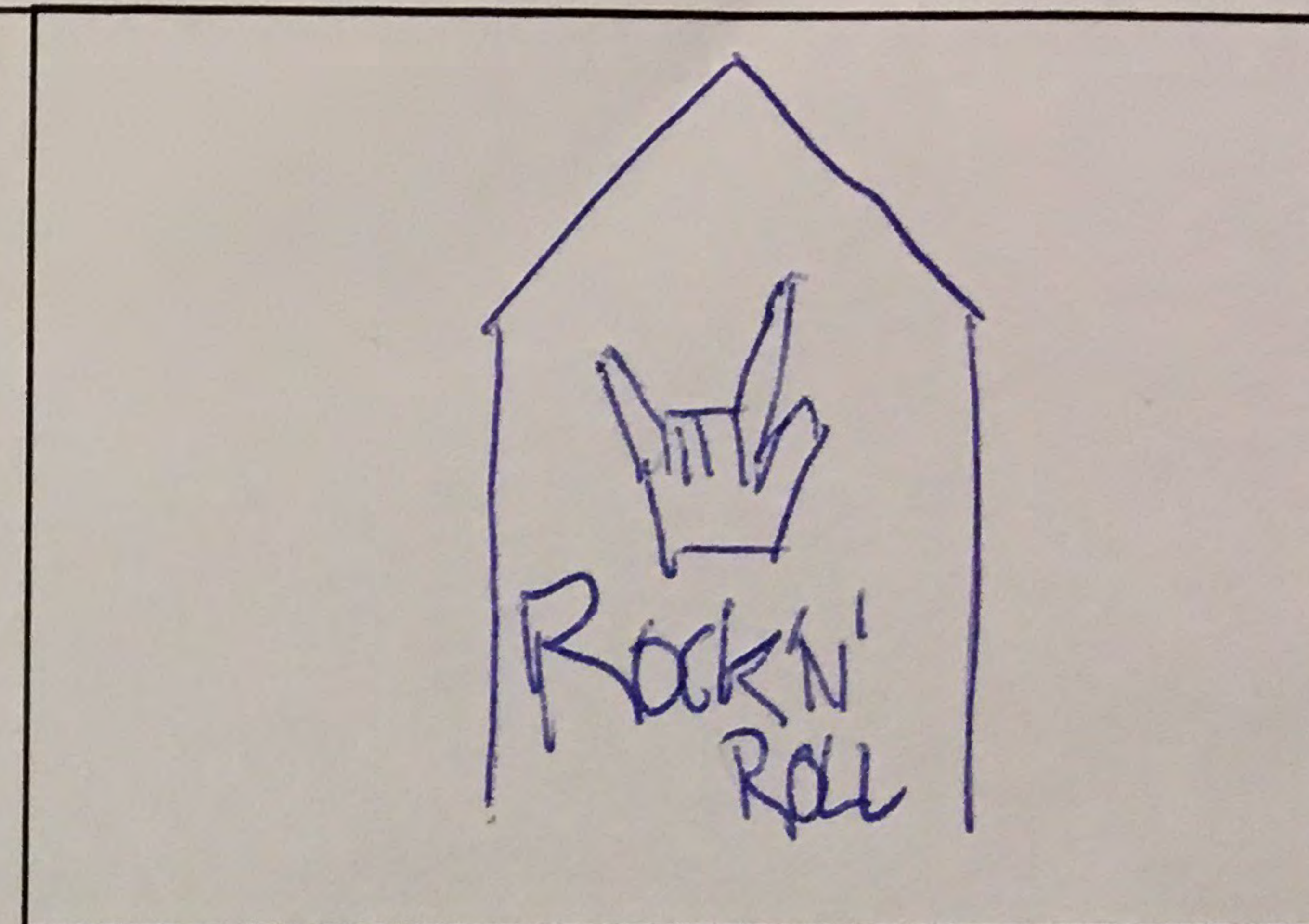
action:

~~café~~ sculpt here Torv from

Dialog:

inside the café. Long shot.

sound:

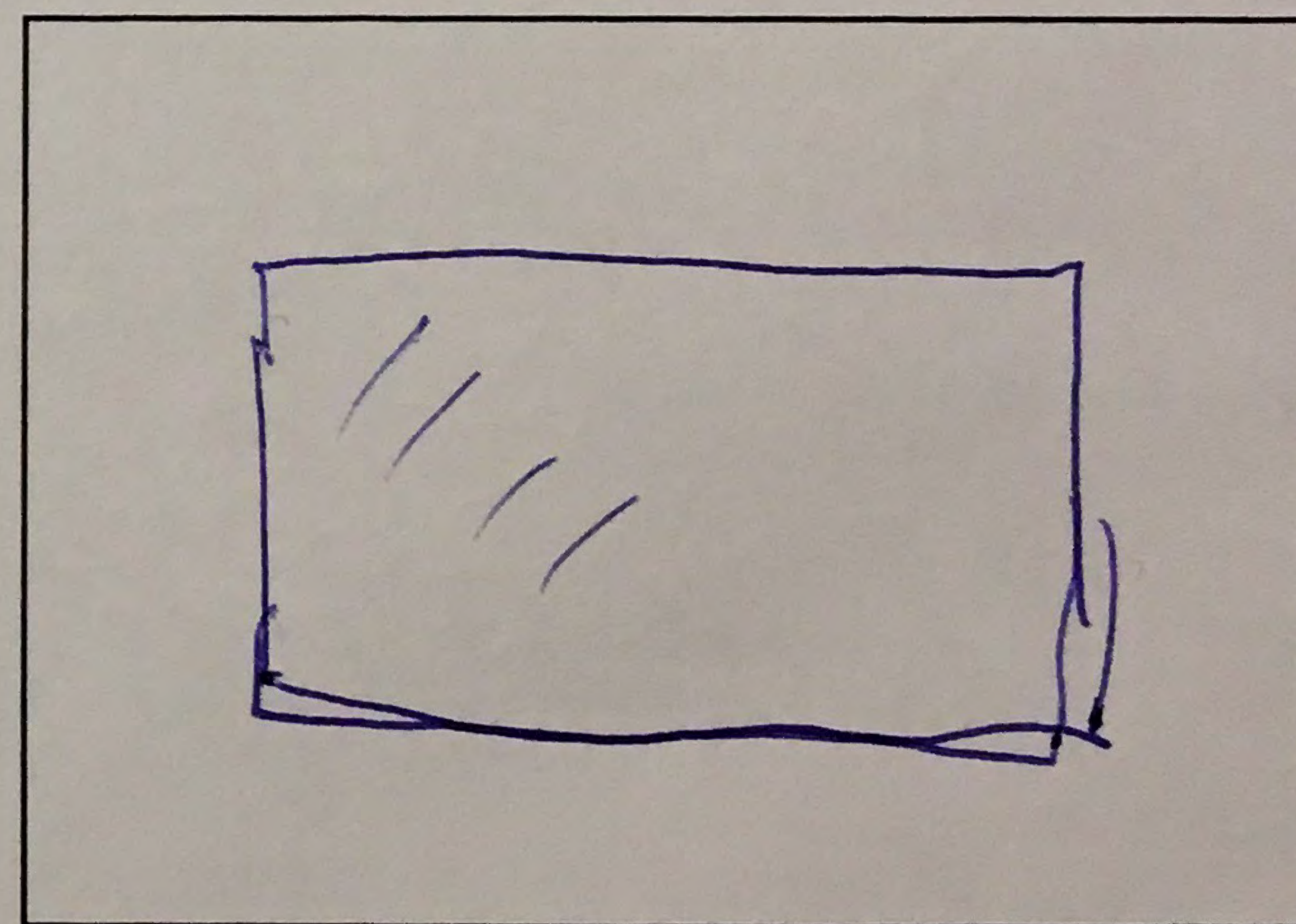


action:

graffiti Long shot.

Dialog:

sound:



action:

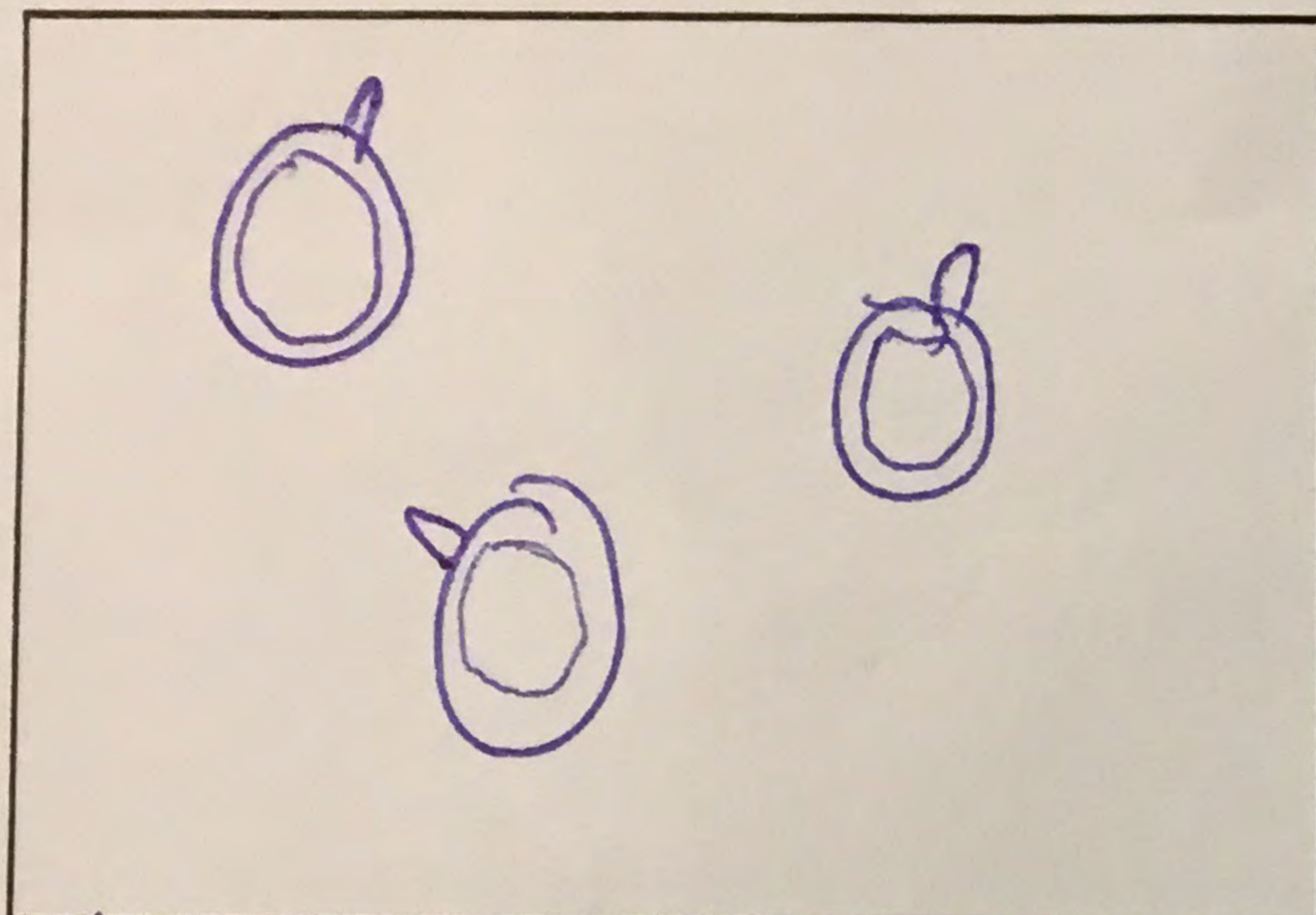
people at café from outside

Dialog:

medium shot

sound:





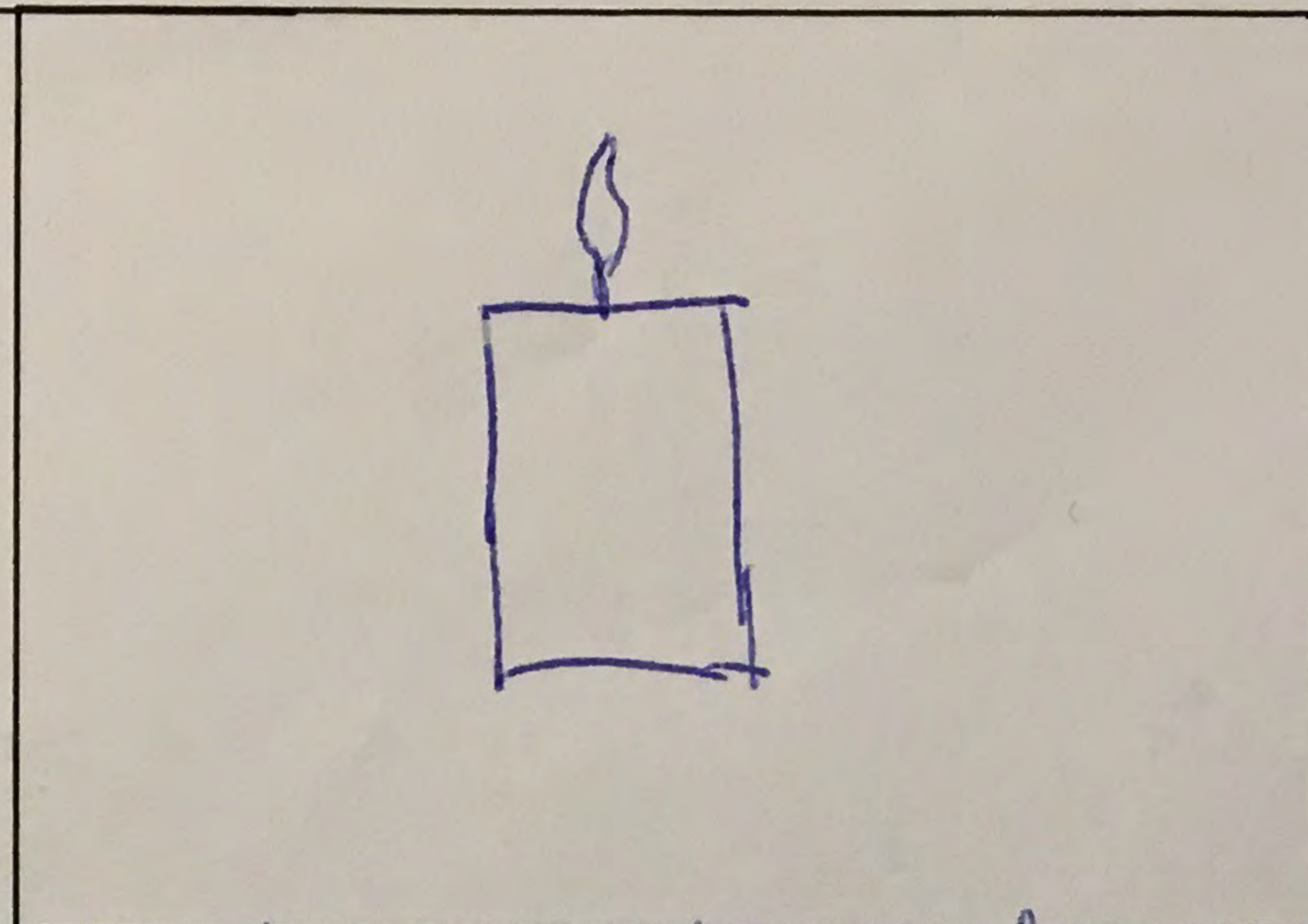
Shot of people drinking coffee from above.

Dialog: Close up.

Complains about fancy coffees

sound:

—||—



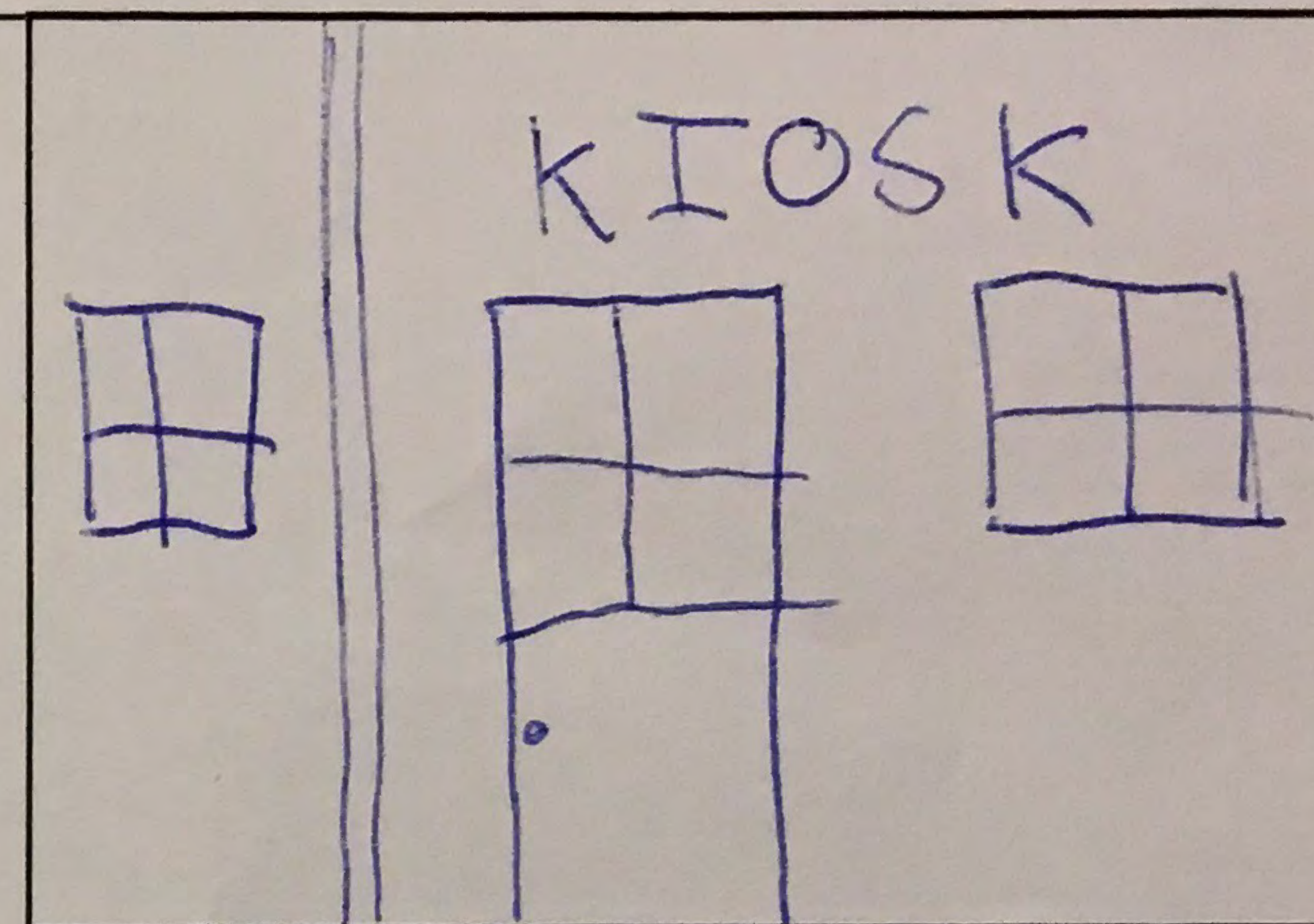
Candle burning, showing hygge. Close up

Dialog:

Talks a bit about hygge

sound:

—||—

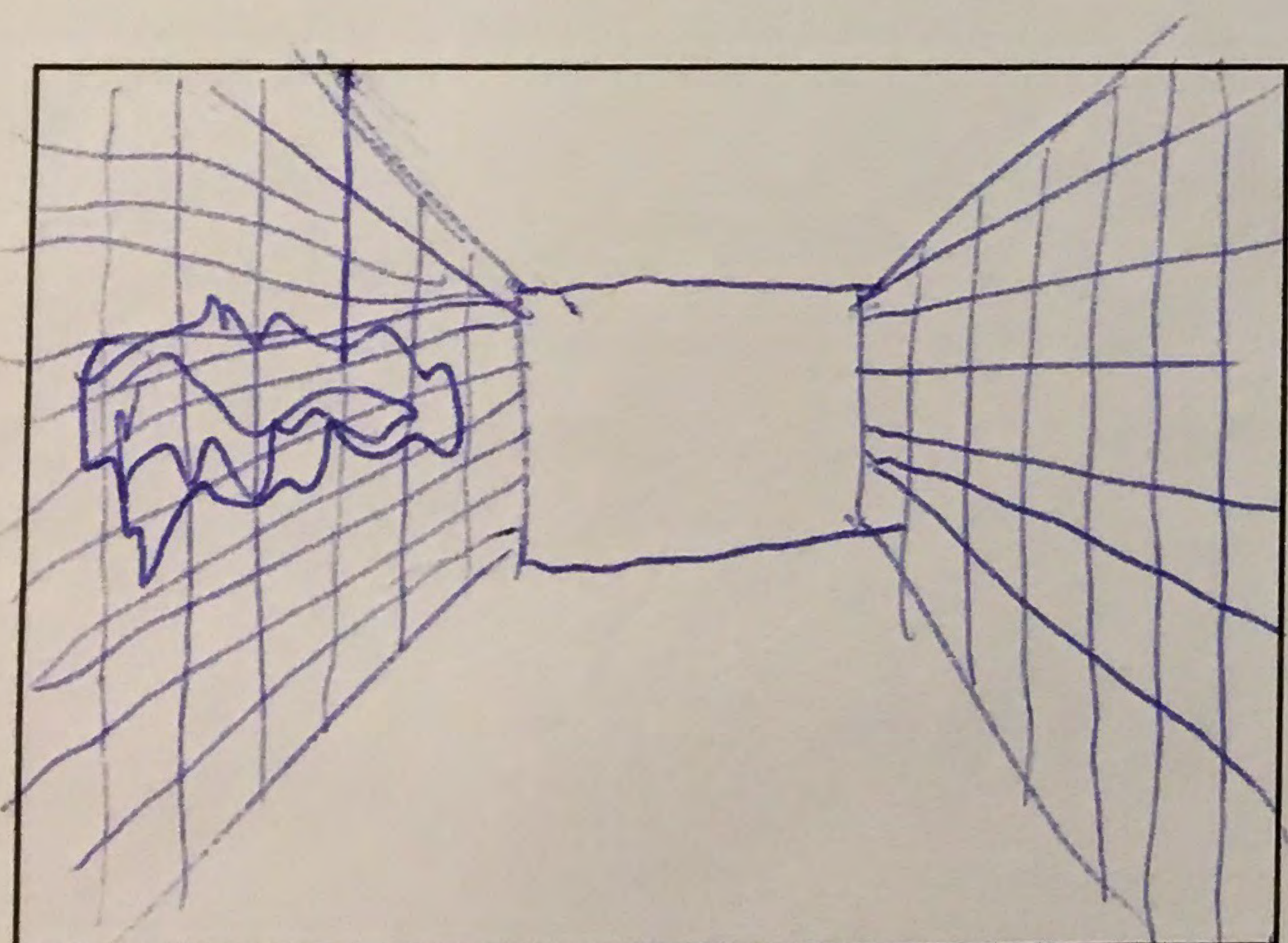


action: Colourful walls and kiosk. Medium shot

Dialog:

sound:

—||—



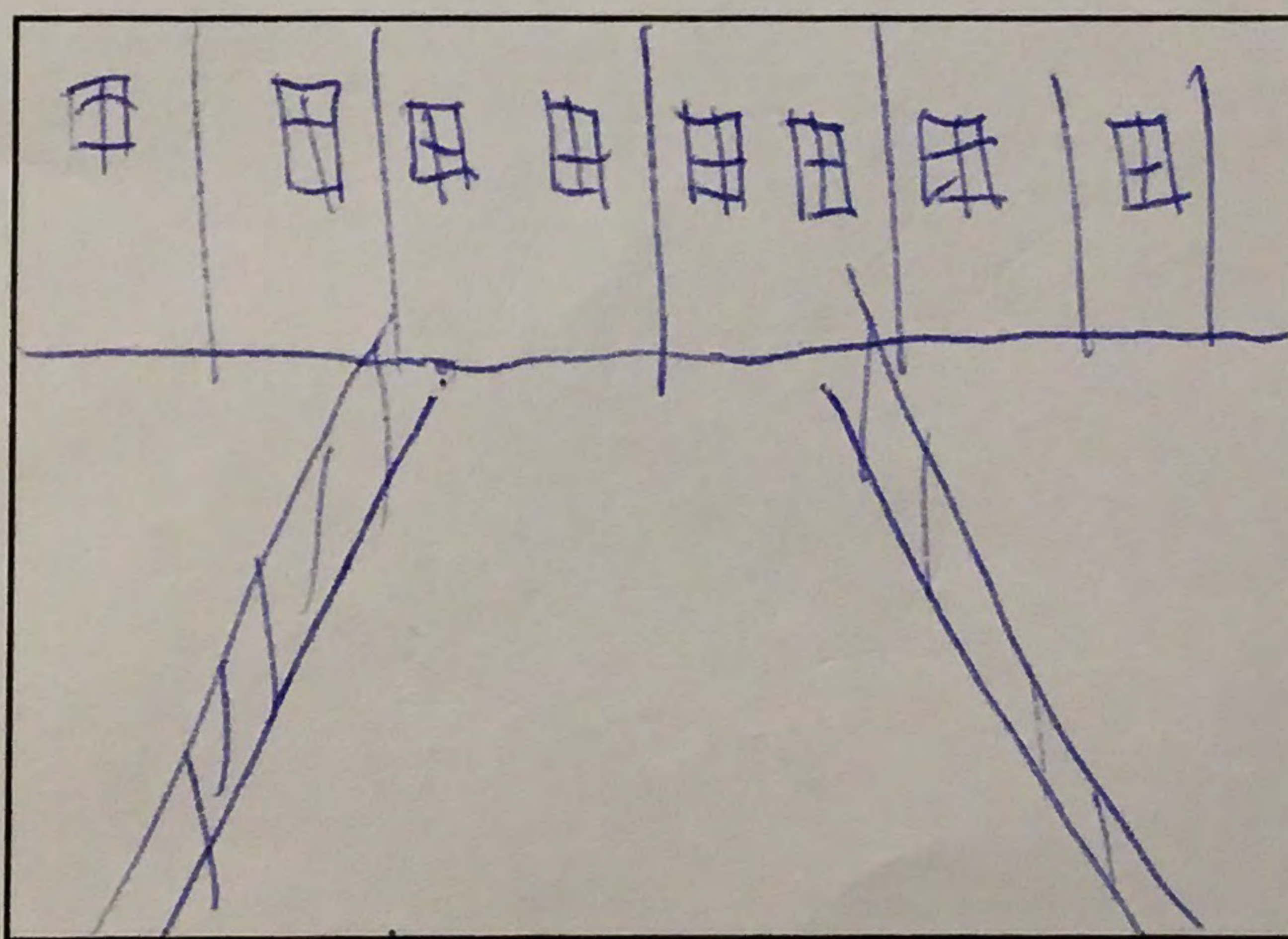
graffiti Shot from inside tunnel Long shot, centered.

Dialog:

Complains more about graffiti

sound:

—||—

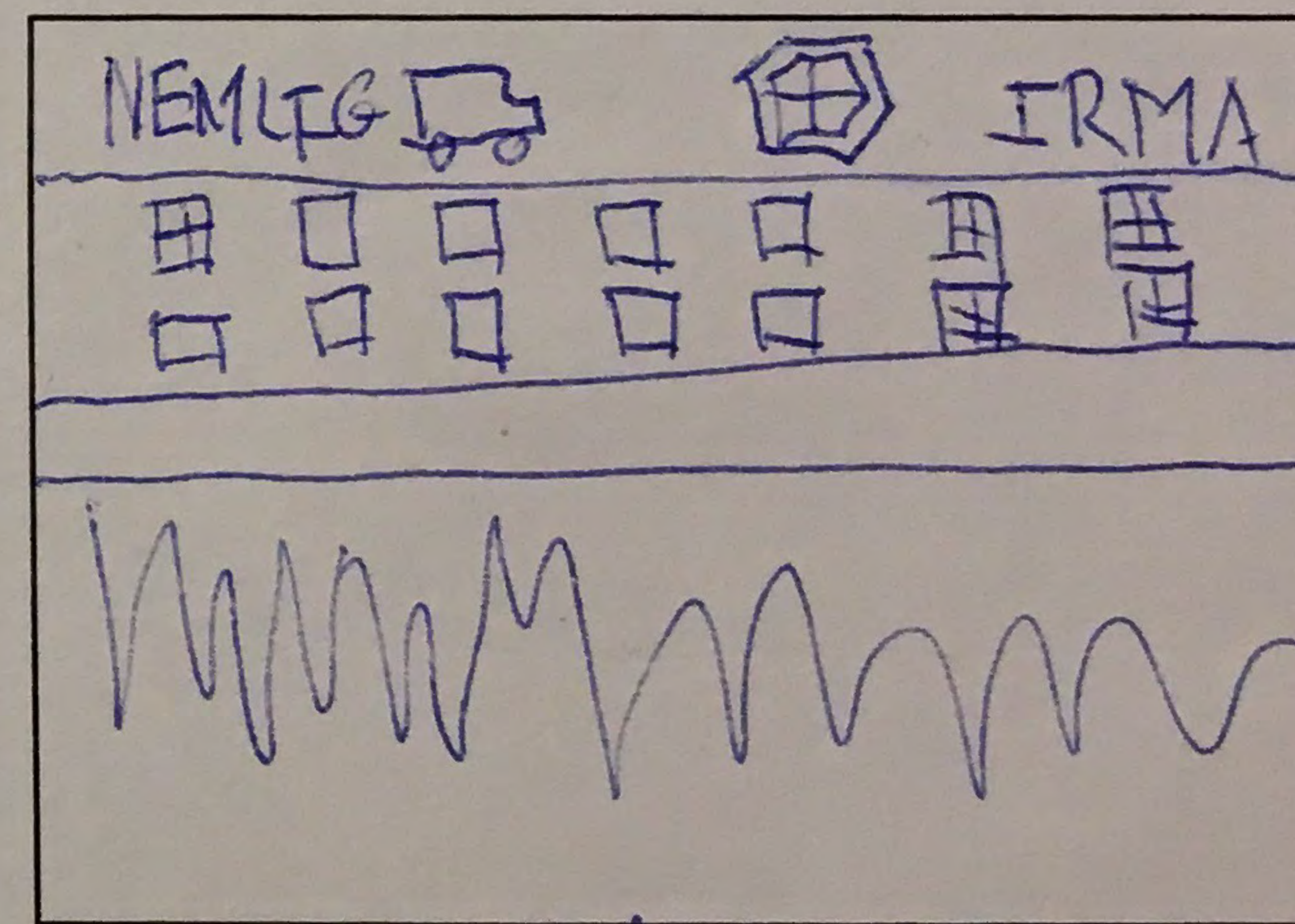


action: Bridge across middle of lake, dark shots. Long shot

Dialog:

sound:

—||—



action: Night shot of neon lights and reflection on lake. Long shot

Dialog:

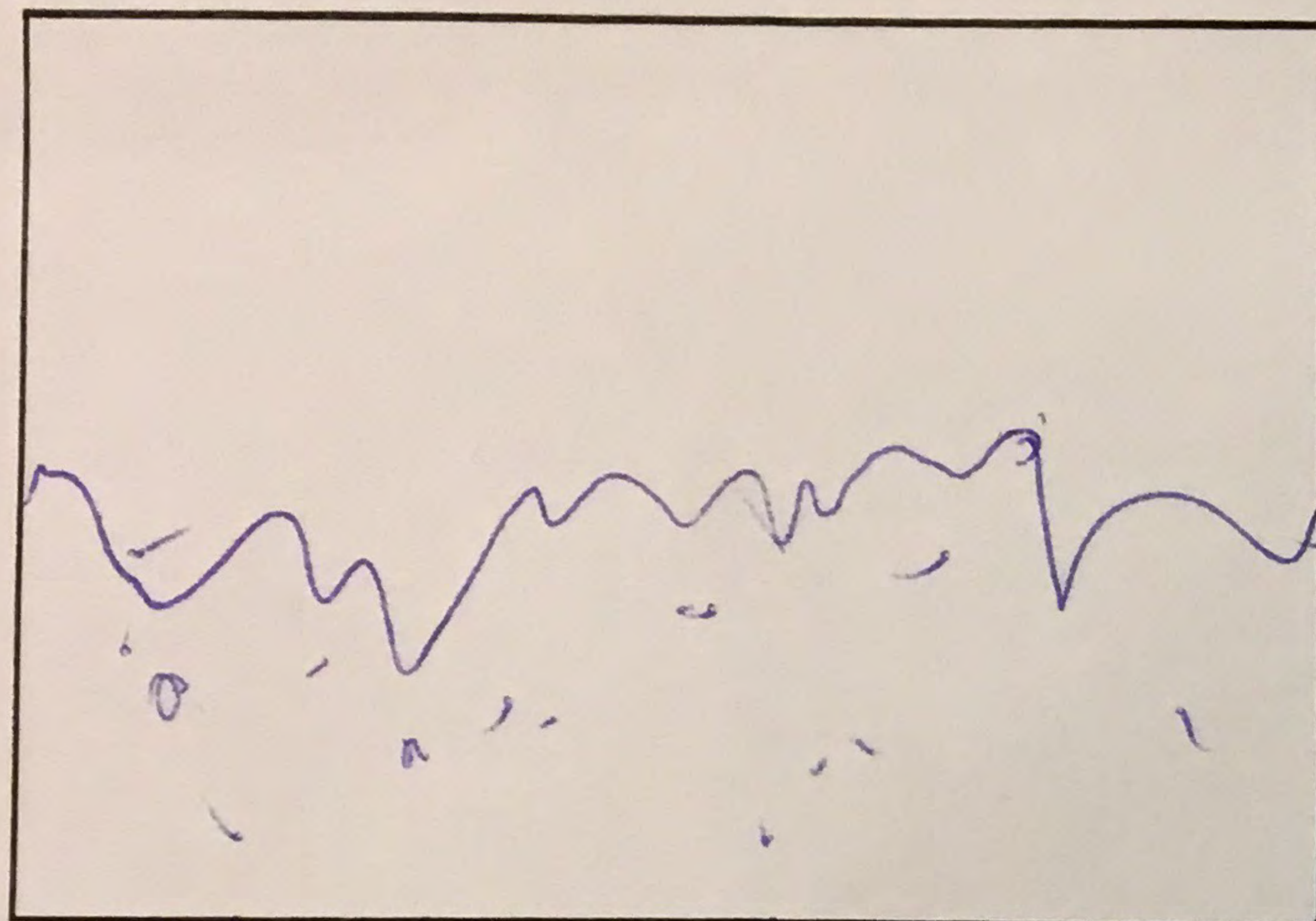
Complains about egg hen sign

sound:

—||—

leaving

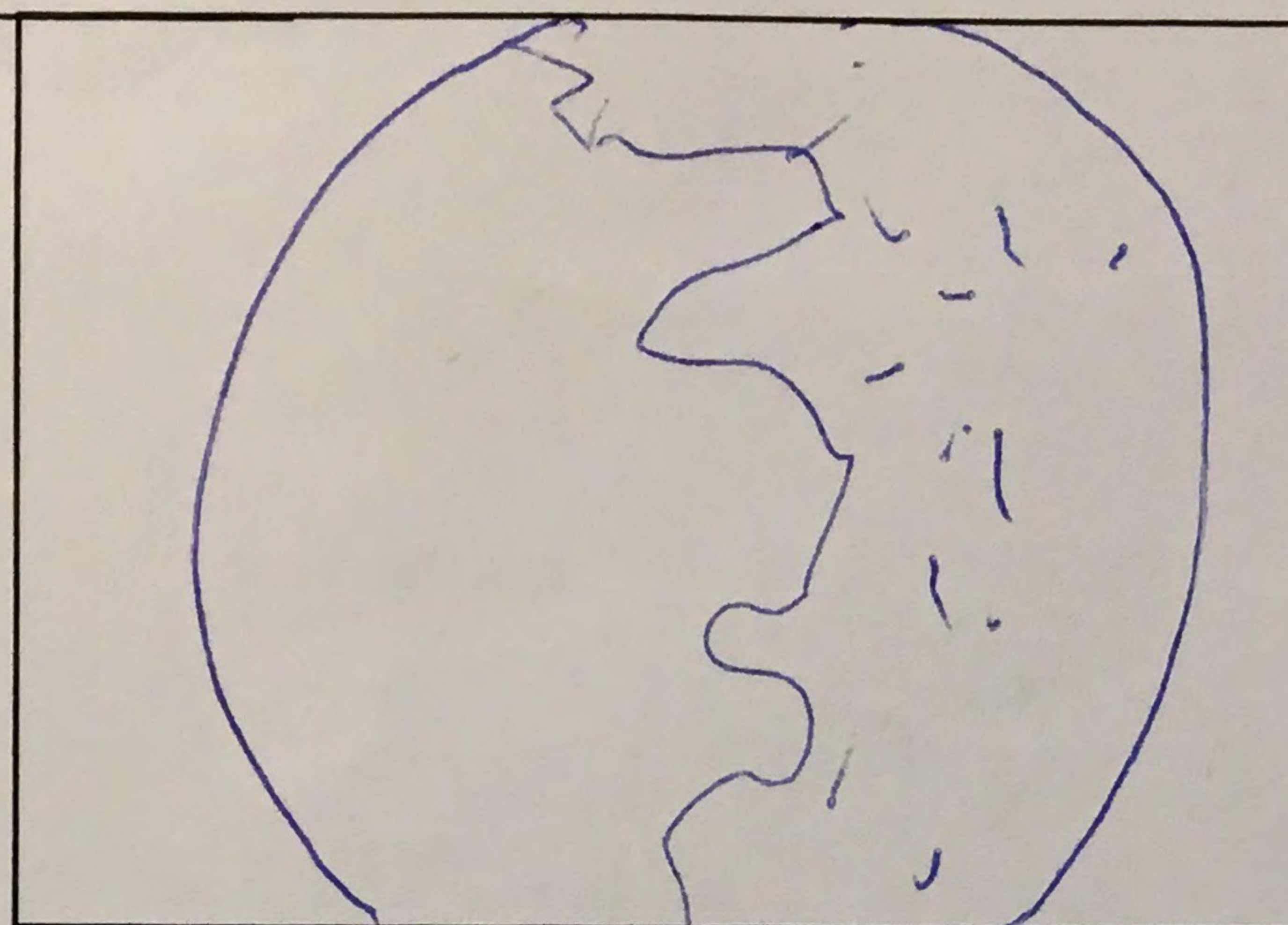




Water and foam of lake.  
Close-up.

Dialog: Talks about a few  
things he likes walking  
around lake

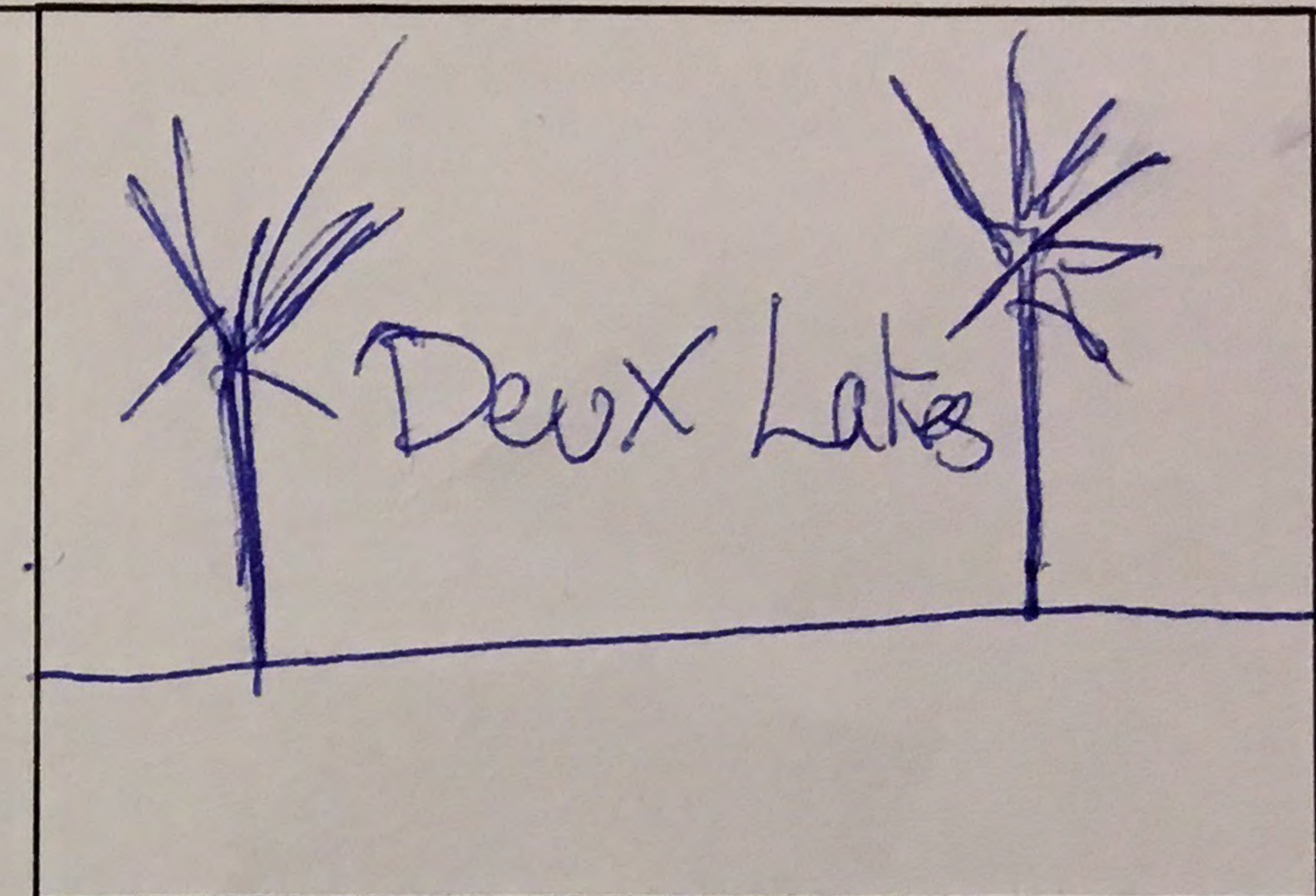
sound: -||-



Beer shot  
Close up.

Dialog: -||-

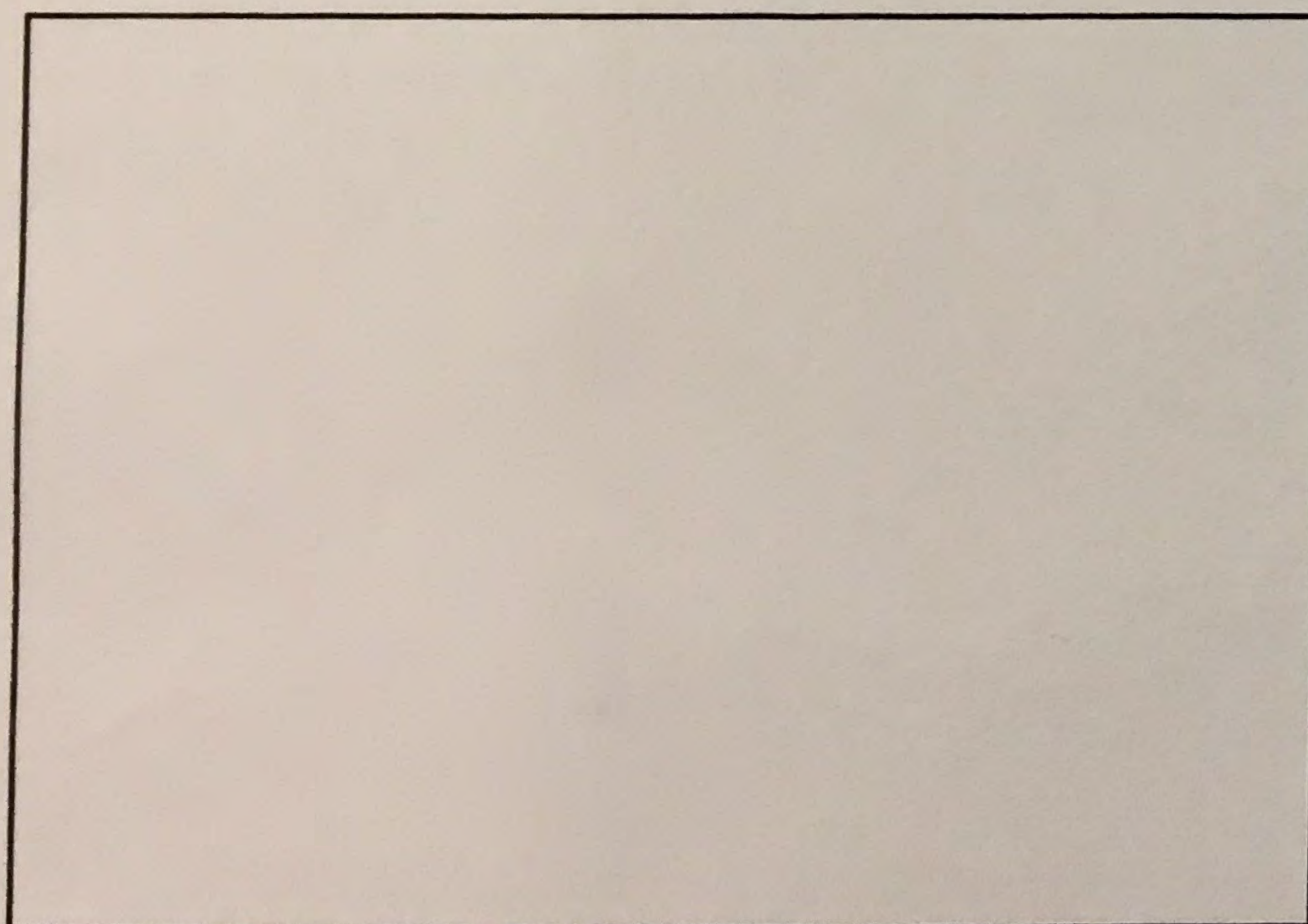
sound: -||-



action: Sortedam. Long shot

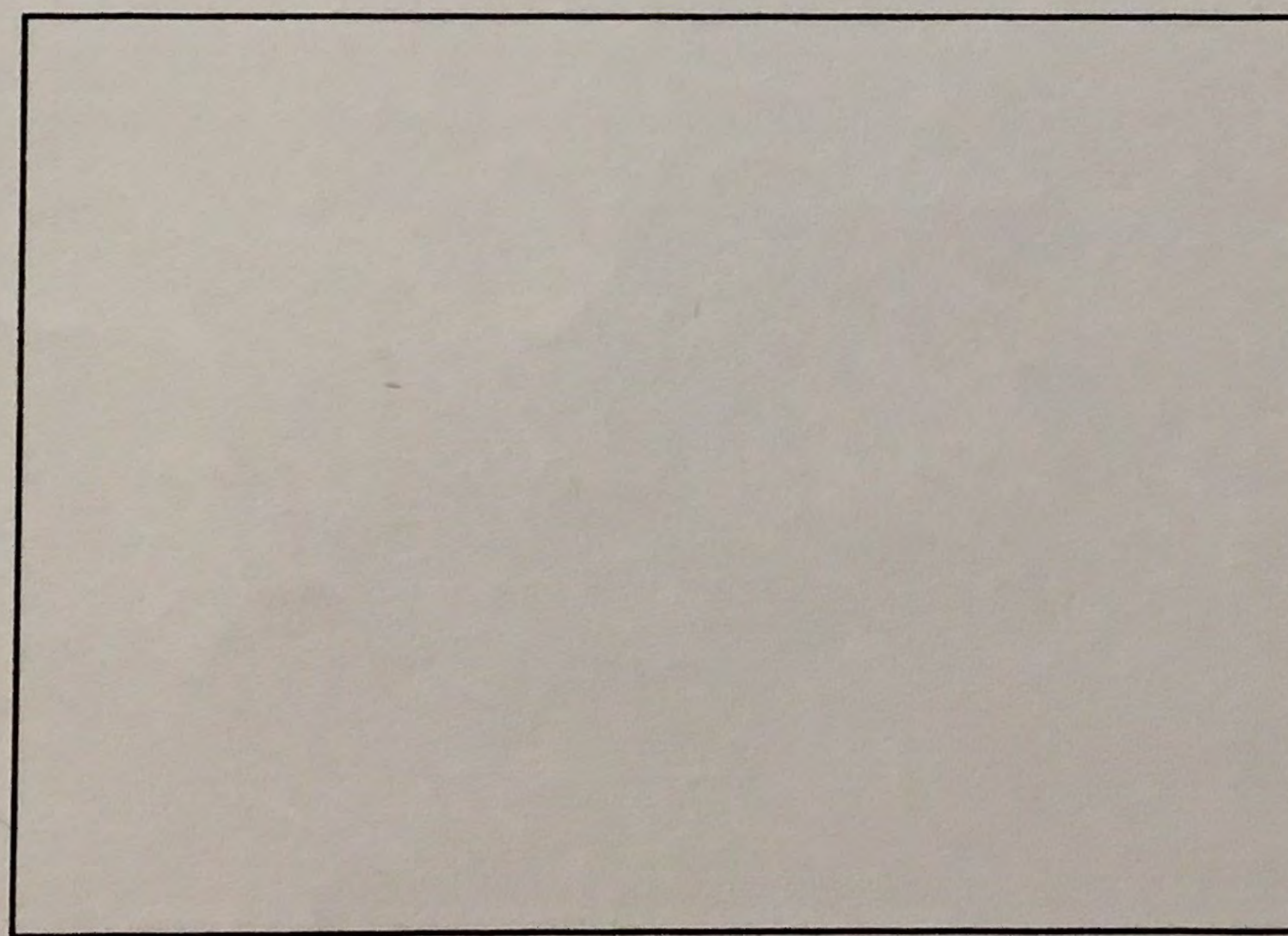
Dialog: Dialog ends

sound: music and shot end.



Dialog:

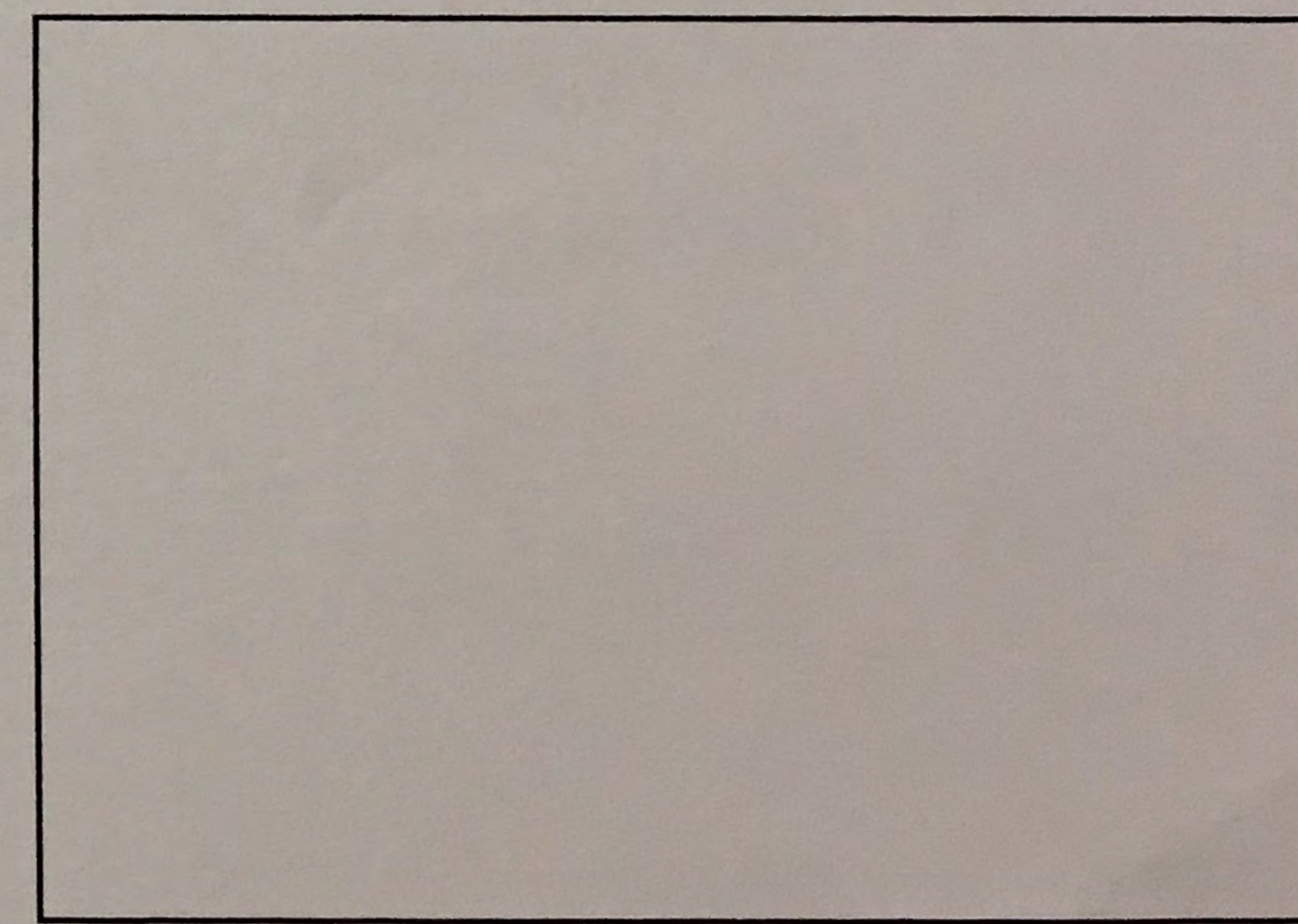
sound:



action:

Dialog:

sound:



action:

Dialog:

sound: