

Unlimited Bugs

Assignment 1 - Script

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Visual	Audio	Duration (in seconds)
Shot 1: <ul style="list-style-type: none"> An establishing shot where the logo is first seen behind the sky with clouds Logo fades away Camera then slowly moves down to focus the shot on a small ravine in the middle of a forest Camera slowly zooms in closer on the ravine, then the camera fades to the next scene 	<ul style="list-style-type: none"> Ambience of forest / field / meadow Sounds of crickets chirping Sound of the camera whooshing 	15
Shot 2: <ul style="list-style-type: none"> A birds-eye view shot of a group of insects walking towards the right side of the screen 	<ul style="list-style-type: none"> BGM is playing 	5
Shot 3: <ul style="list-style-type: none"> After some time, the angle immediately changes to a <i>shoulder-level shot</i> of the characters walking towards the camera 		5
Shot 4: <ul style="list-style-type: none"> As they get closer towards the camera, the angle immediately changes to an overhead shot of the characters from the back view Camera pans upward to see the characters approaching a small stream 		8
Shot 5: <ul style="list-style-type: none"> A close, aerial shot of the characters approaching the stream They stop walking after they notice a leaf floating on the stream next to them 		7
Shot 6: <ul style="list-style-type: none"> A close-up shot of the leader talking, <i>"Hey! Let's see where this boat takes us to!"</i> Subtitles appear on the screen when he speaks 		8
Shot 7: <ul style="list-style-type: none"> After that, the angle changes to a medium shot to include all the characters cheering together <i>"Yay, let's go!"</i> 		5
Shot 8: <ul style="list-style-type: none"> A medium shot where the camera is angled on the opposite side of the stream with the all 		7

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<p>characters in focus</p> <ul style="list-style-type: none"> • The characters are hopping onto the leaf to start their adventure as the BGM starts playing • Boat then starts moving away from the camera 		
<p>Shot 9:</p> <ul style="list-style-type: none"> • Wide shot of the characters riding the boat, with the characters moving from the left to right 		10
<p>Shot 10:</p> <ul style="list-style-type: none"> • Close-up shot of the leader pointing towards something in front of them 		3
<p>Shot 11:</p> <ul style="list-style-type: none"> • Worms-eye view of a giant tree in front of them • Camera is slowly moving down from the perspective of the insects 		5
<p>Shot 12:</p> <ul style="list-style-type: none"> • Another close-up shot of the leader pointing towards something to the side 		3
<p>Shot 13:</p> <ul style="list-style-type: none"> • Medium shot of the characters facing away from the camera and looking towards something on their side • They are looking at an animal grazing the field • The characters are slowly moving to the right 		5
<p>Shot 14:</p> <ul style="list-style-type: none"> • Close-up shot of the leader pointing at the camera • The other characters turn around and look towards the camera as well 		5
<p>Shot 15:</p> <ul style="list-style-type: none"> • Scene changes to the perspective of the insects looking ahead of them • They see that they are approaching a waterfall 		6
<p>Shot 16:</p> <ul style="list-style-type: none"> • Camera zooms in to focus on the characters' shocked expression 	<ul style="list-style-type: none"> • BGM becomes quieter/more intense, or pause it to highlight the intense moment 	3
<p>Shot 17:</p> <ul style="list-style-type: none"> • Close-up shot showing the leaf boat slowly moving to the edge of the waterfall 		4
<p>Shot 18:</p>	<ul style="list-style-type: none"> • Increase BGM 	8

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<ul style="list-style-type: none"> • Front view shot of the boat suddenly stopping at the edge of the waterfall • Characters feel a sense of relief • Suddenly there is a gushing wind, blowing the boat forward • Boat drops down the waterfall 	tempo	
<p>Shot 19:</p> <ul style="list-style-type: none"> • Close-up shot of characters briefly stopping in mid air before dropping down 	<ul style="list-style-type: none"> • All music stops • Waterfall SFX (Fades in) • Wind SFX (Fades in) • Dropping SFX • Insect screaming SFX 	10
<p>Shot 20:</p> <ul style="list-style-type: none"> • Static shot • Insects will drop out of the camera view and slowly fly back in the view (Shows the struggling face of the two flying insects) • Three insects who cannot fly will grab onto the legs of the other two insects who can fly 	<ul style="list-style-type: none"> • Flying SFX (Slowly fades in and fades out) • BGM starts when they fly back in 	8
<p>Shot 21:</p> <ul style="list-style-type: none"> • Wide shot of the insects flying away from the water in a cursive route (can have trail line) 	<ul style="list-style-type: none"> • BGM is playing 	5
<p>Shot 22:</p> <ul style="list-style-type: none"> • Close-up shot of the insects crashing onto the ground 		5
<p>Shot 23:</p> <ul style="list-style-type: none"> • Top-down shot of the insects lying flat on the ground (breathing heavily) 		5
<p>Shot 24:</p> <ul style="list-style-type: none"> • Wide shot with a tilted angle of where they are lying at (the ground where they landed at is actually a piece of rock lying at the end of a slope) 		8
<p>Shot 25:</p> <ul style="list-style-type: none"> • Side shot • A few of the insects try to balance the rock by going to the other side but it failed • Due to the unbalanced weight, the rock starts to tilt towards the slope and eventually they start sliding down 		5

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Shot 26:			8
<ul style="list-style-type: none"> • Camera will shoot from the back of the insects • As they slide to the end of the slope, the insects will bounce up from the rock 			
Shot 27:			10
<ul style="list-style-type: none"> • Medium shot of the insects landed flat on the ground, which happens to be the belly of a bear • From the perspective of the insects, the bear will lift its head and make eye contact with the insects 			
Shot 28:			5
<ul style="list-style-type: none"> • Split side view of the insects and the bear making eye contact (will have the electric/zap effect) 			
Shot 29:			7
<ul style="list-style-type: none"> • Split side view of the insects and the bear • Bear becomes angry • Insects run away from the left to the right (have trail or wind particle to show that the insects are running) 			
Shot 30:			8
<ul style="list-style-type: none"> • Wide shot of the environment with the bear and the insects • Bear's hand hitting the insects 			
Shot 31:			8
<ul style="list-style-type: none"> • Wide shot of the insects being thrown off 			
Shot 32:			15
<ul style="list-style-type: none"> • Front view of a giant tree • Insects will be glued to the tree (Can have the characters drawn crooked) • Have a circle viewed camera zoom towards the insects and slowly fades to black 	<ul style="list-style-type: none"> • BGM will come its end • Sad trombone fail SFX (when zoomed in) 		
Total time (in minutes & seconds):			3m 39s