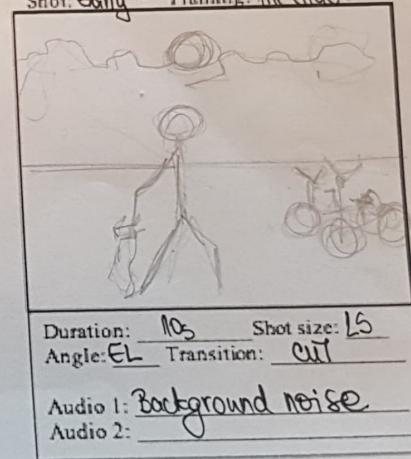
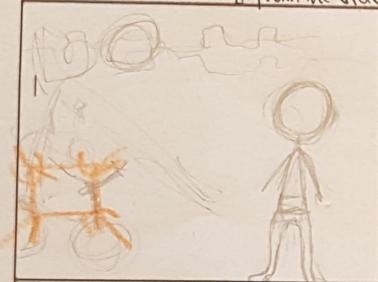


MS.
 LS.



Eye level = EL

7. Shot: Get the bike
Framing: from the side



Duration: 15 Shot size: MS
Angle: EL Transition: CUT

Audio 1: Background outside.
Audio 2:

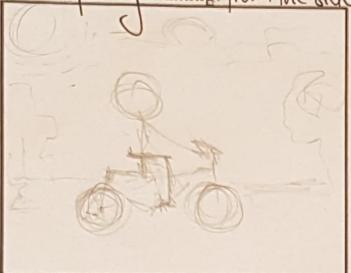
9.1 Shot: Waving Framing: from the side



Duration: 15 Shot size: MS
Angle: EL Transition: CUT

Audio 1: MUSIC (backgrounds.)
Audio 2:

8. Shot: Cycling Framing: from the side



Duration: 120 Shot size: LS
Angle: EL Transition: CUT

Audio 1: (Background) Music
Audio 2:

9.2 Shot: The group Framing: front/side



Duration: 15 Shot size: LS
Angle: HL Transition: CUT

Audio 1: Music.
Audio 2:

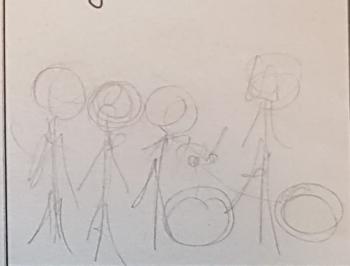
9. Happy face
Framing: From the front



Duration: 5 Shot size: CU
Angle: EL Transition: CUT

Audio 1: MUSIC
Audio 2:

9.3 Shot: Hang-out Framing: from the side



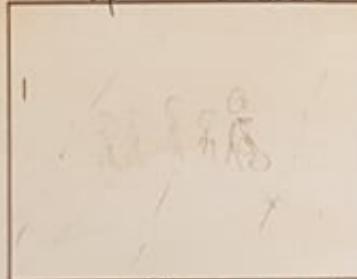
Duration: 10 Shot size: MS
Angle: EL Transition: CUT

Audio 1: Music
Audio 2:

Hand Level = HL

together

10 Shot Group *leaving* framing from the back

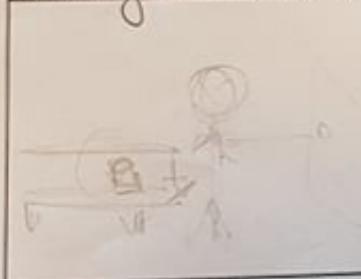


Duration: 10s. Shot size: LS.
Angle: HL Transition: Cut.

Audio 1: Music.

Audio 2:

11 Shot Coming *home* framing from the side



Duration: 10s. Shot size: MS.
Angle: HL Transition: Cut.

Audio 1: Tragic music.

Audio 2:

11. Return the shot: bike framing from the side

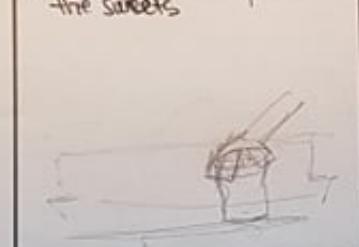


Duration: 10s. Shot size: LS.
Angle: HL Transition: Cut.

Audio 1: Music.

Audio 2:

12 Shot Taking *sweets* framing from the side



Duration: 5s. Shot size: CU.
Angle: SLA. Transition: Cut.

Audio 1: Tragic music.

Audio 2:

13 BIKE SHOP Framing BEHIND

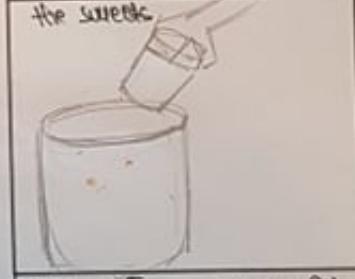


Duration: 5s. Shot size: LS.
Angle: HL Transition: Cut.

Audio 1: Music.

Audio 2:

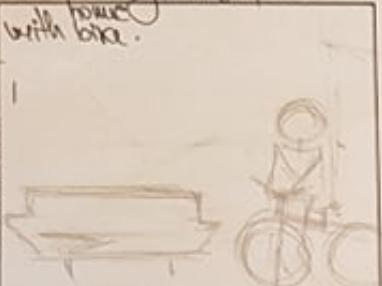
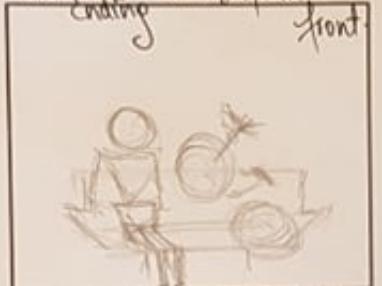
14 Shot Through *the sweets* framing from the side



Duration: 5s. Shot size: CU.
Angle: SLA. Transition: Cut.

Audio 1: Tragic music.

Audio 2:

Now Storyboard	1	2	3	4	
	Shot: Coming from the front. Framing: Shot: Happy Framing: from the front.	Shot: Happy Framing: from the front.	Shot: Framing:	Shot: Framing:	
					
Duration:	5	5&C			
Shot size:	MS	MS			
Angle:	S&O level	S&O level			
Transition:	CUT	CUT			
Audio 1:	Background noise.	Funny + happy music.			
Audio 2:	Funny happy music.				
Shot:	Framing:	Shot:	Framing:	Shot:	
Duration:	_____	Duration:	_____	Duration:	_____
Shot size:	_____	Shot size:	_____	Shot size:	_____
Angle:	_____	Angle:	_____	Angle:	_____
Transition:	_____	Transition:	_____	Transition:	_____
Audio 1:	_____	Audio 1:	_____	Audio 1:	_____
Audio 2:	_____	Audio 2:	_____	Audio 2:	_____