

MULTI-ME SCRIPT (Version 2)

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ACT ONE

FADE IN:

1 INT - LIBRARY STUDY AREA, SCHOOL CAMPUS - DAY

HUSHED sounds of SOFT conversation, general BUSTLING, keyboard TYPING noises. Nicely lit, lots of WOOD textures. Soft CALM/SUBTLE music throughout.

A) CLOSE FRONT/STRAIGHT ON (TORSO LEVEL)

- I. BOY enters from inside the study cubicle, CASUALLY DRESSED in jeans, t-shirt and zip-up hoodie, headphones around neck, backpack SLUNG over one shoulder, laptop in hand.

BOY
(sitting down)
Sigh.

Boy SETS DOWN laptop and OPENS it to REVEAL:

TITLE
(animated)
MULTI-ME

B) SLOW PAN UP OVER LID TO EYES

- I. Boy starts typing as PERSONALITIES then WALK OUT from behind the laptop lid INTO SIGHT.
- II. OPTIMISM comes out SMILING.
- III. INTELLECT pushes up his GLASSES and opens his BOOK, ready for WORK.
- IV. ACTION HERO come out, STRIKES an ACTION POSE and then runs off WITH PURPOSE.
- V. ROMANTIC comes out and then LEANS BACK onto laptop lid WISTFULLY.
- VI. SLOTH immediately FLOPS DOWN and starts PLAYING his GAME.

C) OVER SHOULDER SHOT OF COMPUTER SCREEN
We see Boy working on a ESSAY.

D) FRONT SHOT (FULL FACE)

PHONE SOUND
Ding!

Boy picks up his phone.

E) CUT TO PHONE SCREEN

Shows conversation between him and A GIRL (picture in corner).

F) CUT TO BOY FACE

Shows he is UNCERTAIN what to do next. Action hero climbs over Boy's shoulder and jumps down.

G) CUT TO ACTION HERO

Boy puts phone down in front of Action Hero, who is pretending to engage in HAND-TO-HAND COMBAT. Boy POINTS to phone, Action Hero looks at it and then goes back to what he is doing. Boy gets MAD and POKES him a bit, then hears TYPING noises.

H) BOY FULL FACE

Boy face palms

I) TURNS TO SEE

Optimism going at the essay typing "LIFE IS GOOD" over and over with CAPS LOCK on. Boy then PICKS HIM UP and SHOVES Intellect over to do the essay. CAMERA SLIDES to phone, finds Romantic typing on it. He quickly SNATCHES his phone away and

J) Tries to give phone to Action Hero, who has taken up A PEN and is USING it as A SWORD, jumping around SWISHING. As Boy tries to CALM him down and get him to text the girl.

K) LOOKS OVER TO SEE

- I. Intellect TRYING to work but Sloth is in the way, LYING on the keyboard.
- II. Intellect tries to SHOVE him over, however LACKS the strength and can only ROLL him a LITTLE bit. This PRESSES down the keys and we see ONE letter being CONTINUOUSLY inputted on the screen behind them. Optimism comes and helps Intellect ROLL Sloth over, and they only get him onto ANOTHER key that starts going away behind them.

L) Intellect TURNS a bit, looks at it and:

INTELLECT
Sigh.

M) Boy SWEEPS them ALL off the keyboard. Action Hero HURDLES his hand (like high jump). Hears Phone typing noise, and pulls laptop lid down to find Romantic CHEEKILY typing away on his phone behind the laptop.

N) Boy takes phone in away and hides in hoodie.

O) LONG SHOT WITH SCREEN BEHIND

- I. Romantic sits LEGS OUT and ARMS CROSSED with a POUT like a child in time out. Shows keys STILL going away on the screen.

P) Boy sighs takes back out phone to go onto Instagram.

iv. As he SCROLLS, he sees cute girls as Romantic looks on. Romantic LEANS on the hand holding his phone, wanting to like EVERY girl's photo that he passes, making GESTURES of EXCITEMENT AND LUST as the Boy SHOOS him lightly away like a dog begging for food.

v. Romantic emotes a HEART from his chest at one VERY CUTE girl (the one he is talking to) PANS SLIGHTLY TO LEFT and Action Hero comes from behind and with a MIGHTY SWING cuts it in half with his "SWORD".

vi. Optimism sees him do this, and just gives a THUMBS UP.

Q) CLOSE UP SHOT OF PHONE

Boy sees a VIDEO on his phone that he enjoys of a EDM concert and a shot of the DJ on the stage, using TURNTABLES and PUMPING up the crowd. A NEW personality is CREATED to occupy that side of him, DJ (to his grievance).

viii. DJ walks out from behind his phone (on desk).

ix. The OTHER personalities SHAKE DJ's hand.

DJ
Hi.

x. Optimism gives him a THUMBS UP.

xi. Sloth gives him a LAZY HALF NOD from the corner where he is slouched WITHOUT looking up from his GAME.

R) ZOOM OUT

i. Boy STANDS and PACKS all of his stuff into his bag, and as he WALKS AWAY the personalities LATCH onto his bag, shoulder, sweater hood etc.

ii. Sloth is CLOSE to the edge, and he just BARELY reaches his arm out to catch the ZIPPER on his bag WITHOUT looking away from his GAME.

S) Action Hero does a full running start LEAP once Boy is far enough to make it seem COOL. He makes it, grabbing onto the elastic strings cross-crossing the outside his backpack.

T) FRONT CLOSE UP

i. Shows a walking motion (UP and DOWN) and Action Hero throws on his SUNGLASSES and gives a COOL GUY SMILE.

END OF ACT ONE

ACT TWO

2 INT - CAMPUS COFFEE SHOP - DAY

Coffee machine ambiance, MUTED, soft conversation in background. FOCUS STILL on Boy, other CUSTOMERS and BARISTAS hardly in shot if it can be helped.

A) WIDE SHOT

People in line at coffee, SMALL SIDE PAN to the LEFT to show Boy in line with personalities on his SHOULDER, SLOTH behind his neck (not visible)

B) WIDE SHOT OVER SHOULDER

Boy STANDING in line, looking at SIGN behind the counter trying to DECIDE what to get. Sloth poking out of his sweater at the back of his neck; with just his head out and arms (game in hand), slack. After a moment he slides out (on his back) and falls down into the boys hood. Romance wants a FANCY LATTE with whipped cream, Action Hero wants PLAIN BLACK COFFEE.

ROMANCE

(eyes squinted, tongue out)

BLEH!

Pans to the left to show DJ pointing to a vending machine (Blue Bovine) with ENERGY drinks in it as a suggestion. Action hero sneaks down.

C) Front SHOT

Boy takes a step forward while his personalities (Romantic, Intellect, Optimism) are 'arguing' (no dialogue, shown by ANGRY EXPRESSIONS and ARM WAVING, Optimism is STILL SMILING, giving thumbs up but with angry eyebrows), DJ just BOPPING ALONG to his own music in the BACKGROUND.

PHONE SOUND

Ding!

D) CLOSEUP CHEST LEVEL

Boy takes phone out of sweater pocket, action hero starting to swing on sweater's draw strings.

E)VIEW OF PHONE

TEXT MESSAGE

(something like)

about to get out of class yay!:))

F) CLOSEUP CHEST LEVEL

Puts phone back in pocket, action hero no longer on draw strings.

G) FRONT SHOT

Boy looks down and sees that Action Hero is missing. He PATS around and looks at the other personalities whom all SHRUG at him. Romance, slides into his pocket

H) WIDE SHOT Boy starts to LOOK for Action Hero around the area, DUCKING a bit to see the floor, TURNING AROUND, etc.

I) ZOOM OUT

While looking around Boy CATCHES a glimpse of (ZOOM in on) Action Hero SOMERSAULTING around the corner of the hall a bit of a ways off J) Boy STARTS AFTER him.

END OF ACT TWO

ACT THREE

3 INT - HALLWAY BETWEEN CLASSROOMS - DAY

Brightly lit, LOTS of natural light through full-wall glass windows. NO other people in hall. Very soft music, minimal, all treble.

A) WIDE SHOT

- I. Boy comes AROUND corner, SNATCHES Action Hero and as he stands up grabbing all of his personalities in his arms they are struggling, fidgeting fighting, etc.
- II. Boy then STANDS up to find himself FACE-TO-FACE with THE GIRL he was texting. (we caught glimpses of the texts she sent earlier that did say that she was on campus or in class or something so her appearance isn't completely out of the blue, she is also the one from the Instagram photo, perhaps in the same outfit).
- III. Boy is EMBARRASSED at first at her seeing him like this, until he NOTICES she also has a bunch of personalities TOO, small side pan to bag, SPILLING out of her purse. They share a smile/moment of SHARED UNDERSTANDING AND EXHAUSTION.

B) CLOSE UP

- I. Romantic POPS UP, HUGGING HIMSELF with HEART eyes, and in so doing UPPERCUTS Boy in the chin.
- II. Boy SHOVES Romantic back down in SLIGHT anger, then EMBARRASSMENT.

C) WIDE SHOT

Girl HOLDS UP her phone showing a message from him that Romantic wrote that was SOMEWHAT embarrassing (CONFESSION) and Boy GETS MAD at him.

D) CLOSE UP

Romantic jumps over to Girl's hand, then SCROLLS her phone screen down while looking at Boy to show that she had responded with a HEART EMOJI.

E) CLOSE UP

Of boy smiling sheepishly

E) Side shot of the two of the, looking at each other smiling, PAN DOWN to feet.

F) CLOSE UP ON FLOOR

Girl's Sloth (hair in a bun, baggy, long hoodie eating chips)2 chips crunching noises, then makes Boy's Sloth LOOK UP FROM HIS GAME with an open mouth.

G) CLOSE UP ON FLOOR
Optimism gives Girl's Pessimism (GOTH) a THUMBS UP and she gives an attempt to COPY HIM with a STRAINED, CROOKED SMILE.

H) CLOSE UP ON FLOOR
Girl's Photographer taking SNAPSHOTS of Action Hero STRIKING ACTION POSES. x3

I) CLOSE UP ON FLOOR
Girl's Bookworm is SUGGESTING READS for Boy's Intellect. She is handing him BOOKS, STACKING THEM on top of one another as he VISIBLY STRUGGLES under the weight of each one. (two books placed)

J) CLOSE UP ON FLOOR
DJ sees an EXACT MATCH in Girl's DJ (in rave like clothes). DJ starts SPINNING on his TURNTABLE and Girl's DJ starts DANCING.DJ record SCRATCHES three (animated) notes flying out of his turntable

K) ZOOM IN
Notes fly up and MORPH INTO:

TITLE
(mirroring the TITLE animation from the BEGINNING)
FIN

FADE TO BLACK.

END OF ACT THREE

- Commented [JF1]: Act I
1. a. 7 seconds

b. 3 seconds (pan)

i. 1 second

ii. .5 seconds

iii. 1 second

iv. 1.5

v. 1 second

vi. 1 second

c. 3 seconds

d. 2 seconds

e. 1.5 seconds

f. 1 second

g. 10 seconds

h. 6 seconds

i. 8 seconds

j. i. 1 second

ii. 5 seconds

iii. 3 seconds

iv. 3 seconds

v. 4 seconds

vi. 3 seconds

k. i. 3 seconds

ii. 5 seconds, sweep is 2 seconds

iii. 1.5 seconds

iv. 5 seconds every photo passing .5 seconds

v. 5 seconds (heart slash in last second)

vi. 1 second

vii. video 2 seconds, total 5 seconds

viii. 2 seconds

ix. 4 seconds

x. .5 seconds

xi. .5 seconds

l. i. 6 seconds

ii. 1 second

iii. 5 seconds

m. i. 1 second
- Act II
2. a. 3 seconds

b.6 seconds

c. i. 1 second

ii. 1 second

iii. .5 seconds

iv. 4 seconds

d. i. 2 seconds

ii. 1.5 seconds

e. 2 seconds

f. i. 1 second

ii. 5 seconds

iii. 5 seconds

g. 4 seconds

h. 5 seconds.
- ACT III
3. a. i. 3 seconds

ii. 2 seconds

iii. 3 seconds

b. i. 1 second

ii. 1 second

c. 3 seconds

d. 3 seconds

e. pan down is 3 seconds

f. 2 seconds

TIMING

Act I

1. a. 7 seconds
- b. 3 seconds (pan)
 - i. 1 second
 - ii. .5 seconds
 - iii. 1 second
 - iv. 1.5
 - v. 1 second
 - vi. 1 second
- c. 3 seconds
- d. 2 seconds
- e. 1.5 seconds
- f. 1 second
- g. 10 seconds
- h. 6 seconds
- i. 8 seconds
- j. i. 1 second
 - ii. 5 seconds
 - iii. 3 seconds
 - iv. 3 seconds
 - v. 4 seconds
 - vi. 3 seconds
- k. i. 3 seconds
 - ii. 5 seconds, sweep is 2 seconds
 - iii. 1.5 seconds
 - iv. 5 seconds every photo passing .5 seconds
 - v. 5 seconds (heart slash in last second)

- vi. 1 second
- vii. video 2 seconds, total 5 seconds
- viii. 2 seconds
- ix. 4 seconds
- x. .5 seconds
- xi. .5 seconds
- 1. i. 6 seconds
 - ii. 1 second
 - iii. 5 seconds
- m. i. 1 second

Act II

- 2. a. 3 seconds
- b. 6 seconds
- c. i. 1 second
 - ii. 1 second
 - iii. .5 seconds
 - iv. 4 seconds
- d. i. 2 seconds
 - ii. 1.5 seconds
- e. 2 seconds
- f. i. 1 second
 - ii. 5 seconds
 - iii. 5 seconds
- g. 4 seconds
- h. 5 seconds.

ACT III

- 3. a. i. 3 seconds
 - ii. 2 seconds
 - iii. 3 seconds
- b. i. 1 second

- ii. 1 second
- c. 3 seconds
- d. 3 seconds
- e. pan down is 3 seconds
- f. 2 seconds
- g. 2 seconds
- h. 3 seconds (1 second her photo)
- i. 3 seconds
- j. 2 seconds
- k. 4 seconds
- fade 1 second.