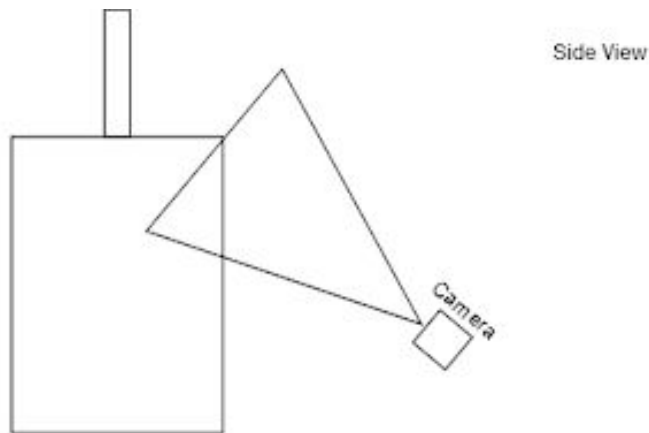
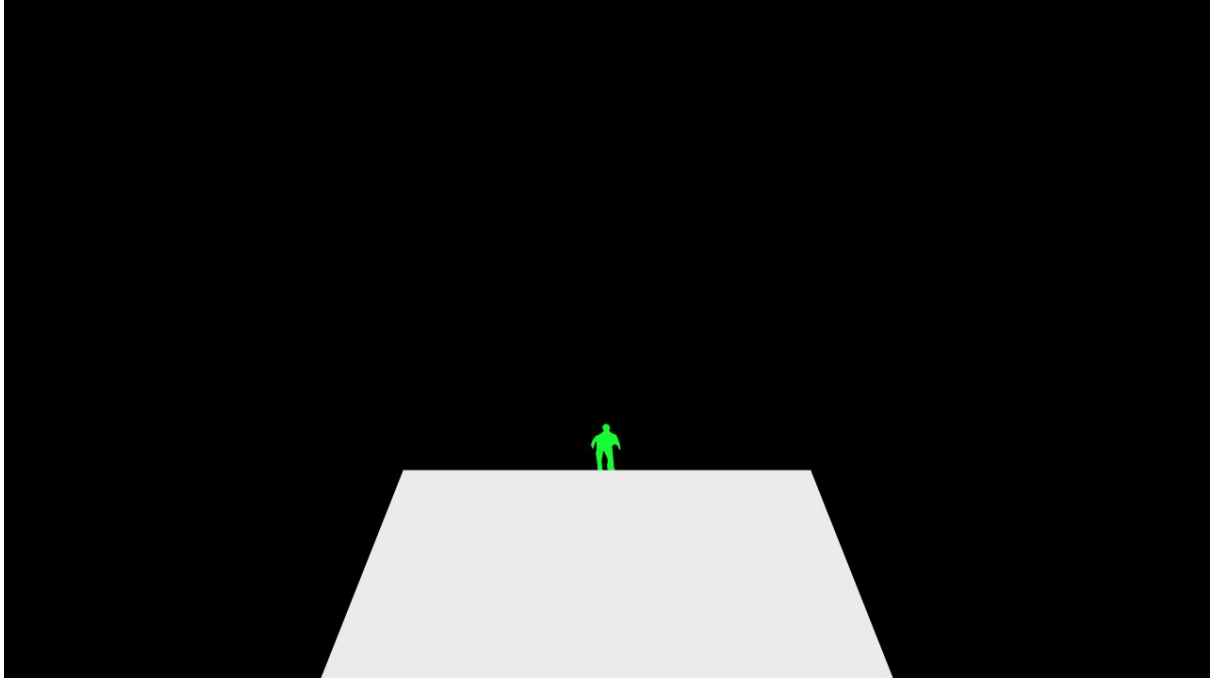


Charlotte Ward | CI474 | Storyboard

Frame 1

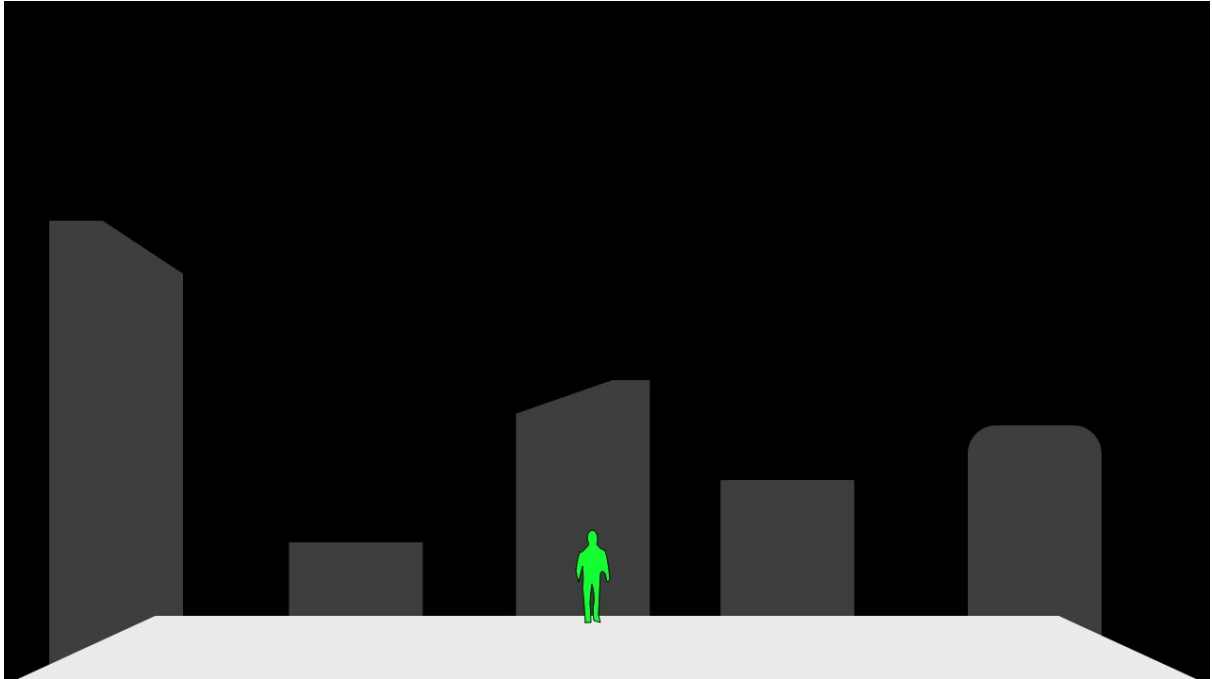


This shot involves the camera panning up alongside the building, focussing on the individual at the top. The pitch changes slightly down to track the character. The focus here should be on the shape of the building, and the sky detail.

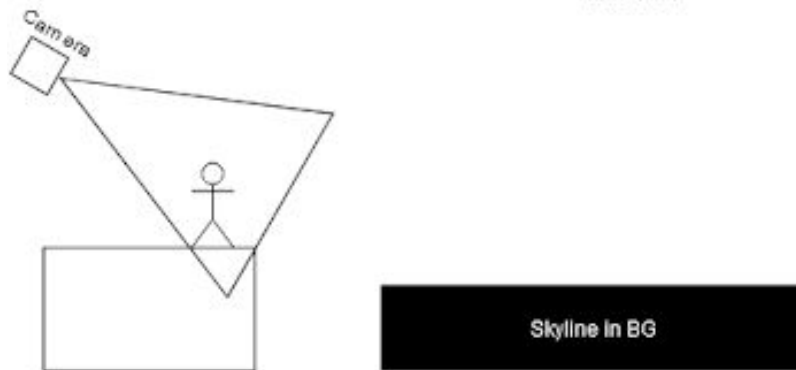
Reference photos of the sky should be used to get the vibe for this image.

The audio for this scene revolves around distant car noises, general city atmosphere. Light wind at this point.

Frame 2



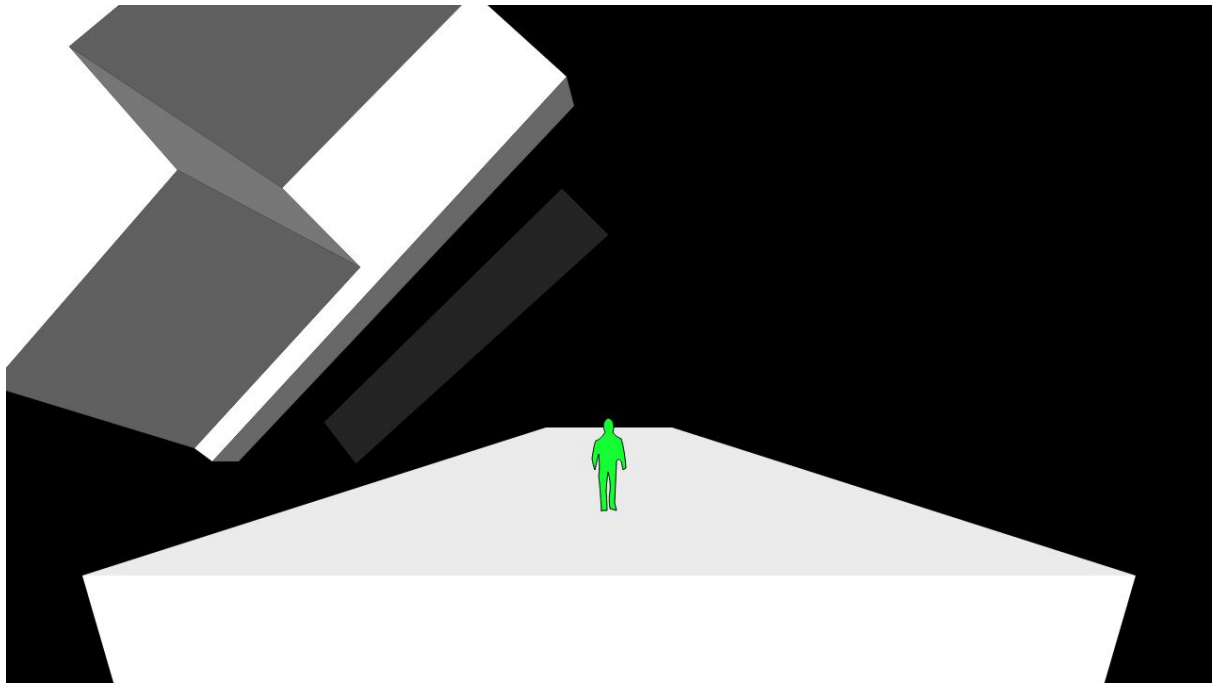
Side View



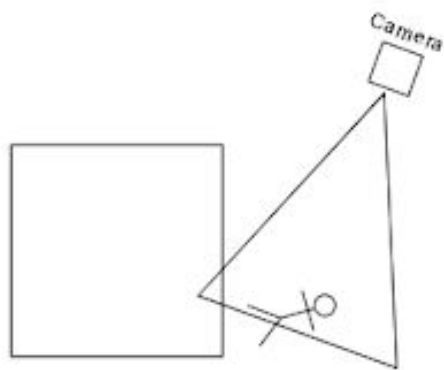
This frame is cut to immediately after, retaining the visual congruity of the previous frame. The camera pans forward and pitches down, following the character.

Master the wind to be louder than the city noises for this cut.

Frame 3



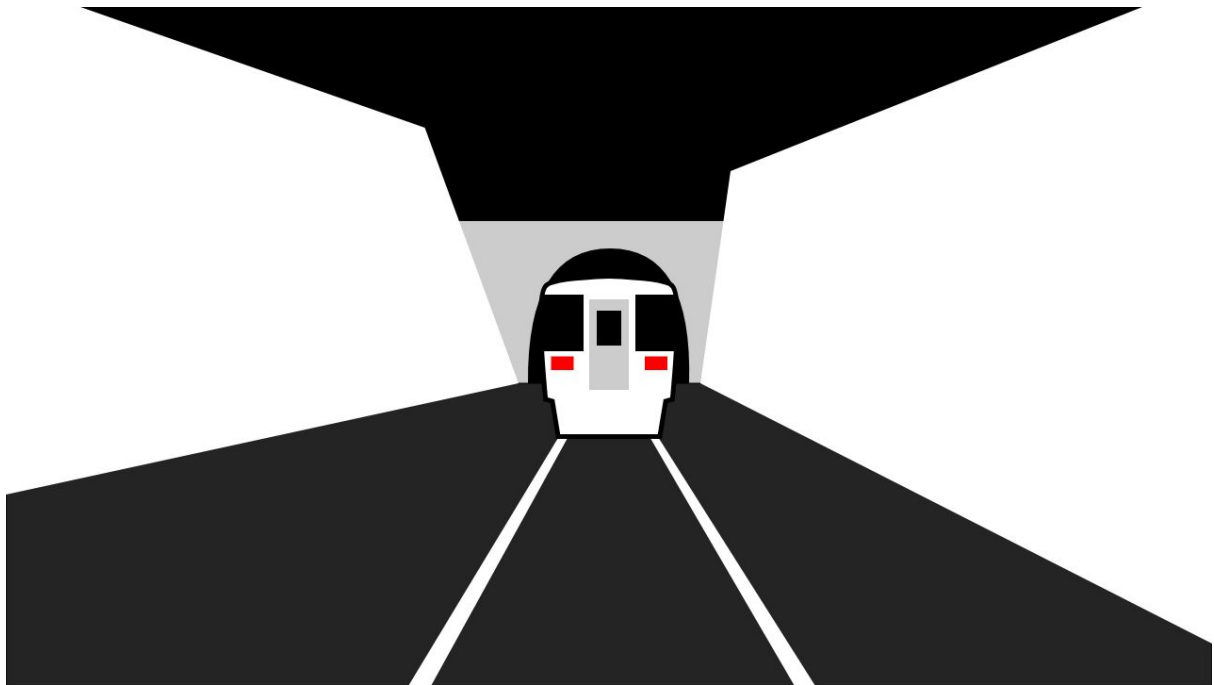
Side View



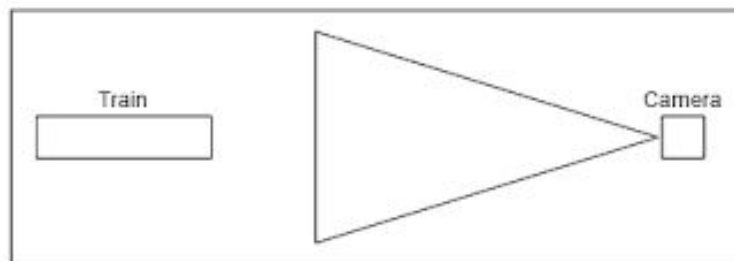
This isn't a cut, rather the camera pans forward and pitches down a lot, following the character jumping off the roof.

Lots of wind noises, following the speed of the camera.

Frame 4



Above train track

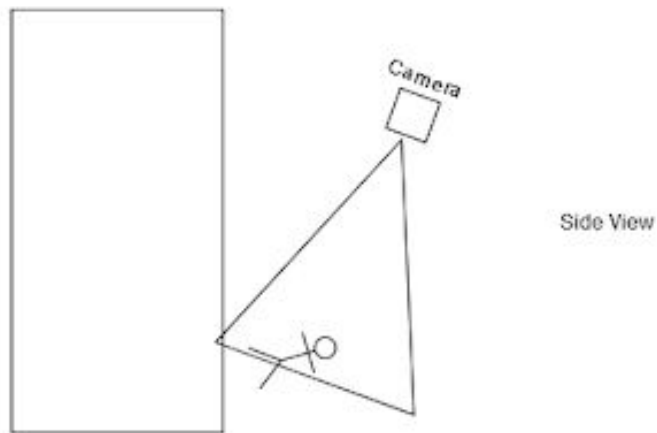
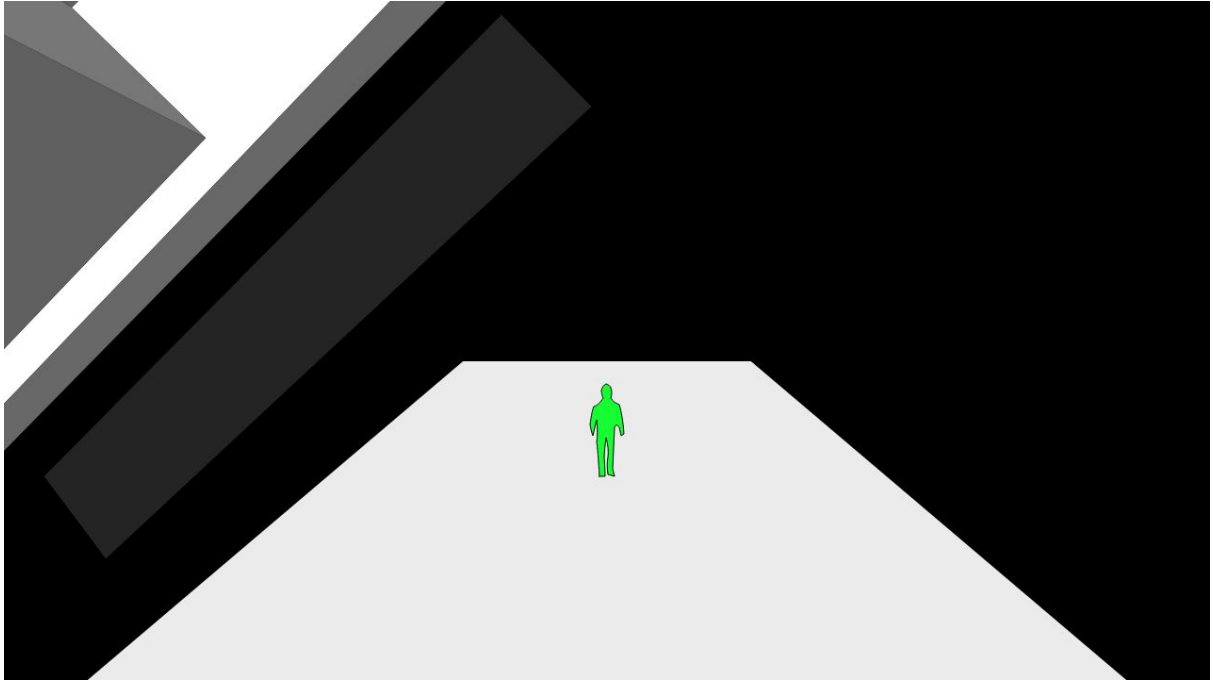


Top View

Smash cut to the the above frame while the character is still falling. This frame should be short, only a few seconds long, showing bright lights and a train heading towards the camera at high speed. This shot could be static or retain the motion of the prior scene.

This scene should have a very loud train horn and train noises, almost overwhelming.

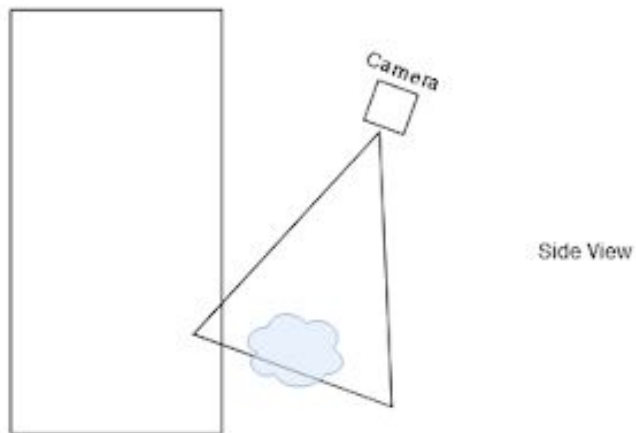
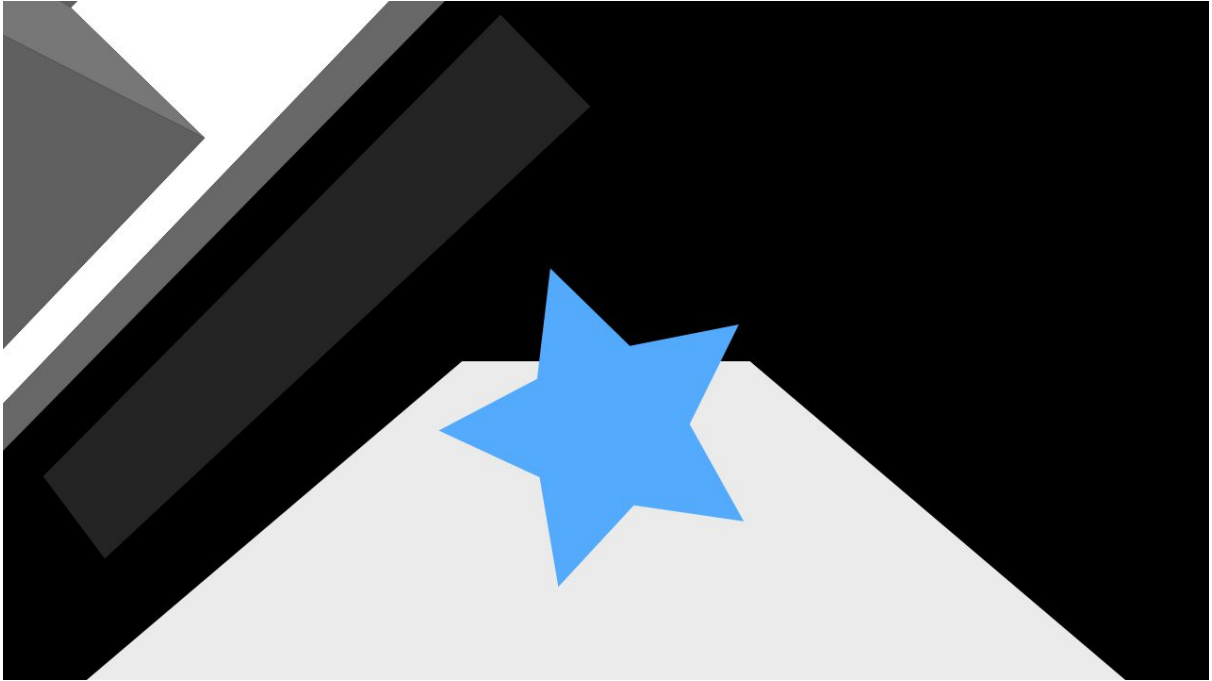
Frame 5



This short returns to the scene in Frame 4, following the character down at high speed.
Camera shake?

Lots of wind noises, city noises getting louder at this point.

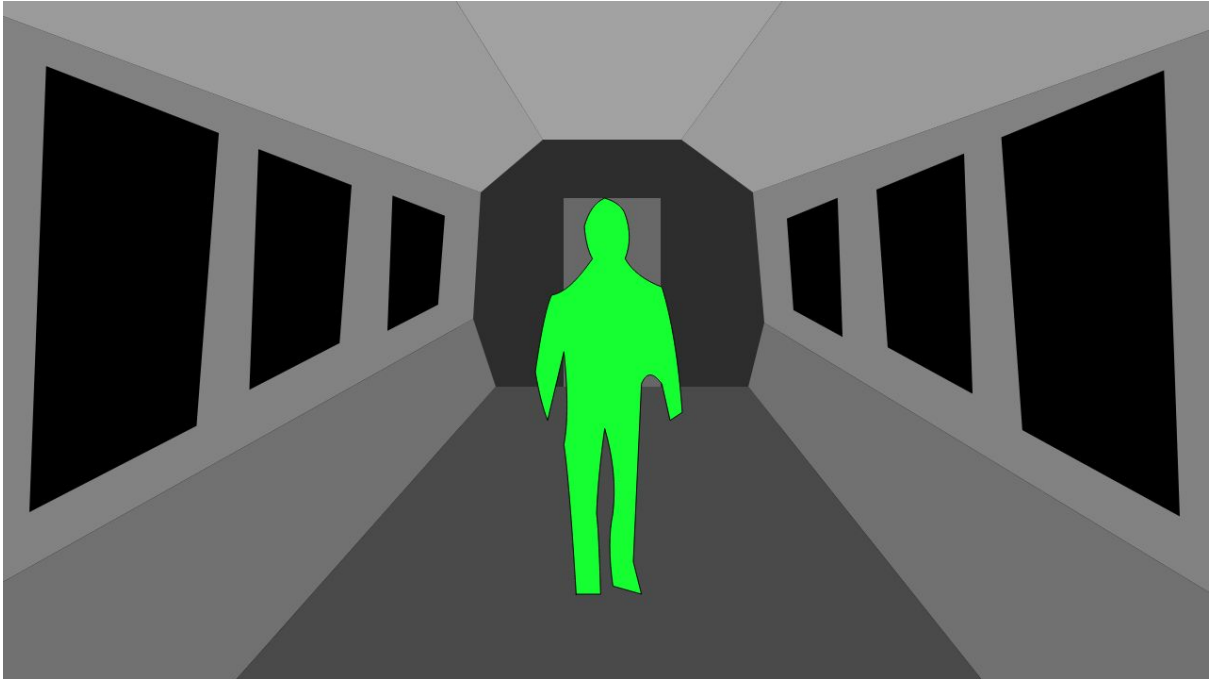
Frame 6



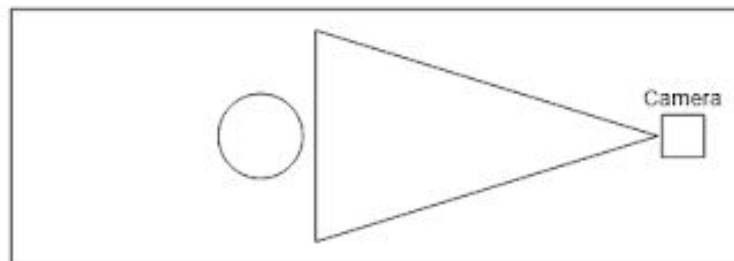
A glitch effect transports the character away from falling.

The sound design for this involves some kind of glitching effect,

Frame 7



Interior of Train

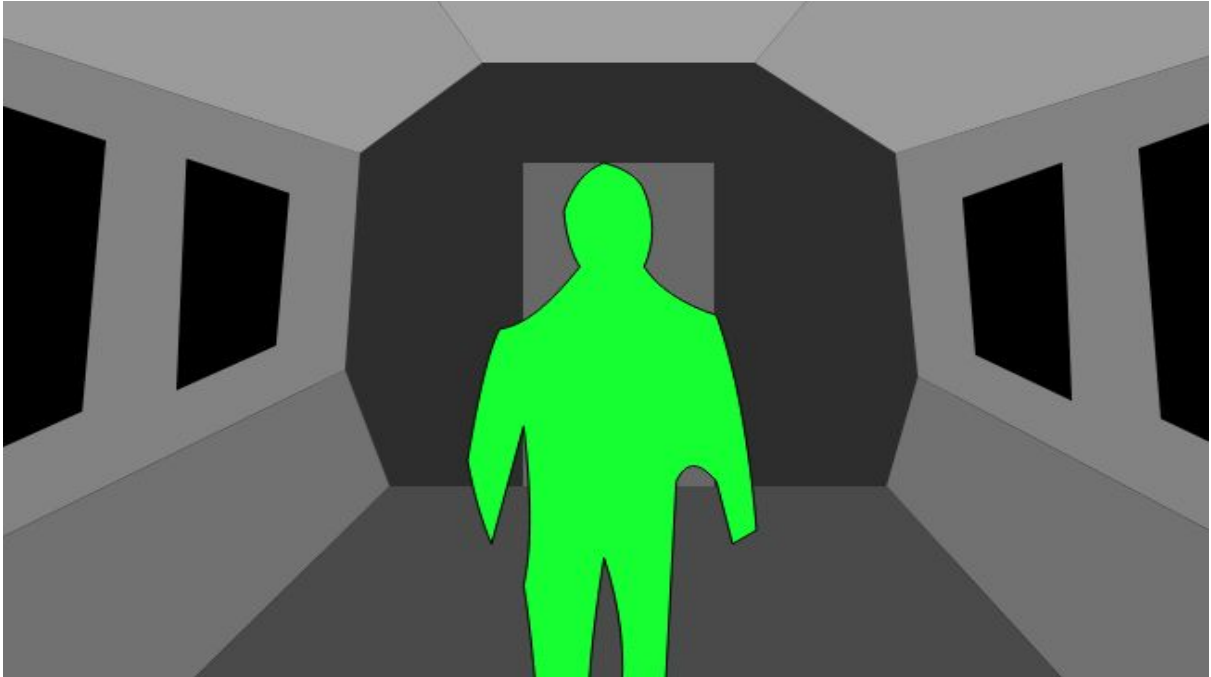


Top View

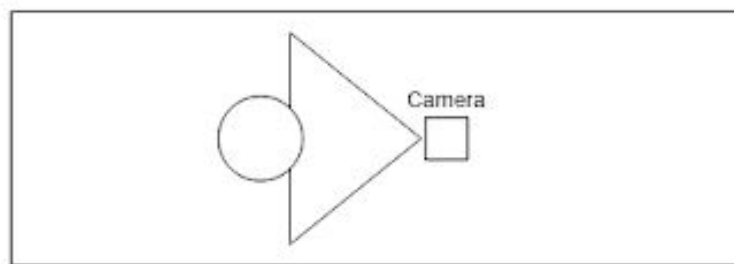
Cut to the interior of a train, underground, with low-key lighting. The camera and character retain their momentum, and slow down slowly. Lights flash past the train through the windows at the side. The train is moving quickly. The character should appear with a similar glitching effect to before.

Simple sound design of a train interior. Glitch effect carries over for a short amount of time.

Frame 8



Interior of Train



Top View

Dolly zoom forward in the scene to closer to the character. The lighting effect continues, and the character looks around. The camera slows down and the scene ends.

Simple sound design of a train interior. Shaking noises, track noises, need an auditory reference and recordings.