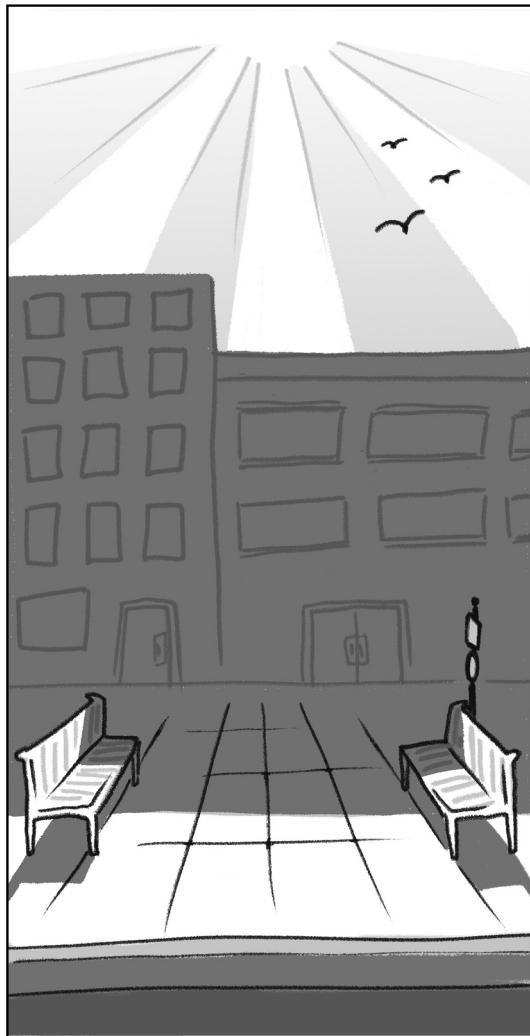
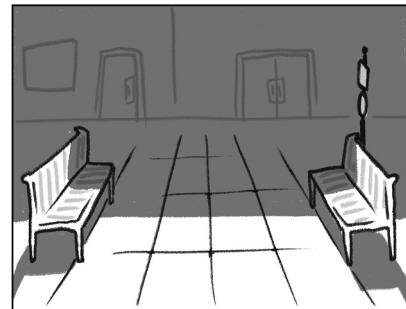


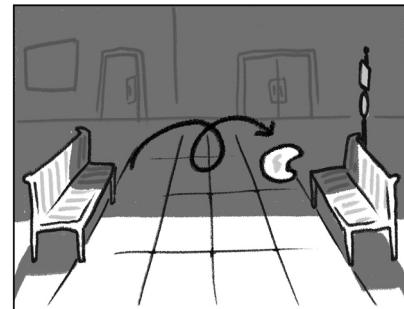
"Way" STORYBOARD - Sarah Johnson



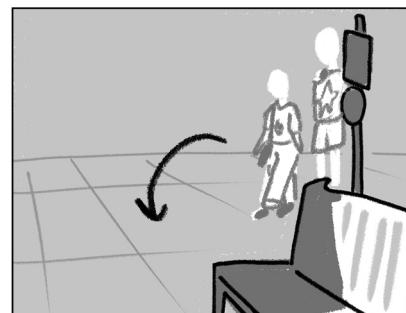
1
Establishing shot. Pan Down.



2a
hold.



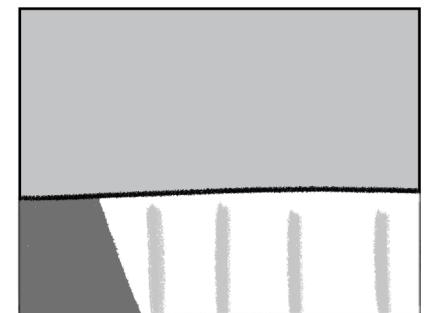
2b
Do you ever feel like a plastic bag,
drifting through the wind



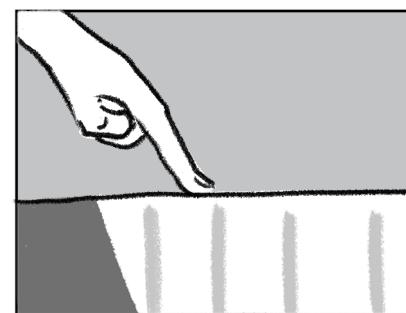
3a
Arrive



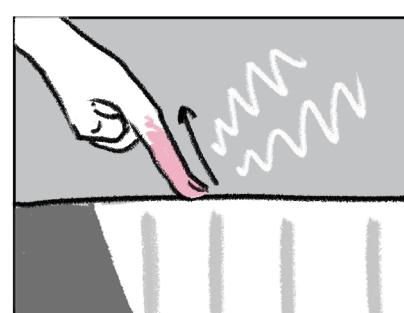
3b
...



4a
Bench close shot.



4b
Touch.



4c
SIZZLE SIZZLE



4d
HOT!

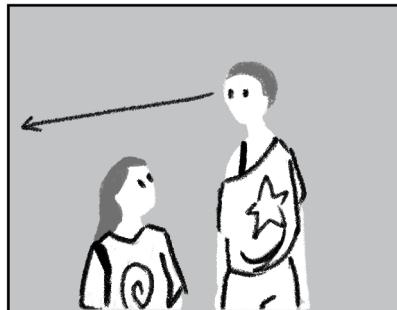
"Way" STORYBOARD - Sarah Johnson



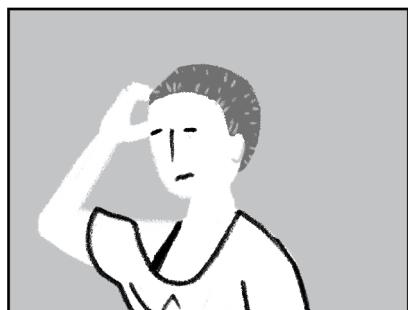
5a
hold.



5b
Eye contact.



5c
Look away.



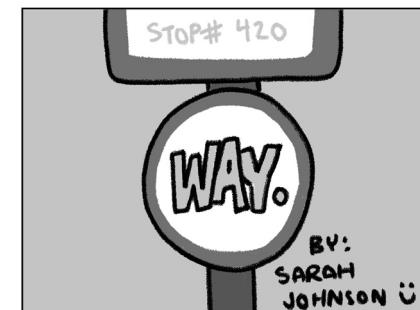
6a
Scratch Scratch Scatch



6b
DING! Other bench spotted.



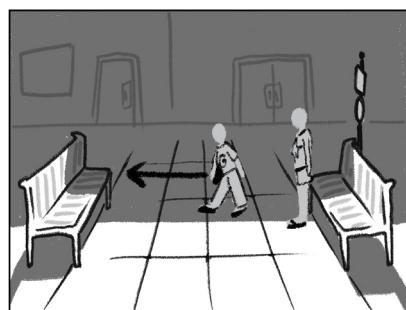
6c
"No fucking way."



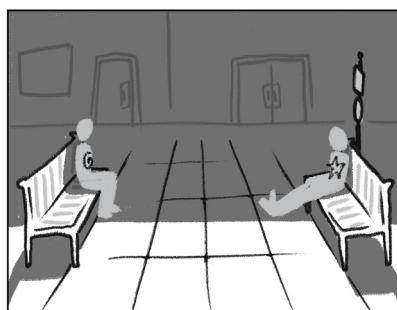
Cut to TITLE
"Way."



7a



7b
Walk over



7c
Sit.

"Way" STORYBOARD - Sarah Johnson



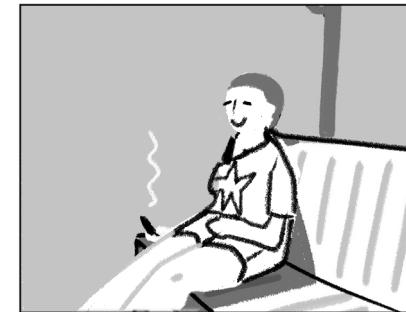
8a
tch tch tch tch tch tch tch tch



8b
Light up.



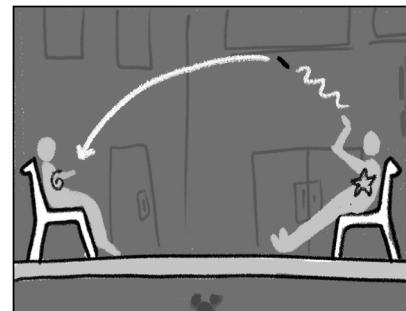
8c
Hit



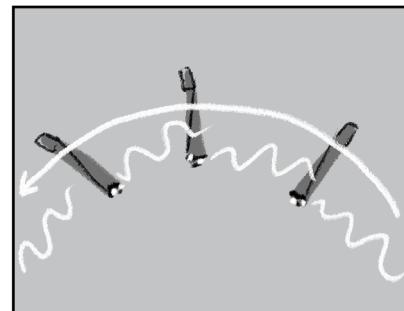
8d
Smile



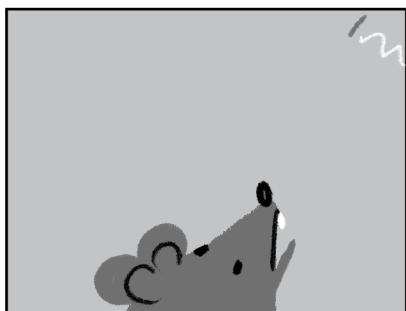
9a



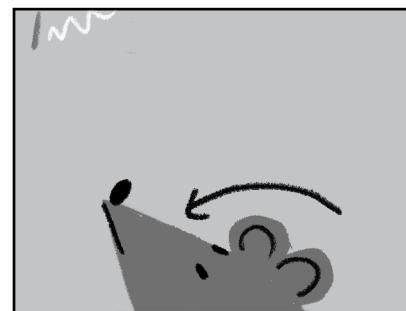
9b
PERFECT THROW



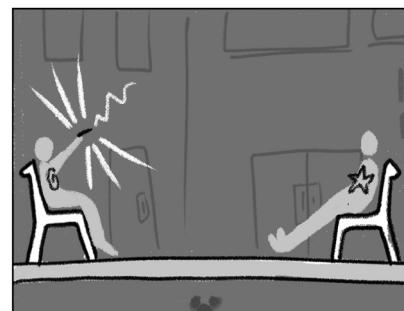
10
Slow-mo/close up perfect throw



11a
Rat Noises



11b
On screen rat translation:
"No fucking way."



12
Catch

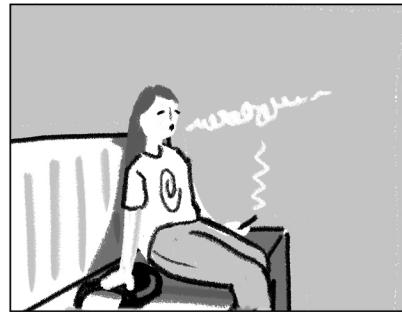
"Way" STORYBOARD - Sarah Johnson



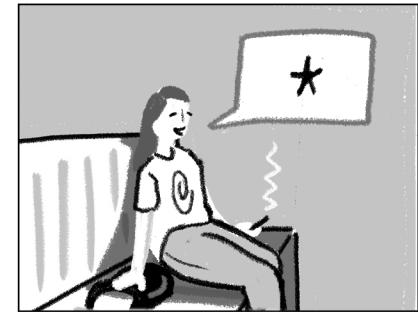
13a
hold



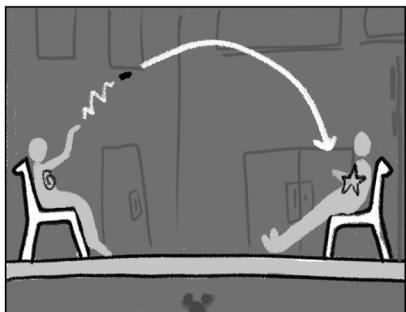
13b
Hit.



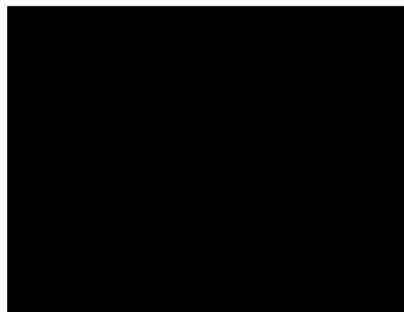
13c
Smile.



13d
"No fucking way."
(disbelieving, proud)



14
Throw back



15
Fade to black, implication of
cycle



16
END.
Credits of course.