



**EXT. EARLY MORNING – PERSPECTIVE B**

\*Rain if possible.



**EXT. EARLY MORNING – PERSPECTIVE A**

\*Rain if possible.

\*Figure walking on path toward structure.

\*Shoot with and w/out actor



**EXT. EARLY MORNING – PERSPECTIVE B**

\*Rain if possible



**EXT. EARLY MORNING – PERSPECTIVE A**

\*Rain if possible.

\*Figure in front looking up at mosaic.

\*Shoot with and w/out actor.



**EXT. EARLY MORNING – PERSPECTIVE A**

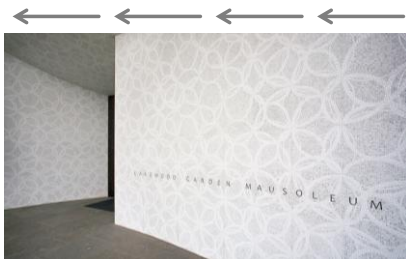
\*Rain if possible.

\*Abstract



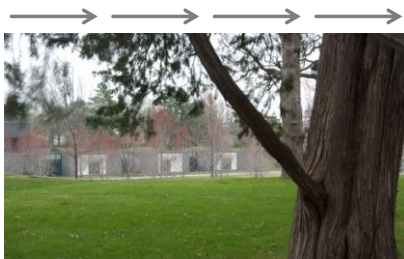
**EXT. EARLY MORNING – PERSPECTIVE B**

\*Rain if possible.



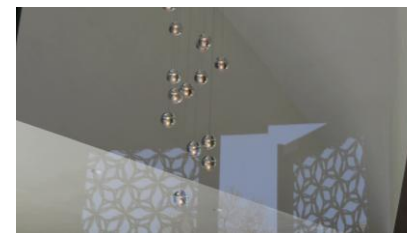
**EXT. MORNING – PERSPECTIVE A**

\*Rain or shine.



**EXT. MORNING – PERSPECTIVE B**

\*Overcast



**INT. MID MORNING – PERSPECTIVE A**

\*Door in reflection opens & closes.

\*Rain or shine.



**EXT. MID MORNING – PERSPECTIVE B**

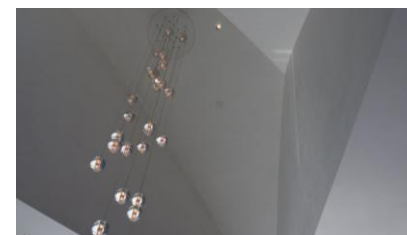
\*Overcast



**INT. DAY – PERSPECTIVE A**

\*Rain or shine.

\*Play with it.



**INT. DAY – PERSPECTIVE A**

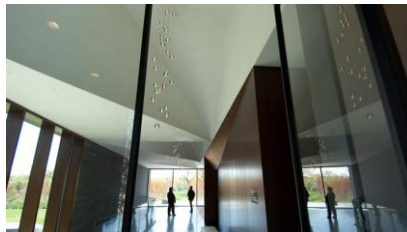
\*Rain or shine.

\*Play with it.



**EXT. DAY - PERSPECTIVE B**

\*Must be in full daylight.



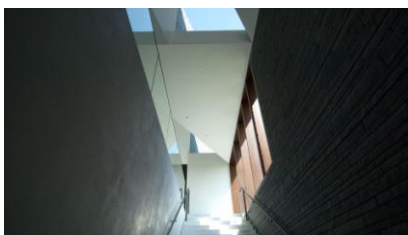
**INT. DAY - PERSPECTIVE A**

\*Figure silhouetted in distance.

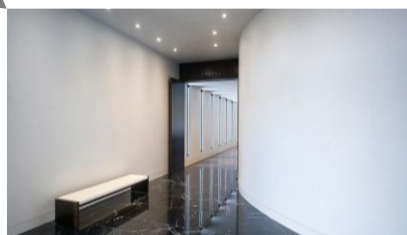
\*Shoot with and w/out actor.



**EXT. DAY - PERSPECTIVE B**

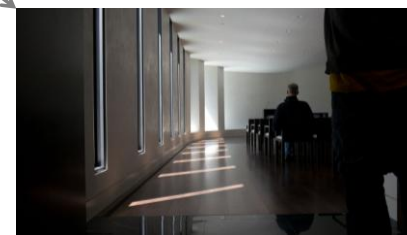


**INT. DAY - PERSPECTIVE A**



**INT. EARLY MORNING - PERSPECTIVE A**

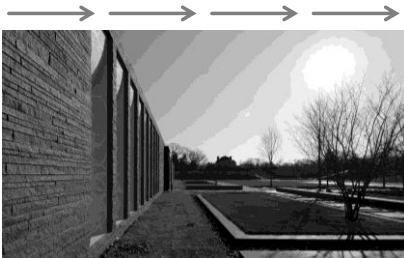
\*Shoot for longest rays of light on floor.



**INT. EARLY MORNING - PERSPECTIVE A**

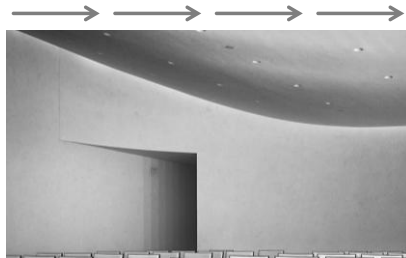
\*Figure sitting.

\*Shoot with and w/out actor.



**EXT. EARLY MORNING – PERSPECTIVE B**

\*Sun in upper right of frame.



**INT. MORNING – PERSPECTIVE A**

\*Marginalize chairs.

\*Accentuate curve.



**EXT. AFTERNOON – PERSPECTIVE B**

\*Time lapse.



**INT. MORNING – PERSPECTIVE A**

\*Blow out windows.

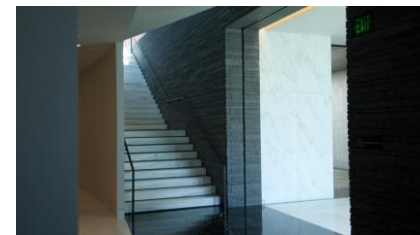
\*Long rays of light.



**EXT. AFTERNOON – PERSPECTIVE B**

\*Time lapse.

\*Abstract.

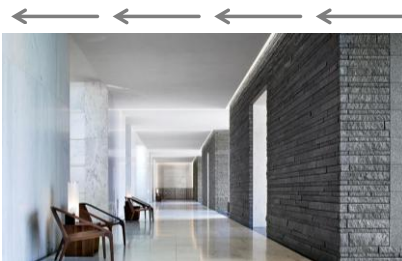


**INT. DAY – PERSPECTIVE A**

\*Headed towards corridor.



**EXT. DAY – PERSPECTIVE B**  
 \*Strong sunlight on granite wall.



**INT. DAY – PERSPECTIVE A**

