

SHOT LIST · ABIDE

ACT 1

SCENE # : 1A		SCENE: EXT. DRY LANDSCAPE - DAY				PAGES: 1 1/9		SHOTS: 11/100						
DONE ✓	SHOT #	SUBJECT	SHOT SIZE	CAMERA	ANGLE	MOVEMENT	EQUIPMENT	LENS	SOUND	SCRIPT TIME (SEC)	SETUP TIME (MIN)	SHOOT TIME (MIN)	EST. # OF TAKES	NOTES
	1	Dry Landscape	Establishing	A CAM	Worm's Eye	Tracking in to pan up	Zhiyun gimbal	24mm	Ambient sound, music fading in slowly.	20	10	30	3	Camera moves through environment, focusing of textures
SCENE # : 1B		SCENE: EXT. FOREST - DUSK				PAGES: 1 1/9		SHOTS: 11/100						
	2	Forest	Establishing	A CAM	Worm's Eye	Tracking In	Zhiyun gimbal	24mm	Ambient sound, growing music	20	10	30	3	Moving through forest, slightly darker and more moody
SCENE # : 1C		SCENE: EXT. BEACH - LATE AFTERNOON				PAGES: 1 1/9		SHOTS: 11/100						
	3	Beach	Establishing	A CAM	Worm's Eye	Tracking In	Zhiyun gimbal	24mm	Ambient sound, growing music	20	10	30	3	Slow running movement, darker lit to match next shot and lead into late afternoon scene
SCENE NOTES:	All 3 shots in the three locations of each act, but in reverse order. Single takes of location with slight movement. Take note of the position of the horizon to make cuts less jarring.										TOTAL SHOOT TIME FOR SCENE (HOURS):			

SCENE # : 2		SCENE: INT. PRISON CELL - DARK				PAGES: 1 1/9		SHOTS: 11/100						
DONE ✓	SHOT #	SUBJECT	SHOT SIZE	CAMERA	ANGLE	MOVEMENT	EQUIPMENT	LENS	SOUND	SCREEN TIME (SEC)	SETUP TIME (MIN)	SHOOT TIME (MIN)	EST. # OF TAKES	NOTES
	1	Convict	Medium Close-Up	A CAM	Eye Level	Tracking In	Zhiyun gimbal	35mm	Music building		30	20	3	Closer to beach shot movement
	2	Line of light	Medium Close-Up	B CAM	Low	Static	Tripod	24mm	Music building		30	20	3	A line of light runs across wall in front of Convict

	3	Convict Eye	Extreme Close-Up	A CAM	Eye Level	Pan Right	Tripod	85mm	Music building				3	45-deg pan right around head, eye closed
	4	Convict's Hands	Close-Up	B CAM	Eye Level	Static	Tripod	85mm	Music building					Light moving across hands, reacts slightly
	5	Convict	Medium Close-Up	A CAM	Eye Level	Tracking In	Zhiyun gimbal	35mm	Music building		30	3	3	Closer to beach shot movement, turns head to look at light
	6	Convict Eye	Extreme Close-Up	A CAM	Eye Level	Static	Tripod	85mm	Music building				3	Close-up of pupil shrinking, reverse
	7	Convict	Medium	A CAM	Eye Level	Static	Tripod	18-35 mm	Music builds to cut				3	Convict runs into the light
SCENE NOTES:	Concrete cell block. Can use blonde barn doors for line of light.										TOTAL SHOOT TIME FOR SCENE (HOURS):			

SCENE # : 3		SCENE: EXT. BEACH - AFTERNOON					PAGES: 1 1/9			SHOTS: 11/100				
DONE ✓	SHOT #	SUBJECT	SHOT SIZE	CAMERA	ANGLE	MOVEMENT	EQUIPMENT	LENS	SOUND	SCREEN TIME (SEC)	SETUP TIME (MIN)	SHOOT TIME (MIN)	EST. # OF TAKES	NOTES
	1	Feet on Sand	Close Up	A CAM	High	Tracking Left	Tripod	85mm	Music matches cut	5		2	2	Transition from cell concrete to beach sand
	1	Feet on Sand	Close Up	A CAM	High	Tracking Left	Tripod	35mm	Music matches cut	5		2	2	Movement match cut into feet hitting sand
	2	Cloth movement on Torso	Medium Close Up	A CAM	Medium	Tracking	Zhiyun gimbal	35mm	Dramatic to match running	3				Convict runs away from camera
	3	Table leg Chair leg	Extreme Close-up	B CAM	High	Crab Left	Zhiyun gimbal	24-10 5mm	Dramatic to match running	8			6	Focus on objects
	4	Table	Medium Long	A CAM	Eye Level	Slight Pan Right	Zhiyun gimbal	24-10 5mm	Dramatic to match running	4				Convict moves past table with 3 chairs, in between cam and table , ¾ angle, blurred background

	5	Toys	Extreme Close-up	B CAM	Eye Level	Crab Left	Zhiyun gimbal	40mm	Dramatic to match running	8				Shallow Focus on toys scattered on beach, convict runs past
	5	Toys	Extreme Close-up	B CAM	Eye Level	Crab Left	Dolly rail	40mm	Dramatic to match running	8				Shallow Focus on toys scattered on beach, convict's foot in frame
	6	Convict	Long Shot	A CAM	Eye Level	Tracking	Zhiyun gimbal	35mm	Dramatic to sombre	10				¾ shot running along beach, Wife and Daughter far in distance, blurred
SCENE NOTES:	Vaseline on UV filter. Plastic wrap over lens.										TOTAL SHOOT TIME FOR SCENE (HOURS):			

SCENE # : 4		SCENE: EXT. BEACH - LATE AFTERNOON				PAGES: 1 1/9			SHOTS: 11/100					
DONE ✓	SHOT #	SUBJECT	SHOT SIZE	CAMERA	ANGLE	MOVEMENT	EQUIPMENT	LENS	SOUND	SCREEN TIME (SEC)	SETUP TIME (MIN)	SHOOT TIME (MIN)	EST. # OF TAKES	NOTES
	1	Wife + Daughter silhouettes	Long Shot	A CAM	Eye Level	Static	Tripod	24mm	Sombre and quiet	5				Can't see detail and blurry
	2	Wife + Daughter	Medium Long	A CAM	Eye Level	Static	Tripod	40mm	Sombre and quiet	5				Holding hands, not moving, facing ocean. Convict runs past behind, they turn heads as he passes
	3	Convict	Close Shot	A CAM	Eye Level	Tracking In	Zhiyun gimbal	50mm	Sombre and quiet	10				Convict looks back at them but keeps running
	4	Wife + Daughter (Cloth)	Medium Close up	B CAM	Eye Level	Static	Tripod	40mm	Sombre and quiet	5				W+D are now cloth, but in same place as shot 2. Slow fade out, to show time pass
	5	Convict	Close	A CAM	Eye Level	Tracking In	Zhiyun gimbal	50mm	Sombre and quiet	10				Convict looks back ahead and down, continues running
	6	Convict	Medium	A CAM	Eye Level	Tracking In	Zhiyun gimbal	35mm	Sombre and quiet	10				Convict looks back ahead and down, continues running
SCENE NOTES:	Slower, more contemplative scene. Wife and daughter transform into cloth figures in Shot 4.										TOTAL SHOOT TIME FOR SCENE (HOURS):			

SCENE # : 5		SCENE: EXT. BEACH - SUNSET				PAGES: 1 1/9			SHOTS: 11/100					
DONE	SHOT #	SUBJECT	SHOT SIZE	CAMERA	ANGLE	MOVEMENT	EQUIPMENT	LENS	SOUND	SCREEN TIME (SEC)	SETUP TIME (MIN)	SHOOT TIME (MIN)	EST. # OF TAKES	NOTES
	1	Table leg Chair leg	Extreme Close-up	B CAM	High	Crab Left	Tripod	24-10 5mm		10				Focus pull, focusing on small parts of the table and chair, montage
	2	Beach sand	Extreme Close-up	B CAM	High	Static	Tripod	24-10 5mm		10				Washing away of third chair's imprint, table in frame
	3	Broken Toys + Family Pictures + Table	Medium Long	A CAM	Eye Level	Crab Up, Pan Up	Zhiyun gimbal	18-35 mm		3				Opens with damaged toys, moving up to reveal table and convict running past
SCENE NOTES:	Sunset/ golden hour. Will need to prep hard to shoot within the hour. All of the objects from Scene 3 are now altered - table only has 2 chairs, toys are broken and photos are broken/damaged.										TOTAL SHOOT TIME FOR SCENE (HOURS):			

SCENE # : 6		SCENE: EXT. BEACH - DUSK				PAGES: 1 1/9			SHOTS: 11/100					
DONE	SHOT #	SUBJECT	SHOT SIZE	CAMERA	ANGLE	MOVEMENT	EQUIPMENT	LENS	SOUND	SCREEN TIME (SEC)	SETUP TIME (MIN)	SHOOT TIME (MIN)	EST. # OF TAKES	NOTES
	1	Convict	Long Shot	A CAM	Low Angle	Dolly Out	Dolly rail	24mm		10				Convict approaching in distance, framed by foreground cloth
	2	Convict	Long Shot	A CAM	Eye Level	Static	Zhiyun gimbal	85mm		8				Camera faces ocean, Convict runs into crowd from right, crowd on left
	3	Convict in Crowd	Close Up	A CAM	High Angle	Tracking In	Zhiyun gimbal	35mm		5				Following convict through crowd cloth, convict struggles
	4	Convict in Crowd	Close Up	A CAM	High Angle	Tracking In	Dolly rail	85mm		5				Following convict through crowd cloth, convict struggles
	5	Convict's Hips	Close Up	A CAM	Hip Level	Tracking In	Zhiyun gimbal	40mm		8				Convict struggles through crowd
	6	Convict	Medium	A CAM	Eye Level	Crab Left	Zhiyun	35mm		3				Convict stumbles out of

			Long				gimbal							crowd and regains balance, then trips over body bag (out of frame), falls forwards
	7	Convict	Medium Long	A CAM	Ground Level	Slight Track	Zhiyun gimbal	35mm		5				Convict falls into water on hands and knees, stays down, then slowly starts to get up
	8	Convict	Close Shot	A CAM	High	Static	Tripod + Zhiyun gimbal	85mm	Music peaks	10				Convict out of frame gets up into frame, body bag nearby is out of focus, pull focus to body bag as convict looks back at it, convict looks down again, 180 rule
	9	Convict's Hands	Close Up	A CAM	High	Static	Tripod	35mm		10				Hands covered in black ink, Convict tries to clean them off camera, bringing them in camera still black
SCENE NOTES:	Crowd is cloth on sticks to look like people. Shot near waterline. Red and blue lights flashing.										TOTAL SHOOT TIME FOR SCENE (HOURS):			

SCENE # : 7		SCENE: INT. PRISON CELL - DARK				PAGES: 1 1/9			SHOTS: 11/100					
DONE	SHOT #	SUBJECT	SHOT SIZE	CAMERA	ANGLE	MOVEMENT	EQUIPMENT	LENS	SOUND	SCREEN TIME (SEC)	SETUP TIME (MIN)	SHOOT TIME (MIN)	EST. # OF TAKES	NOTES
	1	Convict's Hands	Close Up	A CAM	Eye Level	Static	Tripod	85mm		5				Convict's eye blinks
	1	Convict's Hands	Close Up	A CAM	High Angle	Static	Tripod	24mm		5				Same framing as Scene 6: Shot 8, Convict brings hands into frame with no ink on them, slight shoulder
	2	Looking up from hands	Medium Close Up	A CAM	High Angle	Slight Track	Zhiyun gimbal	40mm		3				Convict looks up from hands, back in cell
	3	Convict in Cell	Establishing	A CAM	Eye Level	Track Out	Tripod	35mm	Music stops at this cut	4				Same framing as Scene 2: Shot 1, cell is dark, Convict looks over shoulder to see no light

SCENE NOTES:		TOTAL SHOOT TIME FOR SCENE (HOURS):	
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SCENE # : 8		SCENE: EXT. ENVIRONMENT - DUSK				PAGES: 1 1/9			SHOTS: 11/100					
DONE	SHOT #	SUBJECT	SHOT SIZE	CAMERA	ANGLE	MOVEMENT	EQUIPMENT	LENS	SOUND	SCREEN TIME (SEC)	SETUP TIME (MIN)	SHOOT TIME (MIN)	EST. # OF TAKES	NOTES
	1	Waves Crashing	Close Up	B CAM	High	Static	Tripod		Waves Crashing	5			3	Calm movement of rolling waves
	2	Waves Crashing	Long	B CAM	High	Static	Tripod		Waves Crashing	5			3	Calm movement of rolling waves
SCENE NOTES:	Explore options and shots. Ties back to environment and ends off scene back in nature.										TOTAL SHOOT TIME FOR SCENE (HOURS):			

ACT 2														
SCENE # : 9		SCENE: EXT. FOREST - AFTERNOON				PAGES: 1 1/9			SHOTS: 11/100					
DONE	SHOT #	SUBJECT	SHOT SIZE	CAMERA	ANGLE	MOVEMENT	EQUIPMENT	LENS	SOUND	SCREEN TIME (SEC)	SETUP TIME (MIN)	SHOOT TIME (MIN)	EST. # OF TAKES	NOTES
	1	Forest Floor	Macro	B CAM	Low	Focus Shift	Zhiyun gimbal	24mm						
	2	Trees	Wide	B CAM	Worm’s Eye	Rotating	Zhiyun gimbal	35mm						Pointed upwards, rotating
	3	Horizon	Wide	B CAM	Eye Level	Slow Zoom	Zhiyun gimbal	24mm						
	4	Sky through trees	Wide	B CAM	Worm’s Eye	Turning	Zhiyun gimbal	35mm						Movement highlights
	5	Tree	Close up to Wide	B CAM	Eye Level	Crab Right	Zhiyun gimbal	24-10 5mm						Camera moves from behind tree to reveal forest
SCENE NOTES:	Any shots that look like they can work to establish scene.										TOTAL SHOOT TIME FOR SCENE			

		(HOURS):	
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SCENE # : 10		SCENE: EXT. FOREST - AFTERNOON				PAGES: 1 1/9			SHOTS: 11/100					
DONE	SHOT #	SUBJECT	SHOT SIZE	CAMERA	ANGLE	MOVEMENT	EQUIPMENT	LENS	SOUND	SCREEN TIME (SEC)	SETUP TIME (MIN)	SHOOT TIME (MIN)	EST. # OF TAKES	NOTES
	1	Parents	Long	A DRONE B DRONE	Gods Eye	Tracking	Mavic Pro Mavic Air						2	Drone follows them as the run in to thicker forest
	2	Father's Legs	Close	A CAM	High Angle	Tracking In	Zhiyun gimbal	24mm					2	Father's legs running through forest, following from behind
	3	Mother's Legs	Close	A CAM	High Angle	Tracking In	Zhiyun gimbal	24mm					2	Mother's legs running through forest, following from behind
	4	Tree bark	Medium Close	A CAM	Eye Level	Crab Left	Zhiyun gimbal	18-24 mm					2	Tree bark in foreground, camera tracks left - reveals Parents running out of focus
	5	Mother's Mouth	Extreme close up	B CAM	Eye Level	Tracking	Zhiyun gimbal	40mm					2	Mother's mouth shouting for help, hands cupping mouth, shallow focus
	6	Doctor	Medium	A CAM	Eye Level	Static	Tripod	40mm						Doctor hears parents approaching and looks around
	7	Parents + Doctor	Long	A CAM	Eye Level	Pan Left	Zhiyun gimbal	24mm					3	Camera follows running Parents, Doctor points in direction and follows Parents, follows until out of frame
	8	Operating table	Medium Close	A CAM	High	Tracking In	Dolly rail	35mm					3	Tracks in, Parents and Doctor run in frame from sides, Father places child on table, Doctor and Parents partially obscure table, Doctor ushers parents away exiting frame right, follows doctor turning back to table, camera follows doctor's movement
	9	Parents	Medium	A CAM	Eye Level	Tracking	Zhiyun gimbal	35mm					3	Parents walk into waiting room with chairs
SCENE NOTES:											TOTAL SHOOT TIME FOR SCENE (HOURS):			

SCENE # : 11		SCENE: EXT. FOREST - LATE AFTERNOON				PAGES: 1 1/9			SHOTS: 11/100					
DONE ✓	SHOT #	SUBJECT	SHOT SIZE	CAMERA	ANGLE	MOVEMENT	EQUIPMENT	LENS	SOUND	SCREEN TIME (SEC)	SETUP TIME (MIN)	SHOOT TIME (MIN)	EST. # OF TAKES	NOTES
	1	Doctor	Medium	A CAM	Eye Level	Tracking	Zhiyun gimbal	60mm						Doctor approaches table in scrubs, puts on face mask, ready for surgery
	2	Operating table	Close	A CAM	High	Static	Tripod	35mm						Doctor turns on and adjusts surgery lights, flooding operating table with light, crab pan down to Child
	3	Organ Donor Box	Close	A CAM	Eye Level	Tracking	Zhiyun gimbal	50mm						Organ box carried into frame, placed onto table
	4	Doctor's Hands	Close Up	A CAM	High	Static	Tripod	60mm						Doctor's hands placing surgical equipment in tray
	5	Closing Curtains	Close	A CAM	Eye Level	Static	Tripod	85mm					4	Girl on table out of focus, Doctor draws curtains in front of operating table to obscure table and Girl
	6	Shadow Casting on Curtain	Medium Long	A CAM	Low	Slight Pan Up	Zhiyun gimbal + Tripod	40mm						Doctor casts shadows on Curtains as he moves and operates, light intensity get higher
SCENE NOTES:											TOTAL SHOOT TIME FOR SCENE (HOURS):			

SCENE # : 12		SCENE: EXT. FOREST - LATE AFTERNOON				PAGES: 1 1/9			SHOTS: 11/100					
DONE ✓	SHOT #	SUBJECT	SHOT SIZE	CAMERA	ANGLE	MOVEMENT	EQUIPMENT	LENS	SOUND	SCREEN TIME (SEC)	SETUP TIME (MIN)	SHOOT TIME (MIN)	EST. # OF TAKES	NOTES
	1	Parents	Establishing	A CAM	Eye Level	Slight Pan Up	Zhiyun gimbal	40mm						Sitting together on chairs, Mother's head on Father's shoulder, dark forest behind

	2	Parents + Doctor	Long	A CAM	Low	Slow Track in	Zhiyun gimbal	24-35 mm						Doctor comes into frame, Parents get up to talk to him
	3	Doctor Speaking	Medium Long	A CAM	Low	Static	Zhiyun gimbal	40mm						Doctor removes mask and talks to parents about child's condition, Parents in foreground out of focus, Doctor framed between parents
	4	Doctor Speaking	Long	A CAM	Low	Static	Zhiyun gimbal	24mm						Doctor and parents framed from side, silhouetted, overexposes as they talk
SCENE NOTES:											TOTAL SHOOT TIME FOR SCENE (HOURS):			

SCENE # : 13		SCENE: EXT. FOREST - LATE AFTERNOON				PAGES: 1 1/9			SHOTS: 11/100					
DONE ✓	SHOT #	SUBJECT	SHOT SIZE	CAMERA	ANGLE	MOVEMENT	EQUIPMENT	LENS	SOUND	SCREEN TIME (SEC)	SETUP TIME (MIN)	SHOOT TIME (MIN)	EST. # OF TAKES	NOTES
	1	Sky through trees	Long	B CAM	Worm's Eye	Pan	Zhiyun gimbal	18mm	Ambience					Bright, to match Scene 12 Shot 4
	2	Treetops	Long	DRONE A	Eye Level	Track Out	Drone							Drone level with treetops, tracks out, cloud movement
SCENE NOTES:											TOTAL SHOOT TIME FOR SCENE (HOURS):			

ACT 3														
SCENE # : 14		SCENE: DRY LANDSCAPE- DAY/HIGH KEY				PAGES: 1 1/9			SHOTS: 11/100					
										SCREEN	SETUP	SHOOT	EST. #	

DONE ✓	SHOT #	SUBJECT	SHOT SIZE	CAMERA	ANGLE	MOVEMENT	EQUIPMENT	LENS	SOUND	TIME (SEC)	TIME (MIN)	TIME (MIN)	OF TAKES	NOTES
	1	Cloth on trees	Close-Up	B CAM	High Angle	Static	Tripod	35mm	Ambience, music building					Cloth hanging from trees
SCENE NOTES:											TOTAL SHOOT TIME FOR SCENE (HOURS):			

SCENE # : 15		SCENE: INT. ROOM - LOW LIT				PAGES: 1 1/9			SHOTS: 11/100					
DONE ✓	SHOT #	SUBJECT	SHOT SIZE	CAMERA	ANGLE	MOVEMENT	EQUIPMENT	LENS	SOUND	SCREEN TIME (SEC)	SETUP TIME (MIN)	SHOOT TIME (MIN)	EST. # OF TAKES	NOTES
	1	Old Man	Establishing	A CAM	Low	Static	Tripod	18-24 mm					2	Man sitting in room staring ahead, white projector light flickers on face
	2	Old Hand	Extreme Close-Up	B CAM	Eye Level	Static	Tripod	85mm					3	Hand grips an empty whiskey glass, condensation on side of glass
	3	Old Man	Medium	A CAM	Low to High	Orbit Right	Zhiyun gimbal	24mm					3	Orbits around Man from side to behind chair to reveal light behind cloth
	4	Old Hand	Close-Up	A CAM	High	Tracking Down	Zhiyun gimbal	85mm					3	Man puts down drink on side table, condensation running
	5	Old Man	Medium	A CAM	High	Slight Crab Left	Zhiyun gimbal	50mm					4	Man gets up from chair, ¾ behind, moves left to reveal lamp
	6	Old Man	Medium	A CAM	High	Tracking In	Zhiyun gimbal	50mm					4	Man walks towards sheets, entering into them, extending left hand
	7	Old Hand	Close-Up	A CAM	High	Tracking In	Zhiyun gimbal	70mm					4	Cuts of hands brushing, searching against cloth, all Old Man
	8	Young Hand	Close-Up	A CAM	High	Tracking In	Zhiyun gimbal	70mm					4	Cuts of hands brushing, searching against cloth, all Young Man

SCENE NOTES:		TOTAL SHOOT TIME FOR SCENE (HOURS):	
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SCENE # : 16		SCENE: EXT. DRY LANDSCAPE - DAY/HIGH KEY				PAGES: 1 1/9		SHOTS: 11/100						
DONE ✓	SHOT #	SUBJECT	SHOT SIZE	CAMERA	ANGLE	MOVEMENT	EQUIPMENT	LENS	SOUND	SCREEN TIME (SEC)	SETUP TIME (MIN)	SHOOT TIME (MIN)	EST. # OF TAKES	NOTES
	1	Young Man	Close	A CAM	Eye Level	Static	Tripod	85mm						Walking out of cloth, holding camera in hand
	2	Young Man	Medium	A CAM	Eye Level	Crab Left	Zhiyun gimbal	35mm						Walks away from cloth, camera following
	3	Young Man's Face	Close	A CAM	Low	Slight Movement	Zhiyun gimbal	85mm						Covers eyes, looks around and then ahead quickly into distance
	4	Body	Long	A CAM	High	Static	Tripod	100m m						Body lying on side, distance away
	5	Young Man	Medium	A CAM	High	Tracking In	Zhiyun gimbal	35mm					4	Man runs towards body through trees
	6	Body	Medium Long	A CAM	High	Slight Movement	Tripod	35mm						Man runs into frame, swings camera onto back
	7	Neck of Body	Close-Up	B CAM	High	Slight Movement	Tripod	60mm						Man places hand on shoulder and checks pulse of Body
	8	Young Man	Medium	A CAM	Eye Level	Slight Movement	Zhiyun gimbal	35mm						Man gets up quickly, stepping towards out of frame
	9	Young Man	Medium	A CAM	Eye Level	Slight Movement	Zhiyun gimbal	24mm					4	Man runs between trees to look for help
	10	Young Man	Close	B CAM	Eye Level	Pan Right + Crab Right	Zhiyun gimbal	85mm						Standing still, camera orbits around
	11	Young Man	Medium	A CAM	High	Track Left	Zhiyun gimbal	35mm						Man runs back to body, ¾ away from camera
	12	Neck of body	Close	A CAM	High	Tracking Out	Zhiyun gimbal	85mm 35mm						Man checks pulse a few times, moving back and stressing
	13	Young	Close	A CAM	High	Slight	Zhiyun	35mm						Man begins to roll body over

		man				Movement	gimbal							slowly, face is hidden and no full face is shown
SCENE NOTES:											TOTAL SHOOT TIME FOR SCENE (HOURS):			

SCENE # : 17		SCENE: INT. ROOM - LOW LIT				PAGES: 1 1/9			SHOTS: 11/100					
DONE ✓	SHOT #	SUBJECT	SHOT SIZE	CAMERA	ANGLE	MOVEMENT	EQUIPMENT	LENS	SOUND	SCREEN TIME (SEC)	SETUP TIME (MIN)	SHOOT TIME (MIN)	EST. # OF TAKES	NOTES
	1	Old Man	Medium Long	A CAM	Low Angle	Track Out Slowly	Dolly Rail	60mm	Builds to climax and then to silence				3	<div>Old Man sitting in chair, shots of Scene #16 projected onto him like slide projection</div> <div>Images run faster and faster, cuts before Body's face is revealed every time</div> <div>At top speed 'bulb breaks' and Old Man is left in darkness</div>
SCENE NOTES:											TOTAL SHOOT TIME FOR SCENE (HOURS):			

SCENE # : 18A		SCENE: EXT. DRY LANDSCAPE- DAY				PAGES: 1 1/9			SHOTS: 11/100					
DONE ✓	SHOT #	SUBJECT	SHOT SIZE	CAMERA	ANGLE	MOVEMENT	EQUIPMENT	LENS	SOUND	SCREEN TIME (SEC)	SETUP TIME (MIN)	SHOOT TIME (MIN)	EST. # OF TAKES	NOTES
	1	Dead trees	Establishing	A DRONE B DRONE	God's eye	Tracking	Mavic Pro Mavic Air	24mm 26mm	Ambient sound, wind blowing.	20	20	2	30	Can use either shot.
	2	Dead trees	Establishing	A DRONE B DRONE	God's eye	Tracking Out (up)	Mavic Pro Mavic Air	24mm 26mm	Ambient sound, wind blowing.	20	10	2	10	Shot tracks upwards away from ground

SCENE # : 18B		SCENE: EXT. FOREST - DAY				PAGES: 1 1/9			SHOTS: 11/100					
	1	Tree tops	Establishing	A DRONE B DRONE	God's eye	Tracking	Mavic Pro Mavic Air	24mm 26mm	Ambient sound, wind in trees.	20	20	2	30	Moving along treetops.
SCENE # : 18C		SCENE: EXT. BEACH - DAY				PAGES: 1 1/9			SHOTS: 11/100					
	1	Waves	Establishing	A DRONE B DRONE	God's eye	Static	Mavic Pro Mavic Air	24mm 26mm	Ambient sound, crashing waves.	20	20	2	30	Can use either shot.
	2	Shoreline	Establishing	A DRONE B DRONE	God's eye	Tracking	Mavic Pro Mavic Air	24mm 26mm	Ambient sound, crashing waves.	20	10	2	10	Tracking along shoreline
SCENE NOTES:											TOTAL SHOOT TIME FOR SCENE (HOURS):			