SCENE	INT/EXT	LOCATION	SHOT	LENS	CAMERA ANGLE	CAMERA MOVEMENT	AUDIO	ACTORS	PROPS	DESCRIPTION
1A	EXT	Road	MS	ZOOM	high angle	tracking	Х	skeleton	Х	Start with close up of the skeleton's face on a high side angle. It slowly begins to zoom out until the skeleton
1B	EXT	Road	FS	35mm	straight on	still	X	skeleton	X	Shot from behind the truck as we see the skeleton looking out. (I will either need another car or rollerblad
1C	EXT	Road	OTS	50mm	straight on	still	X	skeleton	X	Camera will now be behind the skeleton as it turns around and starts to stand.
1D	EXT	Road	MCU	35mm	low angle	still	X	skeleton	X	Low angle shot as the skeleton walk closer to the roof panel of the truck. Honestly I don't know how I will
1E	EXT	Road	EST	14mm	straight on	still	Х	skeleton	Х	SLO-MO SHOT: As the truck is driving, the skeleton is standing and facing the road as the wind blows in
2A	EXT	Town	FS	24mm	straight on	still	Х	skeleton	bag	car passes by in the shot, and across the road is the subject looking around
2B	EXT	Town	MCU	50mm	straight on	still	Х	skeleton	bag	Camera on the side of the skeleton as it's looking around and walks out of frame
2C	EXT	Town	WS	14mm	straight on	still	Х	skeleton	bag	Wide shot of the skeleton walking showing more of the buildings
2D	EXT	Town	MCU	50mm	straight on	tracking	Х	skeleton	bag	skeleton is slowly walking. Camera will be walking in front of it.
2E	EXT	Town	POV	35mm	low angle	tracking	Х	X	lights	POV insert shot of the streetlamps being lit up
2F	EXT	Town	INSERT	50mm	straight on	still	Х	skeleton	bag	insert shot of trick or treat bag
3A	EXT	House	EST	14mm	straight on	still	Х	skeleton	bag	establishing shot of the house (from the side or front)
3B	EXT	House	OTS	35mm	slight low angle	still	Х	skeleton	X	Shot behind skeleton's shoulder as it enters the frame and rings the doorbell.
3C	EXT	House	OTS	35mm	slight high angle	still	Х	skeleton	bag	Shot behind the women's shoulder facing the skeleton.
3D	EXT	House	MS	8mm	high angle	still	Х	skeleton	bag	Fish eye shot (perspective of door)
3E	EXT	House	FS	35mm	straight on	still	Х	skeleton	bag	Camera behind the skeleton as it still stands at the door looking around
3F	EXT	House	WS	24mm	straight on	still	X	skeleton	bag	After all the guick montage shots of doors closing. The last one will be still as the skeleton trips.
4A	EXT	Town	MCU	50mm	straight on	still	X	skeleton	X	Centered shot of skeleton looking up
4B	EXT	Town	POV	35mm	straight on	still	X	skeleton	X	Shot of the giant Christmas tree, with the top of the skeleton's head in the foreground
4C	EXT	Town	MS	35mm	dutch angle	tracking	X	skeleton	bag	Quick dutch angle tracking shot of skeleton walking. Camera in front of the subject. Same shot when it se
4D	EXT	Town	WS	24mm	straight on	still	X	skeleton	bag	skeleton walking until it stops at the window display.
4E	EXT	Town	OTS	50mm	straight on	still	X	skeleton	bag	Camera behind the skeleton looking into the window display. Shot with Pumpkin in the reflection
4E 4F	EXT	Town	CU	50mm	-	still	X	skeleton	X	
4F 4G	EXT		ws		straight on	still	X			Close up of the skeleton's face looking at the display
		Town		24mm	straight on			skeleton	bag	When skeleton turns around, camera will be behind the skeleton as its looking around.
4H	EXT	Town	INSERT	85mm	straight on	still	X	X	knick-knacks	Quick insert shots of the toys
41	EXT	Town	INSERT	50mm	straight on	still	X	skeleton	santa hat	insert shot of the santa hat on the ground
4J	EXT	Town	FS	24mm	straight on	push in	X	skeleton	santa hat	shot behind the skeleton as it picks up the santa hat. Camera slowly gets closer
4K	EXT	Town	FS	24mm	straight on	tracking	X	skeleton	santa hat	skeleton running in the middle of the road with the camera following it
5A	EXT	alleyway	FS	24mm	straight on	still	X	skeleton	santa hat	Camera in the alleyway facing the skeleton as its looking
5B	EXT	alleyway	WS	14mm	straight on	still	X	pumpkin	X	Pumpkin on the other side of the alleyway with the blue light as a backlight, wide enough so the alleyway
5C	EXT	alleyway	MCU	35mm	straight on	still	X	pumpkin	X	Closer up version of the pumpkin turning around with the LED light
5D	EXT	alleyway	MS	35mm	straight on	tracking	X	skeleton	santa hat	tracking shot of skeleton moving closer to the pumpkin
5E	EXT	alleyway	MS	35mm	straight on	tracking	X	pumpkin	X	same thing as 5D but other way
5F	EXT	alleyway	CU	35mm	straight on	handheld	Х	pumpkin & skelet	santa hat	close up of the skeleton and pumpkin reacting
5G	EXT	alleyway	OTS	35mm	straight on	handheld	Х	pumpkin & skelet	santa hat	over the shoulder shot of pumpkin
5H	EXT	alleyway	OTS	35mm	straight on	handheld	Х	pumpkin & skelet	santa hat	over the shoulder shot of skeleton
51	EXT	alleyway	INSERT	35mm	straight on	handheld	X	pumpkin & skelet	santa hat	insert shot of them holding hands and walking away together
6A	EXT	Bonfire	MWS	35mm	low angle	still	X	pumpkin & skelet	fire	one medium wide shot of pumpkin looking into the fire. Flames are in shot. Do the same thing with skelet
6B	EXT	Bonfire	INSERT	50mm	high angle	still	X	X	santa hat	Insert shot of santa hat being burned
6C	EXT	Bonfire	WS	35mm	slight low angle	still	Х	pumpkin & skelet	fire	Camera behind the fire, with BOTH subjects in the frame having their mask lights on. Everything is dark s
7A	EXT	Field	WS	24mm	straight on	tracking	Х	pumpkin & skelet	Х	Freestyle shot
7B	EXT	Field	WS	24mm	straight on	handheld	Х	pumpkin & skelet	Х	Camera behind the subjects, looking out to the sky with them. This is when pumpkin puts arm around ske
7C	EXT	Field	CU	85mm	straight on	handheld	Х	pumpkin & skelet	X	Close up of skeleton and pumpkin as they hug
8A	EXT	House	MS	35mm	straight on	still	Х	pumpkin & skelet		Pumpkin and skeleton stare at completely decorated house making a silhouette figure. F-stop will be low
8B	EXT	House	OTS	35mm	slight low angle	still	Yes	pumpkin & skelet		Camera is right behind them angled towards one of the subjects.
8C	EXT	House	MCU	50mm	slight low angle	still	Yes	pumpkin & skelet		Camera is now in front of them
8D	EXT	House	2SHOT	35mm	straight on	still	Yes	pumpkin & skelet		2 shot of them standing next to eachother as they begin to hold hands
8E	EXT	House	INSERT	50mm	straight on	still	Yes	skeleton	X	insert shots of lights and scenery
9A	EXT	Road	MCU	50mm	straight on	still	X	skeleton	X	Shot from the back of the truck facing the skeleton only as it looks out
9B	EXT	Road	MCU	50mm	straight on	still	X	pumpkin	X	Similar to 9B but pumpkin instead
9C	EXT	Road	2SHOT	35mm	straight on	still	X	pumpkin & skelet		Both sitting in the back of the truck as they look out.
9D	EXT	Road	INSERT	X	X	X	X	X	X	Insert shots of views while driving (lights, bodies of water, restaurants)
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