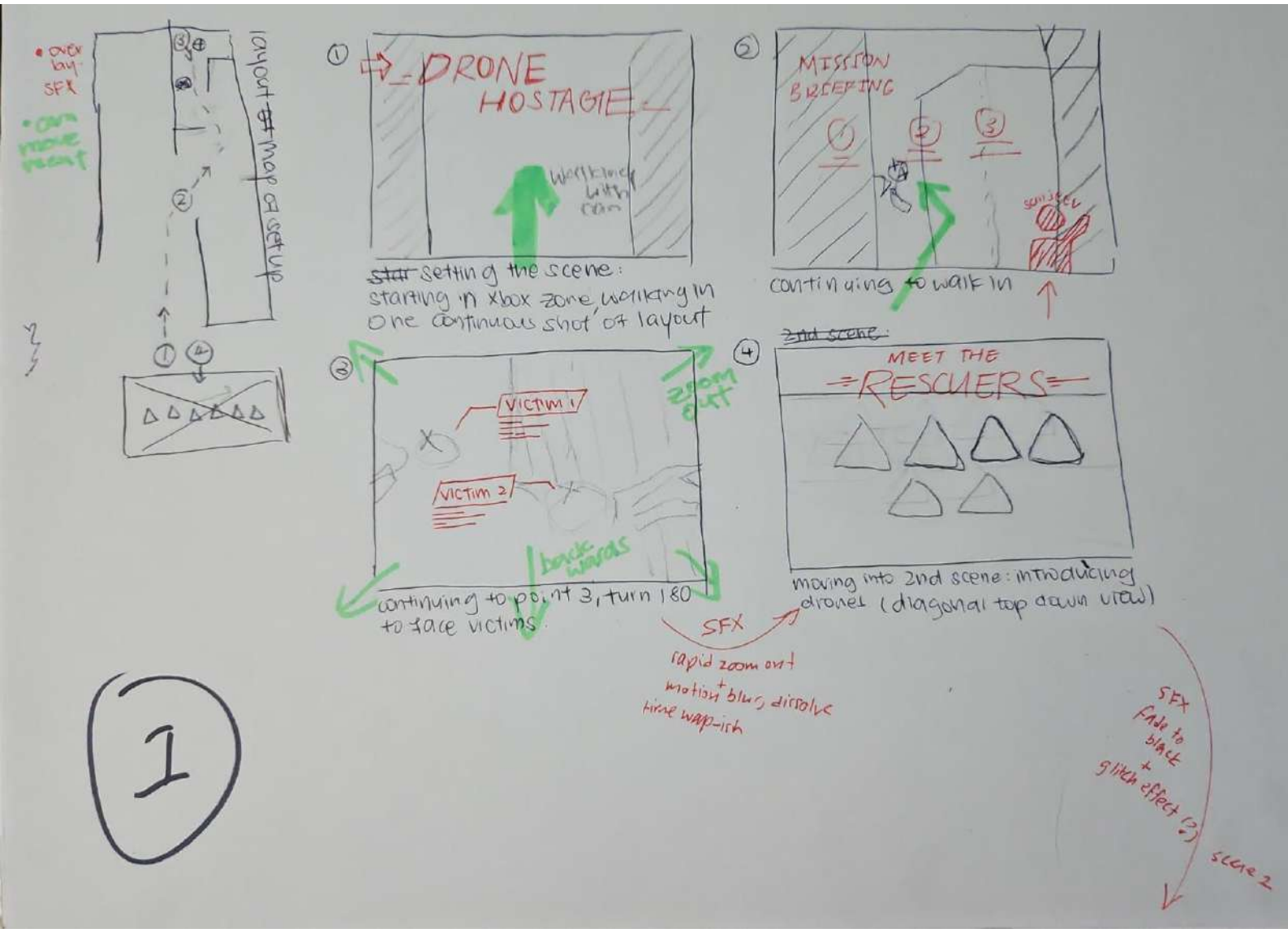
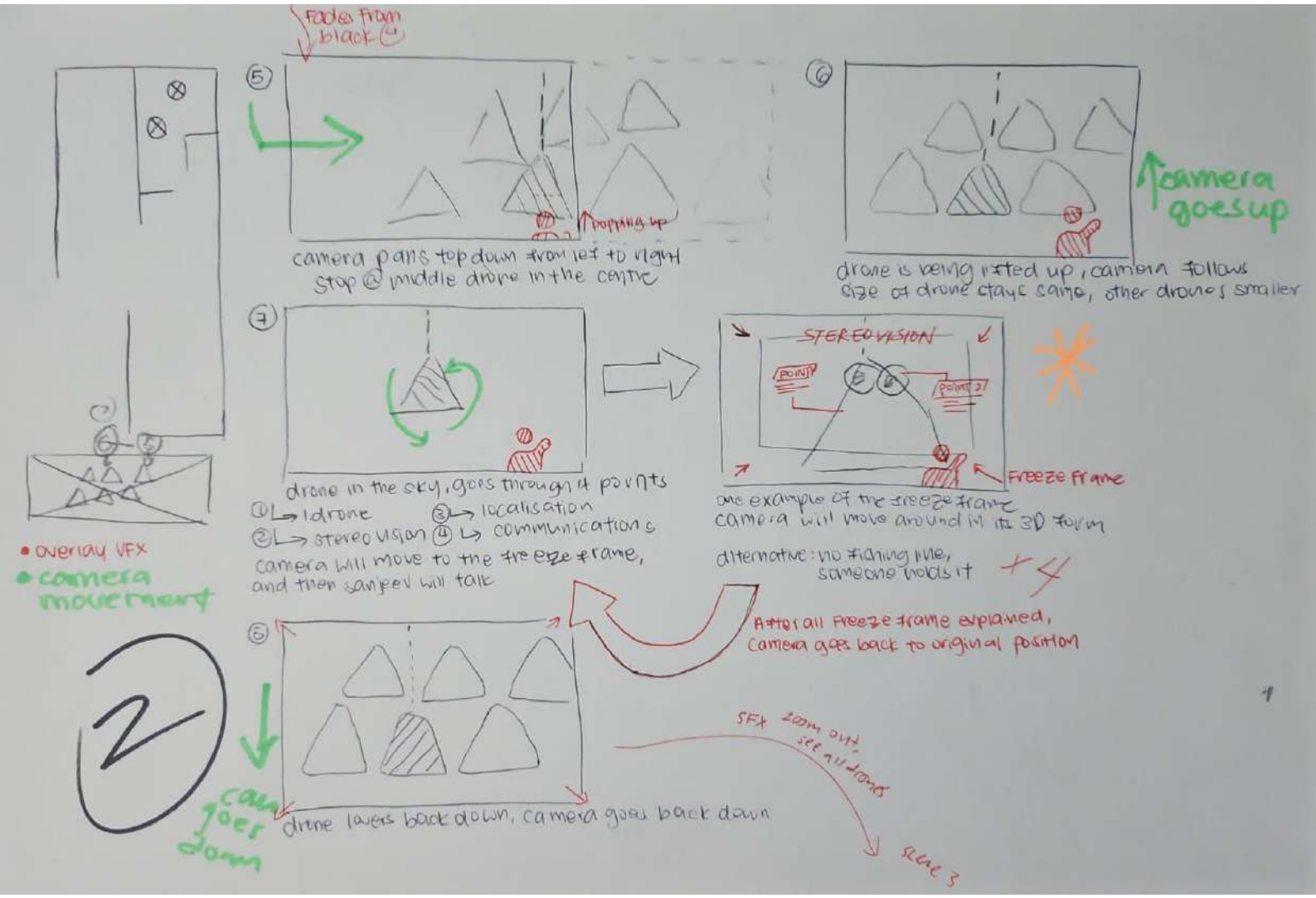
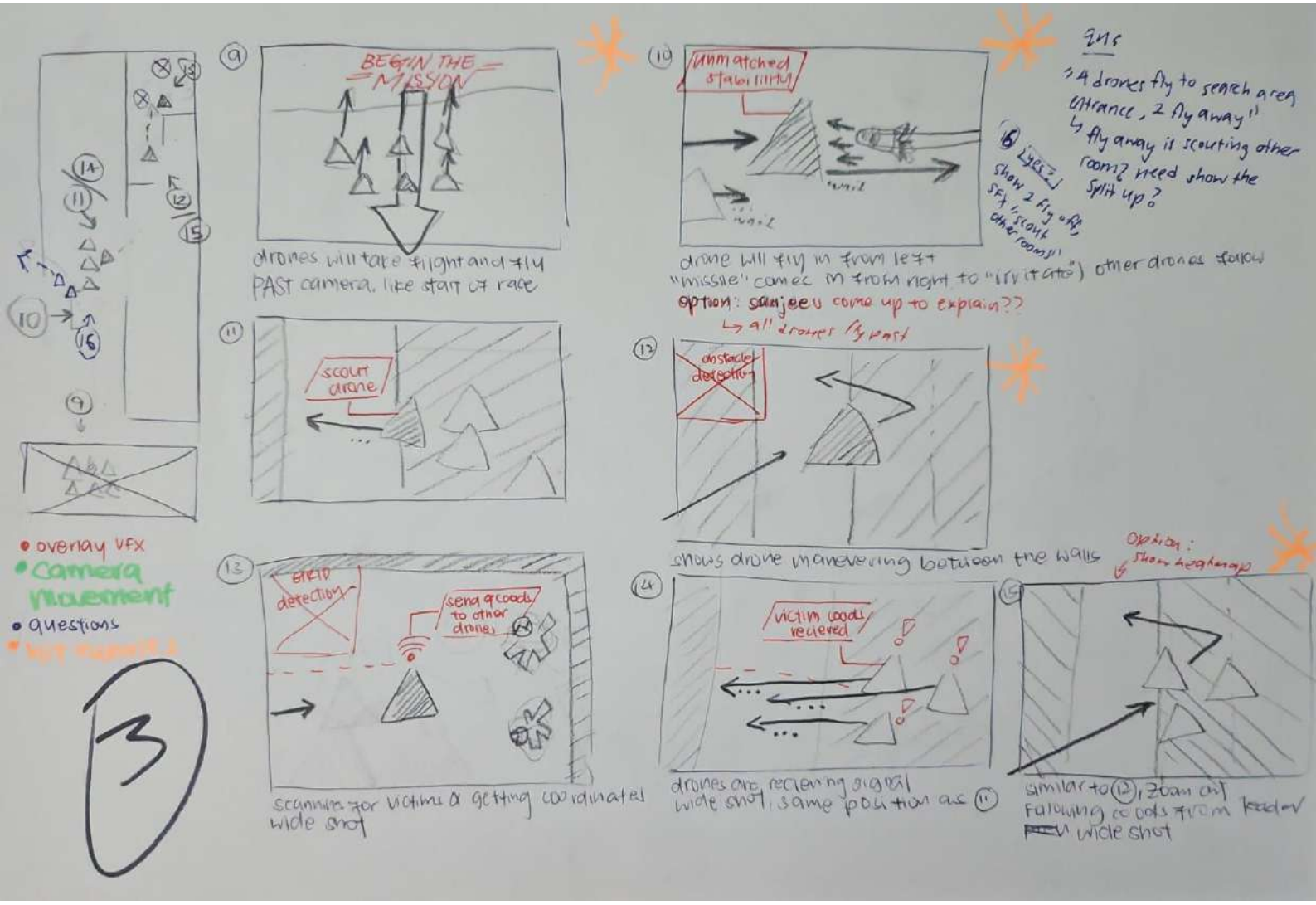


• over lay SFX
• can move next
layout ~~of~~ map of set up
1
DRONE HOSTAGE
walking with cam
~~star~~ setting the scene: starting in xbox zone, walking in one continuous shot of layout
2
MISSION BRIEFING
continuing to walk in
3
VICTIM 1
VICTIM 2
zoom out
backwards
continuing to point 3, turn 180 to face victims
4
~~2nd scene:~~
MEET THE RESCUERS
moving into 2nd scene: introducing drones (diagonal top down view)
SFX
rapid zoom out + motion blur, dissolve time warp-ish
SFX fade to black + glitch effect (?)
scene 2
1

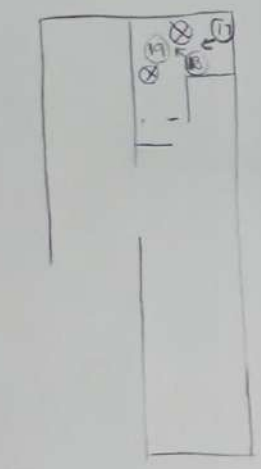

Fades from black
5
camera pans top down from left to right
stop @ middle drone in the centre
popping up
6
drone is being lifted up, camera follows
size of drone stays same, other drones smaller
camera goes up
7
drone in the sky, goes through 4 points
① → 1 drone
② → stereo vision
③ → localisation
④ → communications
camera will move to the freeze frame,
and then sanjeev will talk
STEREOVISION
point
point 2
Freeze frame
one example of the freeze frame
camera will move around in its 3D form
alternative: no fishing pole,
someone holds it
After all Freeze frame explained,
camera goes back to original position
overlay VFX
camera movement
2
6
drone lowers back down, camera goes back down
camera goes down
SFX zoom out, see all drones
scene 3

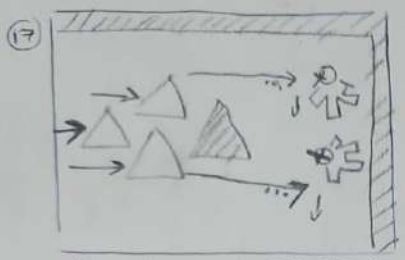


qns

"4 drones fly to search area entrance, 2 fly away"
↳ fly away is scouting other room? need show the split up?

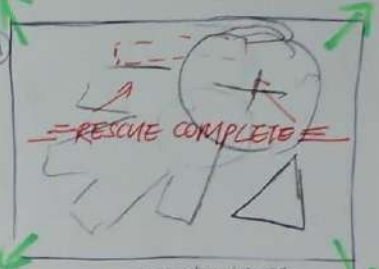
(6) yes? show 2 fly off, SFX "scout other rooms"





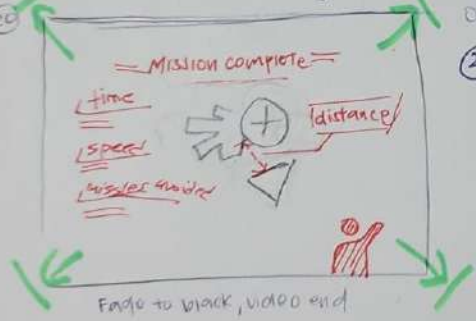
other drones fly into frame
2 drones fly to the 2 victims
and start descending

drones fly in from top and land
the victims, larger victim in focus, smaller
victim blurred.
option: extreme close up of one body

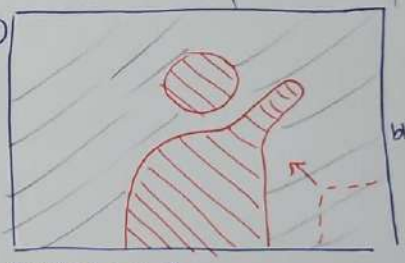


decide

top down of
victim & drone



Fade to black, video end



blur background

closing words?

- overlay VFX
- camera movement
- questions

4