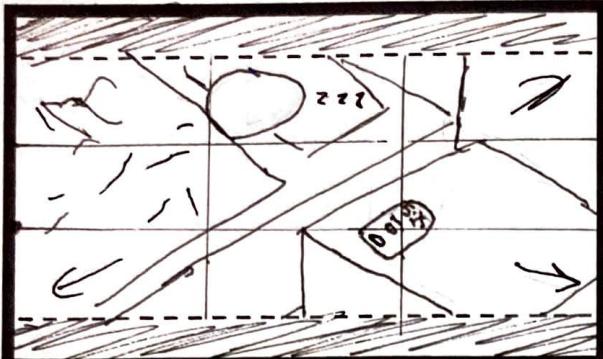


# Production: Oh Yeah, You Gonna Cry?

Page: 1

Scene: 1



16:9  
2.35:1 ←

zoom in slowly

character sleeps under the blanket.  
Phone is on the bedside table.

Char - character M:SS:FF

0:00:00

-

0:02:05

One bar of  
Music.

Gain -20dB

Shot: 1

Shot Size: LS

Scene: 1



2.35:1

Canted angle close up of  
a phone which has a ringing  
alarm.

zoom in slowly to the phone

0:02:05

0:04:04

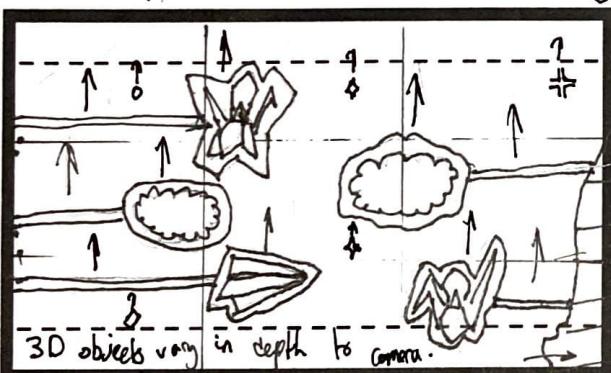
One bar of  
Music.

Gain -15dB

Shot: 2

Shot Size: CU

Scene: 1



16:9

Lined paper cutout.

3D objects vary in depth to camera.

3D objects of paper  
cutouts fly up  
as the dark blue  
background lightens,  
with some particles flying  
up to simulate downwards  
movement.

start.

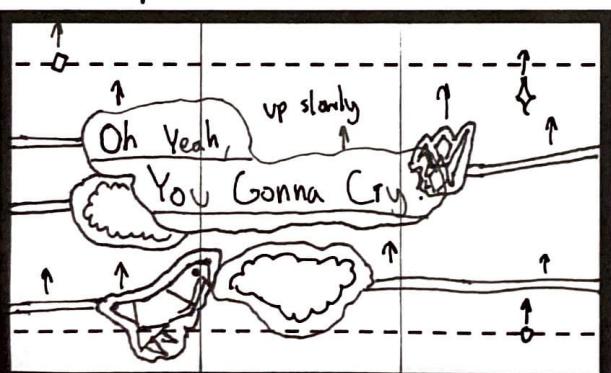
0:04:04

Background how paper Gain 0dB  
texture loop applied, as well  
as cutouts.

Shot: 3A

Shot Size: NA

Scene: 1



16:9 Title moves up slower than  
other objects, cameras down too.

Some objects fly in front  
of the title screen, and some  
behind.

End

0:08:12

Use both origami cranes and birds,  
of different colors for variety.



Massive cloud rises up for  
wipe transition back to  
line footage. can be done  
using particle systems in AE.

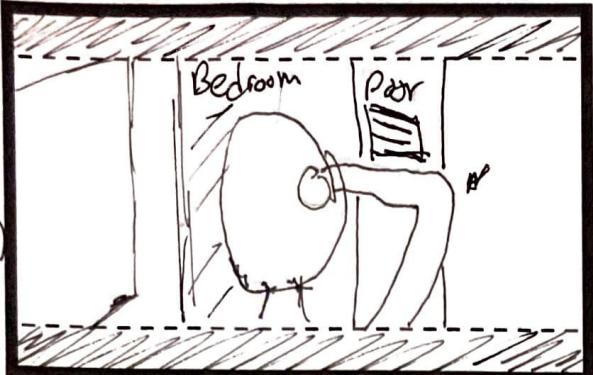
Shot: 3B

Shot Size: NA

# Production: Oh Yeah, You Gonna Cry?

Page: 2

(Line number)  
Scene: 1



LOC: Bathroom.

16:9

2.35:1 ←

left

char opens his eyes with one finger,  
peels  
inspecting them. He looks very tired.

M:SS:FF  
Lyrics 1 and 2.

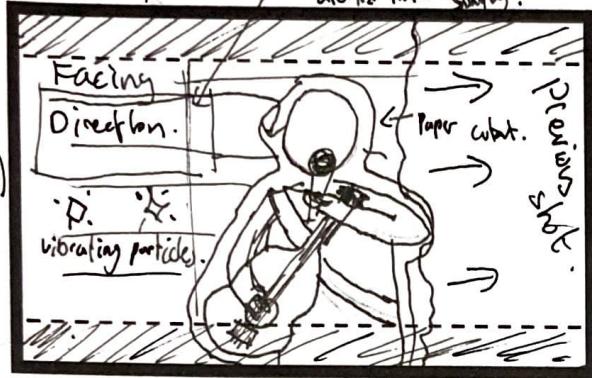
"You got the  
same eyes as  
your father"  
start  
0:08:16

stationary shot, Close up.

Jump cut to a shot of door  
closing at Jump cut to char brushing  
teeth at → 0:10:19  
"and you carry the same kind  
of temper to o" End. B :12:12

Shot: 4 A+B • Shot Size: CU

Scene: 1 Words should print all  
around Nana as saying!!!



At the beginning of this shot, jump cut to the door closing.  
Start  
use 2.35:1, but animated  
section(s) by have the aspect ratio and fills End  
16:9.

Nana walks to the middle, and starts  
singing, but turns to face the  
camera quickly at "shame".

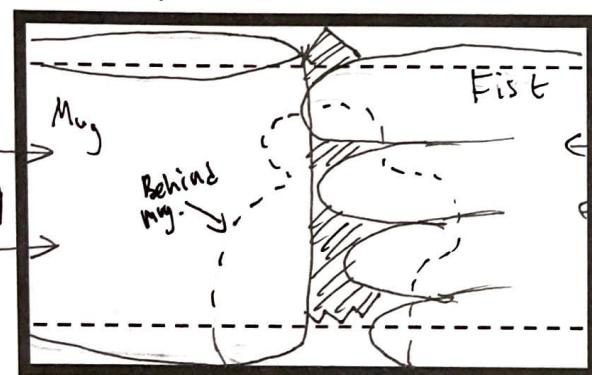
Paper background (lined) envelope the  
background  
punch in at 0:16:05

Strum guitar on beats.

"But what  
a shame  
for the people  
of your local  
community".

Shot: 4C+5 Shot Size: MS

Scene: 1



16:9

Mug moves in from the left

Start

Fist moves in from the right.

0:16:07

little shape fill expands

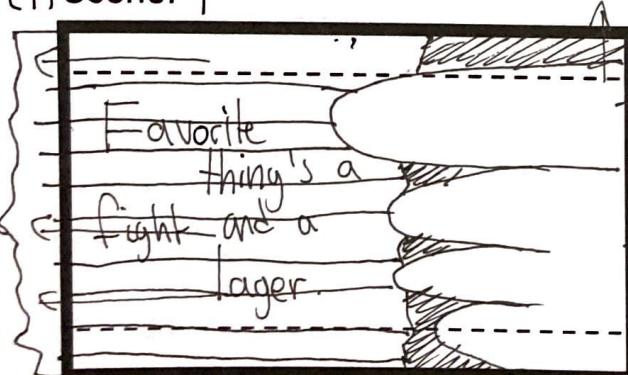
End

covers previous shot.

0:17:07

Shot: 6 Shot Size: NA

(4) Scene: 1



16:9

sheet of paper extends from  
the center fill to the left.

Start

0:17:07

Black paper extends to  
the right.

End.

Lyrics on left paper.

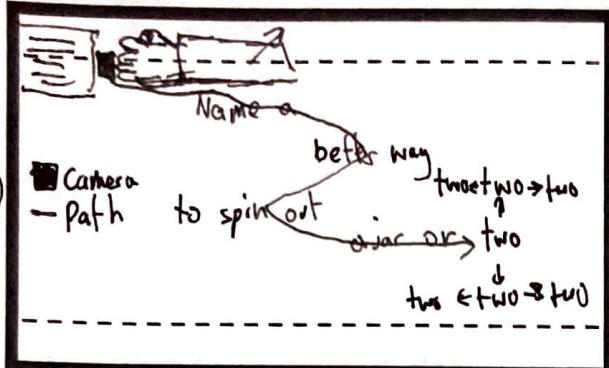
Arm starts moving backwards  
Foot starts moving upwards.

Shot: 6

Shot Size: NA

# Production: Oh Yeah, You Gonna Cry?

Scene: 1



16:9 ←  
2.35:1

Camera tracks through wiggly animated random text words.

start  
0:17:07

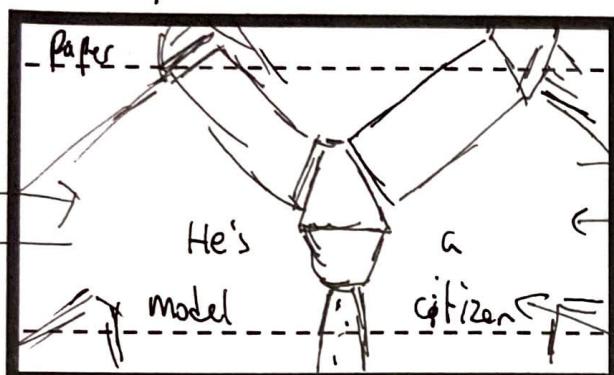
Two duplicates after the camera stills.

0:21:13

Shot: 6

Shot Size: NA

Scene: 1



16:9

Shirts and suits move around left and right like a character select screen.

start

Around 0:23:00  
End.

Bg. paper.

0: 26:00

words on the shirts too before they move. Ease in zoom before next shot to transition

Shot: 7

Shot Size: NA

Scene: 1



16:9

zoom in ease at from prev.

- ① Beat 1 (Drum set [L] appears)
- ② Beat 2 (Drum set [R] appears)
- ③ punch into face.

start

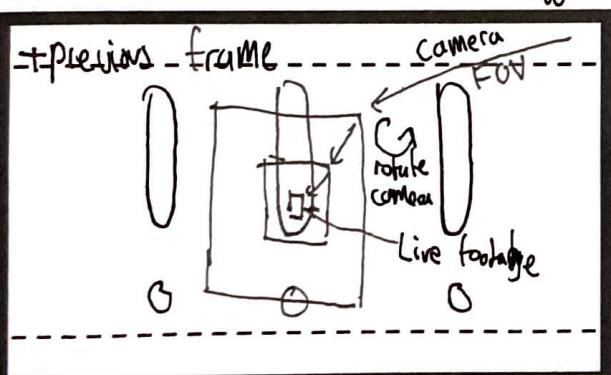
0:26:00  
End

0:27:22

Shot: 8

Shot Size: LS

Scene: 1



16:9

3 drvn beats → !, !, !

Zoom into center exclamation mark which rotates, and opacity at face the exclamation mark to live footage.

start

0:27:22  
End

Around 0:29:00

Shot: 8 - 9

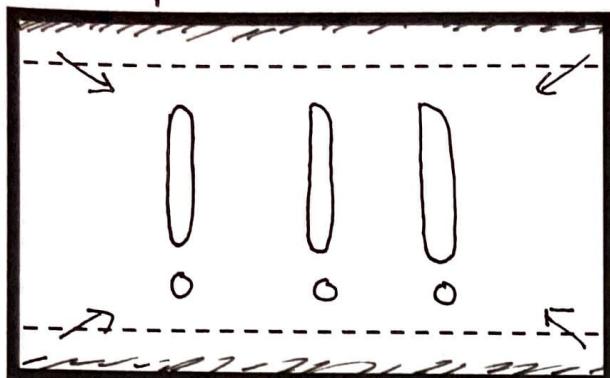
Shot Size: NA

AMENDMENT: CHANCE  
READ!

CAM MOVEMENT

(refer to page 4 frame 1)

Scene: 1



16:9  
2.35:1

3 drum beats → !, !, !.

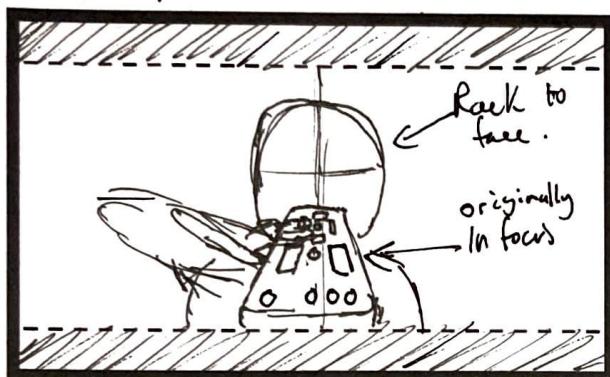
Zoom out. Quick invis fade to shot 8 inside of TV.

start  
around 09:00  
End

Shot: ~~8~~ 8-9

Shot Size: NA

Scene: 1



2.35:1

- Audio stops for 1s.
- Audio starts (continues)
- Rack focus to Char
- Char visibly gets angry.

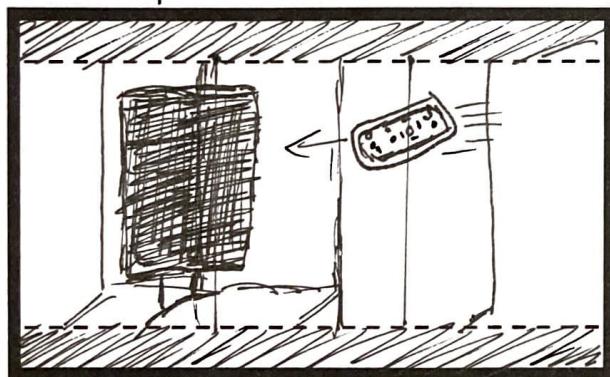
Exact time codes will no longer be provided.  
Start

End

Shot: 10

Shot Size: CU

Scene: 1



2.35:1

Remote added in post, animated.

Upon contact with tv, switch to 16:9, add shattering color fill on TV and slow motion.

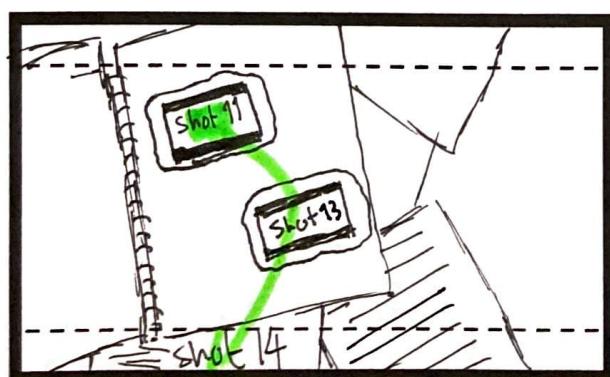
Start

End

Shot: 11

Shot Size: NA

Scene: 1



- Initial camera position and movement.

Start

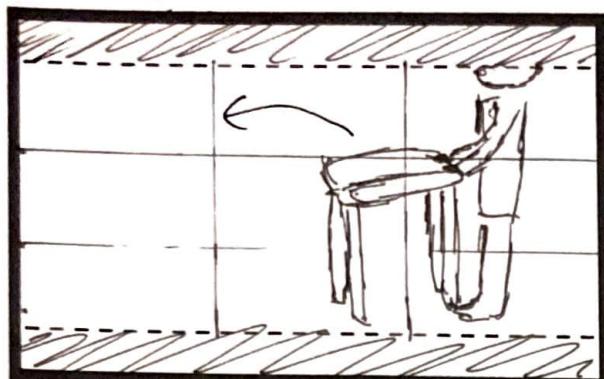
Shot: 12

Shot Size: NA

shot 11 and 13 are in slow motion as the camera passes them.

End

Scene: 1



16:9  
2.35:1 To be used inside of shot 12. Start

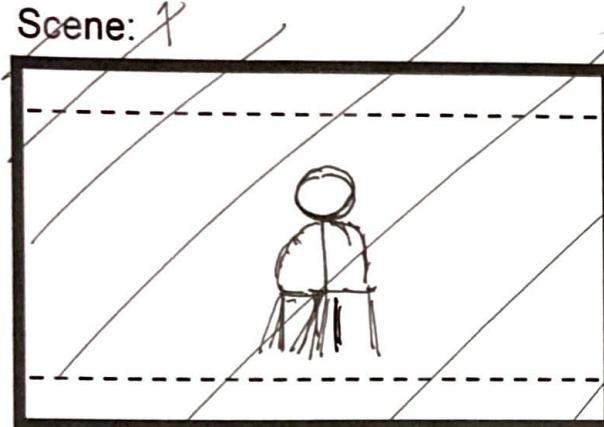
Shot: 13

Shot Size: MLS

Film in high FP). End  
Char angrily flips a table.

Any bg is acceptable(minor shot)

Scene: 1

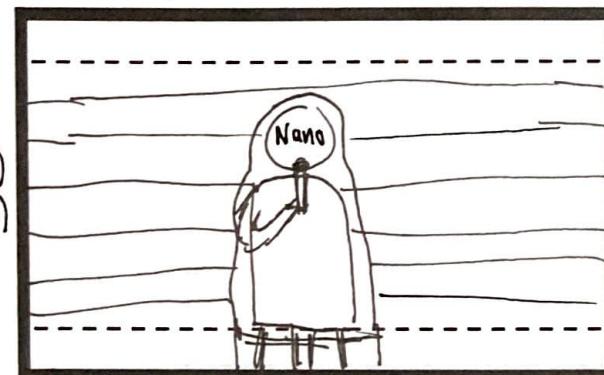


~~CANCELED~~

Shot: 14

Shot Size:

Scene: 1



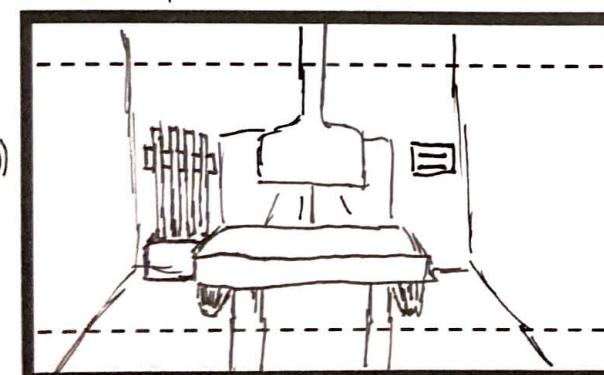
16:9  
Video ~~still~~ of Nano singing lines 10, 11. Start

Shot: 14

Shot Size: MLS

Composite this shot with elements from shot 15 (a billiard room) and shot 16 (a shot taken in the middle of the road and a shot of a car) End

Scene: 1



16:9 (still)

still photography - Billiard room. Start

Shot: 15

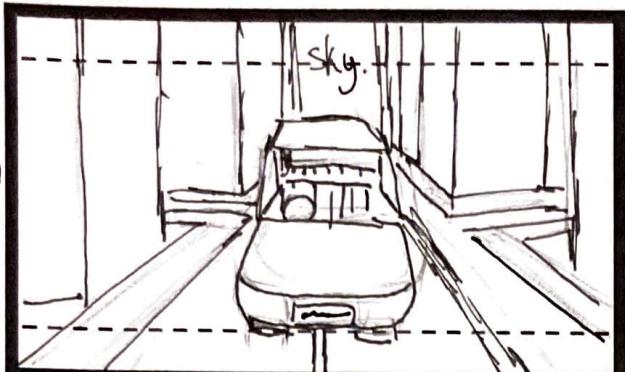
Shot Size: MLS

← As seen in story board End

This shot and 16 will be decomposed into small cutouts that will cover up and run together to composite the frame.

# Production: Oh Yeah, You Gonna Cry? Page: 6

Scene: 1



Shot: 16 A + B

Shot Size: NA

16 A - Long road background.

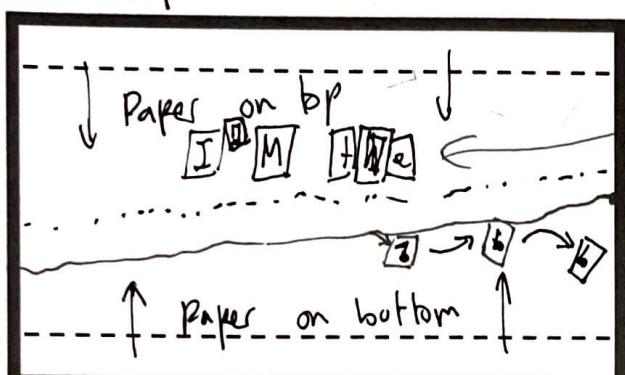
Can be captured at lower focal length.

start

B - Car, captured at high focal length to reduce distortion from perspective.

End

Scene: 1



Shot: 17

Shot Size: NA

Papers come from up

start

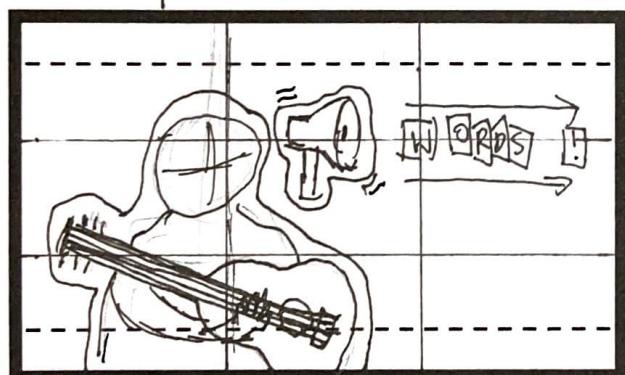
and down on Line 12

End.

and transition, also showing lyrics

on the guitar line, notes come out from under the paper.

Scene: 1



Shot: 18

Shot Size: ~~MLS~~ MLS

on drum: Quickly bring up papers, reveal

start

Nano below.

End.

speaker phone has words coming out of it as they are sung.

Scene: 1

Accidental line



Shot: 19 + 20

Shot Size: MLS

Zoom in slowly (in post)

Start

Nano pops in on the right and words come out of his mouth.

End

~~shot~~ 20 will be of Nano in the same shot but

with just Nano.

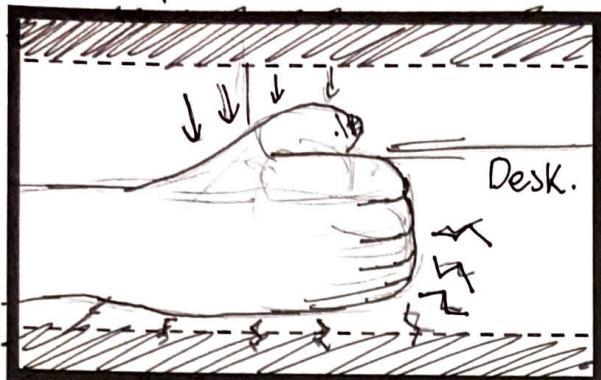
Char stands up at "Good". Smile (animated) ... out of ears.

A + the end get ready to slam on table.

# Production: Oh Yeah, You Gonna Cry!

Page: 7

Scene: 1



16:9  
2.35:1 ←

Slam on desk.

Start

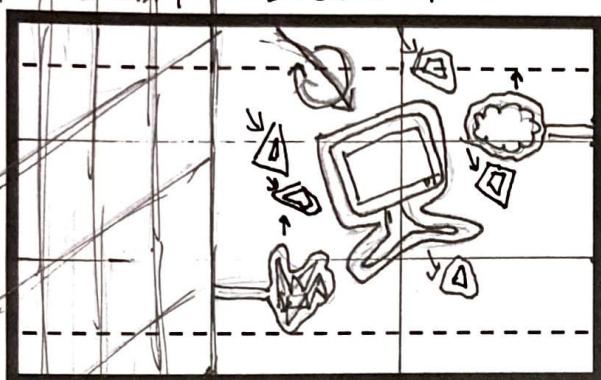
Shot to the right of  
fist (to ~~inner~~  
the outer side  
of char)

End

Shot: 21

Shot Size: ECU

(16) Scene: 1 ↑ Scene 1



←

22: Shot of a building. Stark  
. portrait.

(17) Shot: 22+23

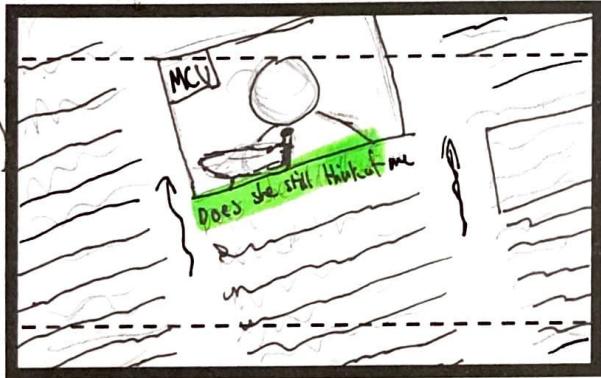
Shot Size: NA

23: shot of computer. ENA  
Glass shards can be produced in  
post.

Building and everything rises up or down  
and then very slowly descent camera afterward.

Screen shake on "Now".

(17) Scene: 1



←

Stop motion of uncrumpling  
newspaper, starting from a ball.

Start

Newspaper very slowly starts going  
up.

End .

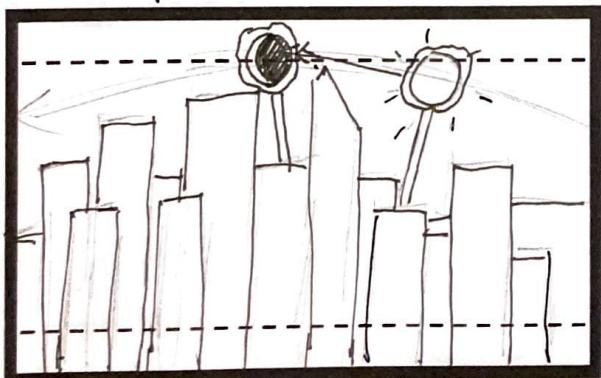
Highlight goes across words  
as they are very many colors

24: Newspaper. 25: shot inside of paper.

Shot: 24+25

Shot Size: NA

Scene: 1



←

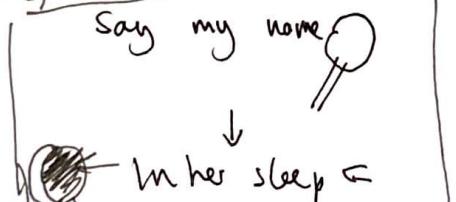
still of HK skyline.

Start

When moving up ~~fast~~ with  
ease, control celestial object

Say my name

End



In her sleep ←  
with speed too, cutting to moon  
at fastest velocity.

Shot: 26

Shot Size: EWS ,

# Production: Oh Yeah, You Gonna Cry?

Page: 8

Scene: 1



16:9 ←

2.35:1

Similar to 4C, punchin  
on "better", to  
the secondary frame on  
screen. Nano should duck  
slightly so he will be in  
frame.

Start ↗

End :

Shot: 27

Shot Size: LS → MCU

Scene: 1



Bars : textured; Moving left  
with notes.

Instruments : wiggling.

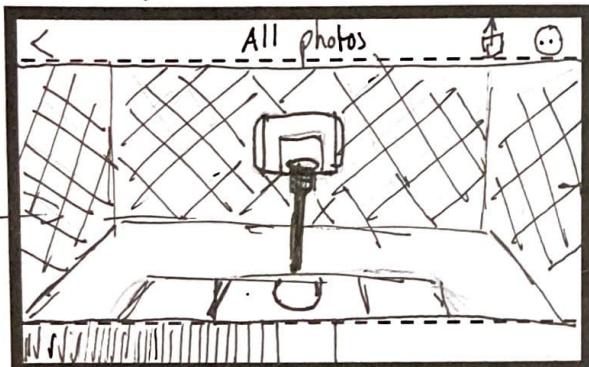
Start :

End :

Shot: 28 A+B+C

Shot Size: NA

Scene: 1



← swipe transition to this  
shot (29A). Add animated  
frames on top (29B,C,D,E)

Start

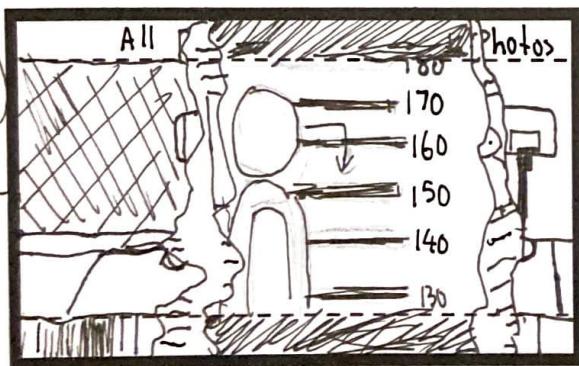
End

Follow timing in screenplay.

Shot: 29A

Shot Size: LS

Scene:



↓ Tear out previous shot.

start

→ Police scale can be printed out  
and pasted.

End.

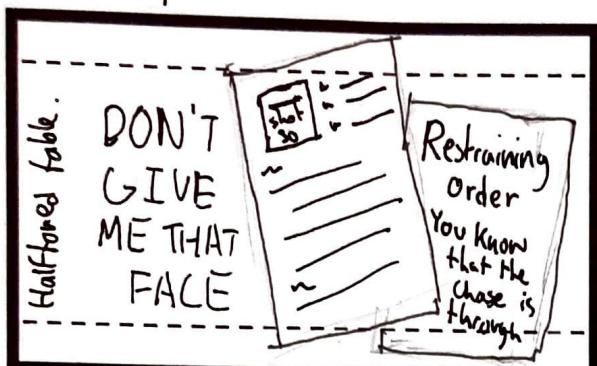
Shot: 30

Shot Size: ~~MCU~~  
MCU

# Production: Oh Yeah, You Gonna Cry?

Page: 9.

Scene: 1



Shot: 31

Shot Size: NA

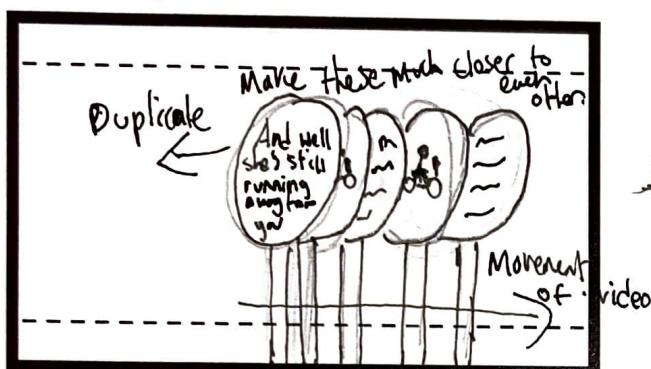
16:9 ←  
2.35:1

Move camera from left of shot to right. More zoomed in than the story boarded shot

Start

End

Scene: 1



Shot: 32

Shot Size: NA

Add ~~name~~ road sign on top of previous shot, then fade by to full shot of ~~road~~ street sign black.

Start

End.

Add more road signs (R to L) but move camera slightly (Lt or R)

Scene: 2



Shot: 33, 1

Shot Size: EWS

- Metal ~~can~~ can on floor. Shaky cam from across the road, walking closer.

1. walking to and kicking the bench.

Cut after "fatter"

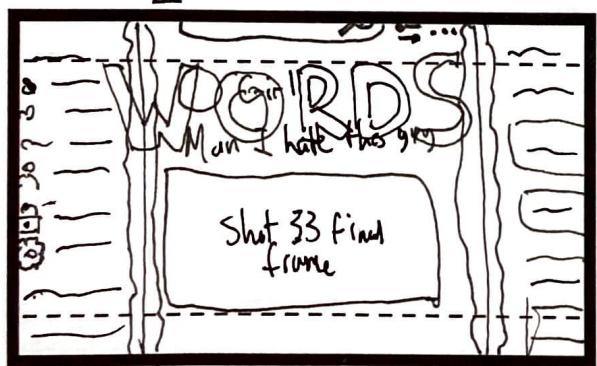
Start

2. walking to and shaking bus listing stand.

End

Cut at "Kind"  
3. Kick can, hit can at "foo" and end shot  
here, take a still of that frame

Scene: 2



Shot: 33, 2

Shot Size: NA

Flash (instant white and then back to next shot) to this shot.

Can use newspapers in between parts of the website.

Start

End

Word, print across screen  
as lyrics.

# Production: Oh Yeah, You Gonna Cry? Page: 70

Scene: 2



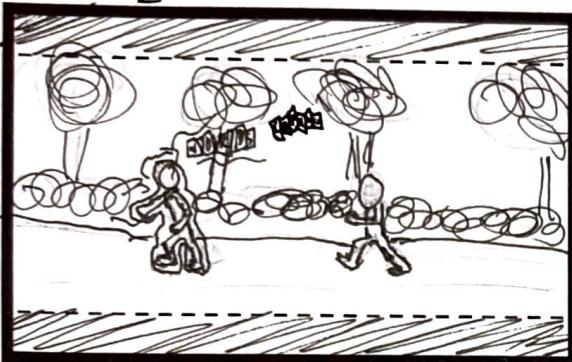
Shot: 3

Shot Size: EWS

16:9 Animated

2.35:1 ← Nano walks on screen slowly Start  
tip-toeing, and gets behind  
Char and puts bunny  
ears on him at line 30, on  
"why" cut to frame shown at 30,  
then at "little" cut to still of Char  
getting up slightly after  
realizing Nano is behind him,  
and Nano running. End

Scene: 2



Shot: 4A + B

Shot Size: EWS

Zoom off a bit for  
post movement.  
Stills shot.

Animated Nano gets  
chased by Char.  
Record A for live art  
B for animation.

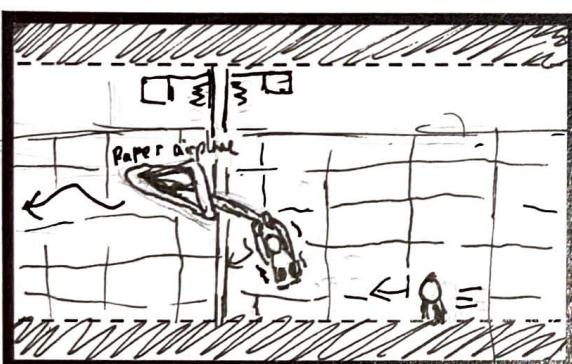
up slightly after  
realizing Nano is  
behind him,  
and Nano  
running.

Start

End.

Text files from Nano's mouth as the  
words we sing.

Scene: 2



Shot: 5A + B

Shot Size: EWS

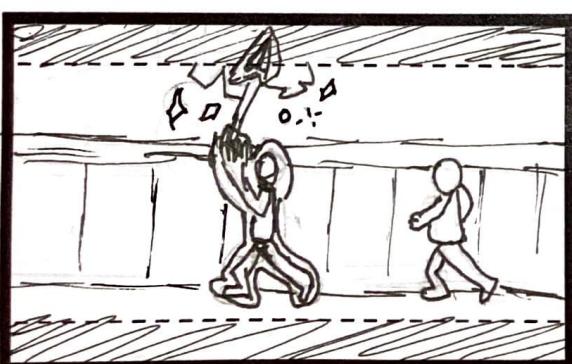
Zoom out a bit again

Start

← A - Live, in shot. Framed in this way. End  
B - Animation - shot in green screen room.

Backup: In front of the large staircase  
going up to Phase 1 in caribbean  
coast.

Scene:



Shot: 6A + B

Shot Size: EWS

zoom a bit out again.

Start  
End

Nano holds the cane on a stick  
and uses it to smash the ceiling.

A - Live, in shot

B - Live to animation, in shot.

"Why not be": Char gets knocked back

"a little more friendly": Char gets knocked off his feet.

# Production: Oh Yeah, You Gonna Cry? Page: 11

Scene: 2



Shot: 7

Shot Size: MS

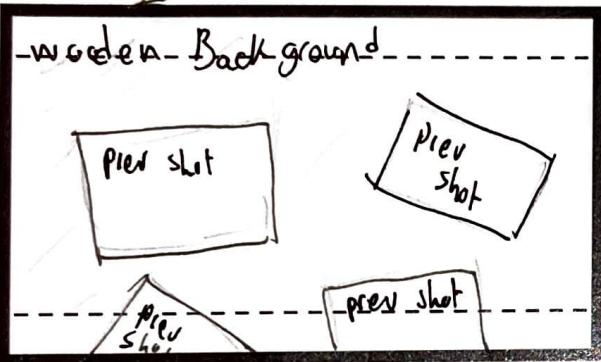
16:9 ←  
2.35:1

Zoom out to newspaper shot.  
Nano with crossed arms  
in the right frame singing  
line 35. Newspaper leaves screen  
(as camera moves down.)

Start

End

Scene: 2



Shot: 8

Shot Size: CU

←

Credits sequence.

Slowly scroll down.

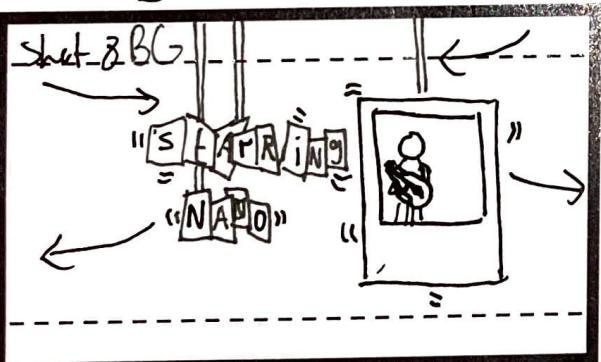
Background shows  
bits at previous shots.

Background is wood.

Start

End

Scene: 2



Shot: 9 A+B

Shot Size: MLS

Small ~~wiggle~~ wiggling on  
text and images. More in and  
then more out as text images show.

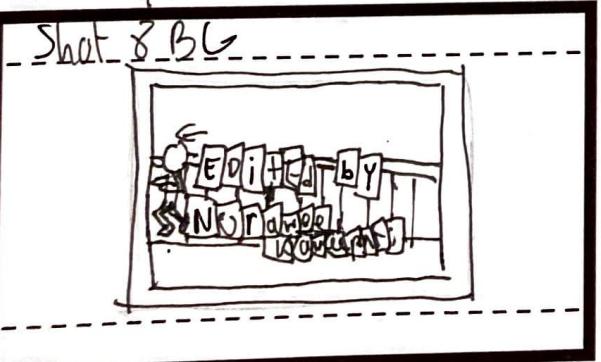
A: Polaroid shot of Nano in music room

B: polaroid shot of mother in ssc.  
Computer webcam pov.

Start

End

Scene: 2



Shot: 10

Shot Size: EWS

promenade still. Nano gets ~~shoved~~ by  
runs across and unmasks the credit.

Start

End

Scene 2 shot 11:

Simple paper with random note letters

[END] on it. Wiggling. ~~(BABA)~~

Fade to black.