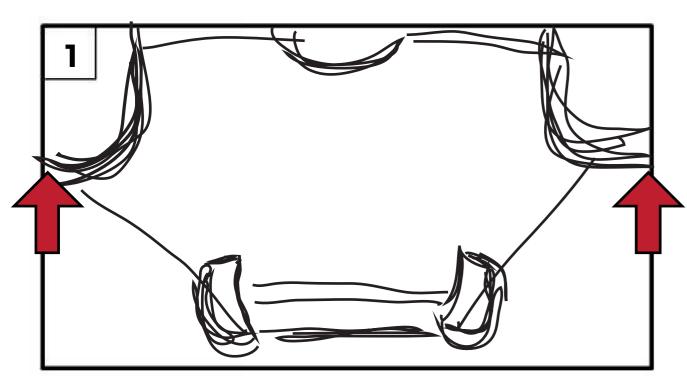


Project: ONE-WAY ROAD Sheet #: 1 of 3

Artist: Travis Moore



16:9

#01 - EXT. BUSY CROSS STREET FULL OF CARS -- DAY

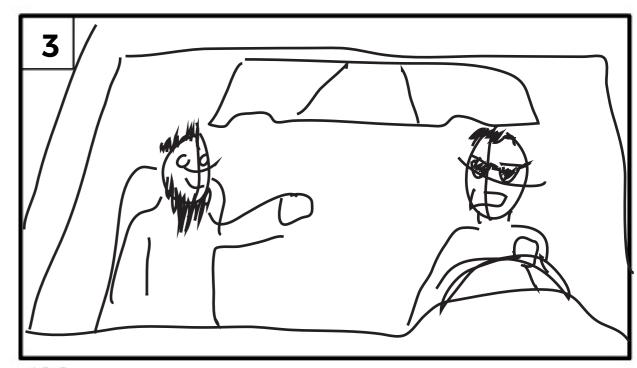
CAMERA CRANES UP after a HAL's car passes on top of it
revealing a busy street.



16:9

#02 - EXT. ONE-WAY STREET -- CONTINUOUS

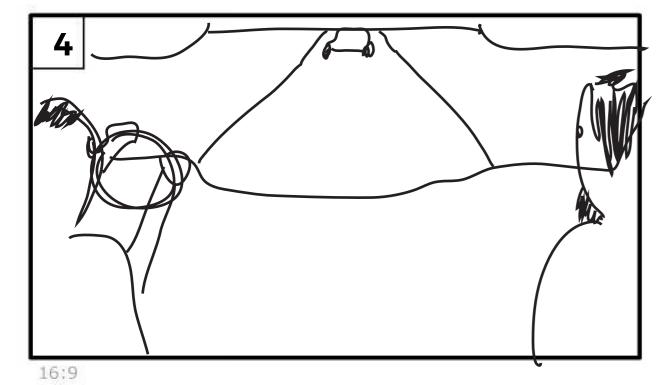
CAMERA MCU from behind HAL's car.



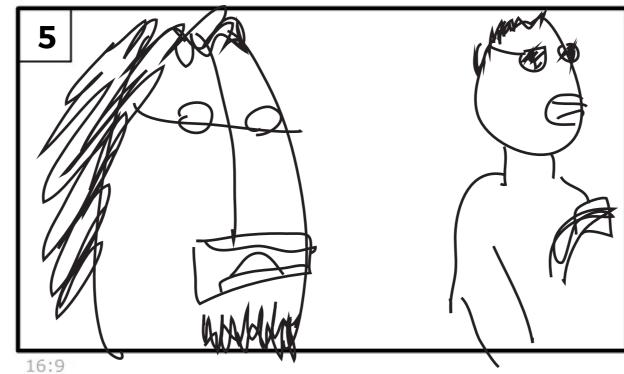
16:9

#03 - EXT. HAL'S CAR -- CONTINUOUS

CAMERA MEDIUM SHOT through windshield of HAL's car.

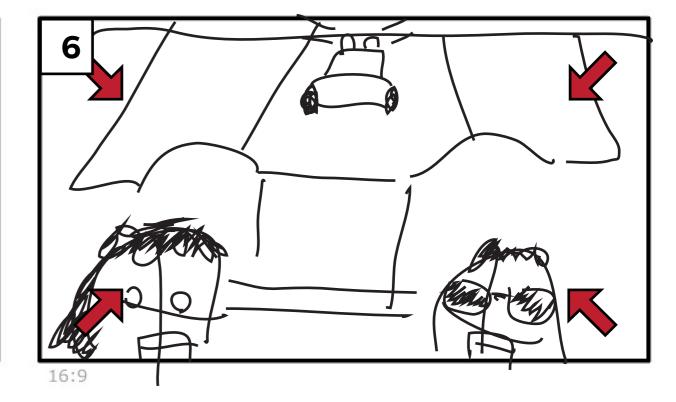


#04 - INT. HAL'S CAR -- CONTINUOUS
CAMERA OTS between HAL and GURNEY.



#05 - INT. HAL'S CAR -- CONTINUOUS

CAMERA CU of GURNEY's face with HAL in view



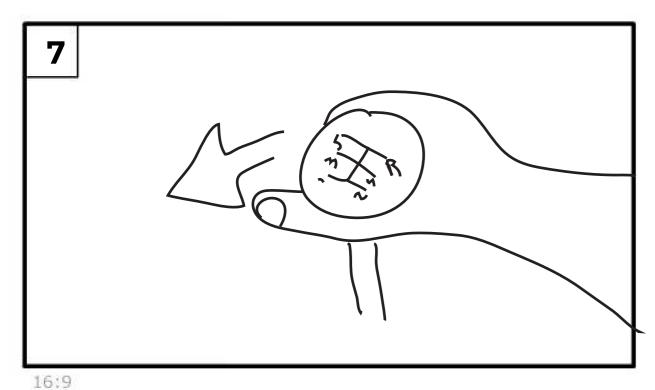
#06 - EXT. ONE-WAY STREET HAL'S CAR HOOD -- CONTINUOUS

CAMERA MCU from the front of HAL's car looking in the window.



Project: ONE-WAY ROAD Sheet #: 2 of 3

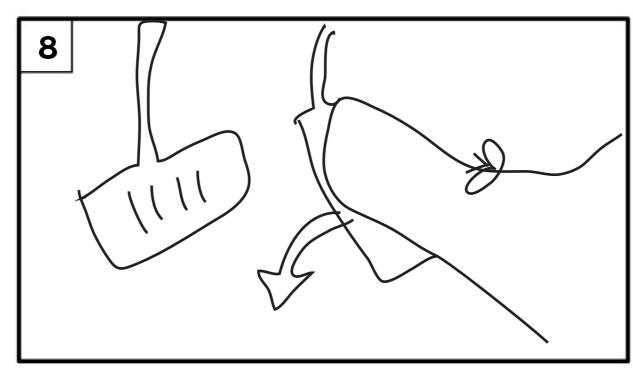
Artist: Travis Moore



19,3

#07 - INT. HAL'S CAR -- CONTINUOUS

CAMERA ECU of HAL's hand shifting the car's gear shifter, with a loud CLUNK, into a higher gear.



16:9

#08 - INT. HAL'S CAR -- CONTINUOUS

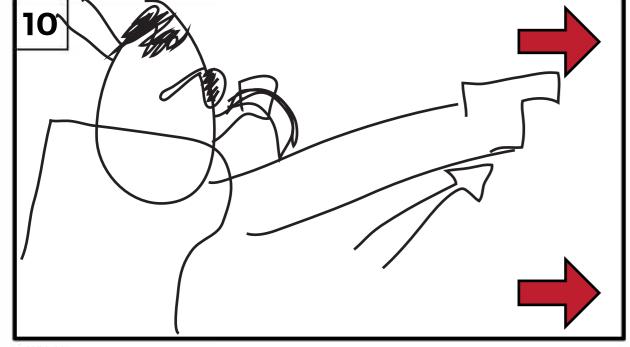
CAMERA ECU of HAL's foot SLAMMING the car's acceleration pedal to the floor.



16:9

#09 - INT. HAL'S CAR -- CONTINUOUS

CAMERA CU of HAL gripping the wheel and slamming backward into his seat.



16:9

#10 - INT. HAL'S CAR -- CONTINUOUS

CAMERA OTS of HAL with a view out of the windshield



16:9

#11 - INT. HAL'S CAR -- CONTINUOUS

CAMERA CU of GURNEY.



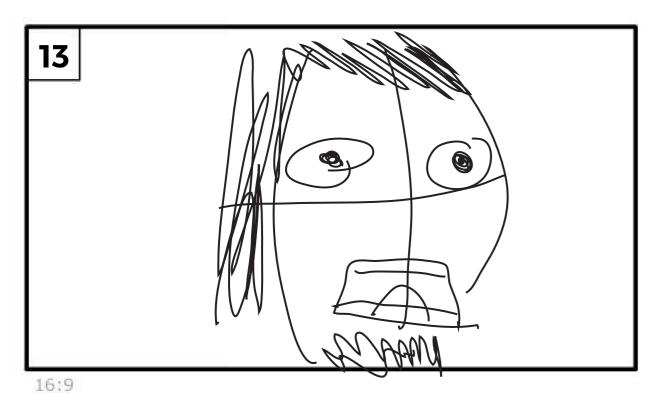
16:9

12 - INT	. HAL'S CAR	CONTINU	OUS	
CAMERA	CU of HAL.			



Project: ONE-WAY ROAD Sheet #: 3 of 3

Artist: Travis Moore



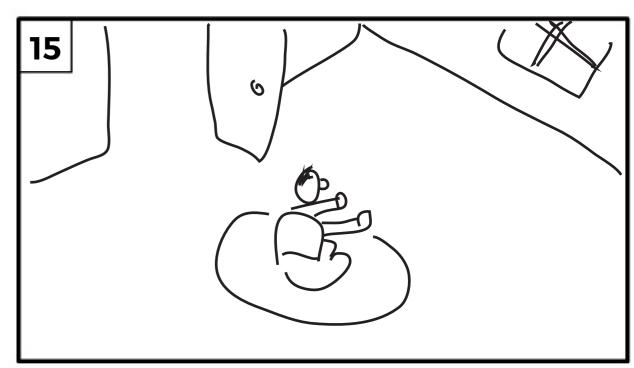
#13 - INT. HAL'S CAR -- CONTINUOUS
CAMERA CU of GURNEY.



16:9

#14 - INT. HAL'S CAR -- CONTINUOUS

CAMERA MCU from the front of the car looking in through the window.



16:9

#15 - INT. HAL'S BEDROOM -- DAY
CAMERA MS looking down upon a child named HAL.



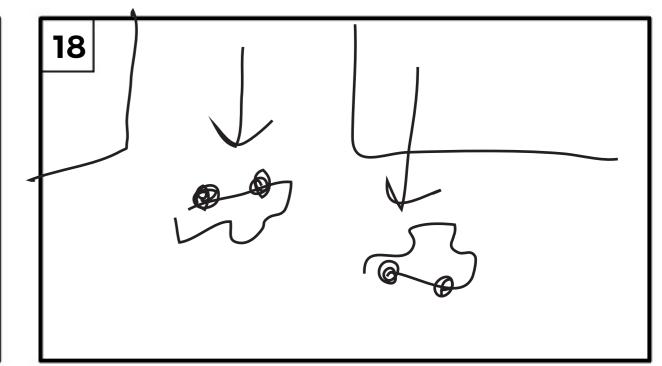
#16 - INT. HAL'S BEDROOM -- CONTINUOUS

CU CAMERA facing HAL and the two toy cars.

17

16:9

#17 - INT. HAL'S BEDROOM -- CONTINUOUS
CAMERA MS looking down upon HAL.



16:9

#18 - 1 CAMERA				in	view.	