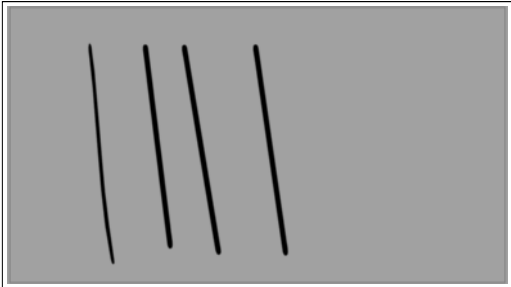


light storyboards



Scene	Duration	Panel	Duration
1	06:05	1	02:00

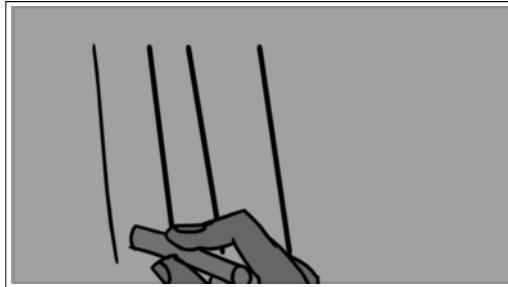
**Dialog**

None

Action Notes

CU shot of notches on prison wall.

Scene	Duration	Panel	Duration
1	06:05	2	00:13

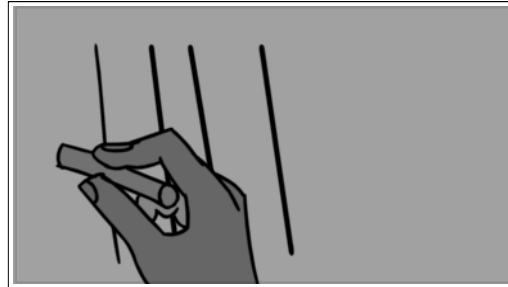
**Dialog**

None

Action Notes

Girls hand comes up to mark final notch on wall

Scene	Duration	Panel	Duration
1	06:05	3	00:13

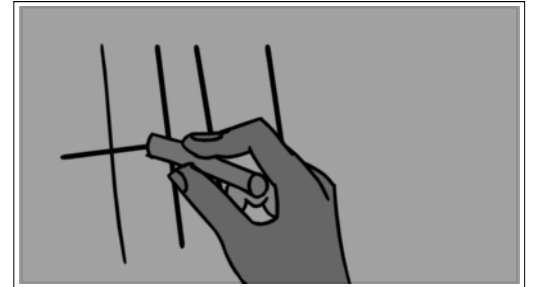
**Dialog**

None

Action Notes

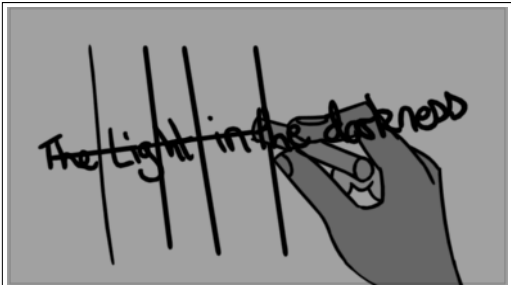
Girls hand comes up to mark final notch on wall

Scene	Duration	Panel	Duration
1	06:05	4	00:13

**Dialog**None
SFX: Chalk scrape on concrete**Action Notes**

Girls hand comes up to mark final notch on wall

Scene	Duration	Panel	Duration
1	06:05	5	00:16

**Dialog**None
SFX: Chalk scrape on concrete**Action Notes**

Girl draws final notch. Title Screen appears in tandem (match with line in 't' for 'the')

Scene	Duration	Panel	Duration
1	06:05	6	02:00

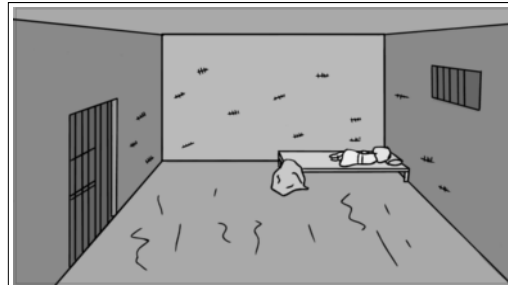
**Dialog**

None

Action Notes

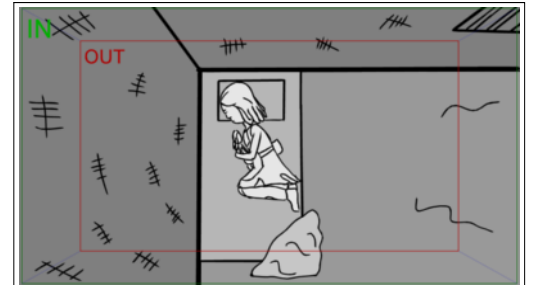
Girl's hand pulls away to reveal title of short

Scene	Duration	Panel	Duration
2	02:00	1	02:00

**Dialog**None.
SFX: Breathing/sighing**Action Notes**

EST shot of prison showing girl lying on bed beside notches on wall

Scene	Duration	Panel	Duration
3	03:00	1	03:00

**Dialog**None.
SFX: Clothes rustle/movement**Action Notes**

Bird's eye view of girl lying in bed, cradling doll close to chest. Steady zoom in.



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Scene	Duration	Panel	Duration
4	06:06	1	01:00



Dialog
None. SFX/Music: Denote appearance of light

Action Notes
OTS shot of girl on bed to show emptiness behind her

Scene	Duration	Panel	Duration
4	06:06	2	00:17



Dialog
None. SFX/Music: Denote appearance of light

Action Notes
OTS shot of girl on bed to show emptiness behind her

Scene	Duration	Panel	Duration
4	06:06	3	00:19



Dialog
None. SFX/Music: Denote appearance of light

Action Notes
OTS shot of girl on bed; eyes open as a beam of light suddenly appears

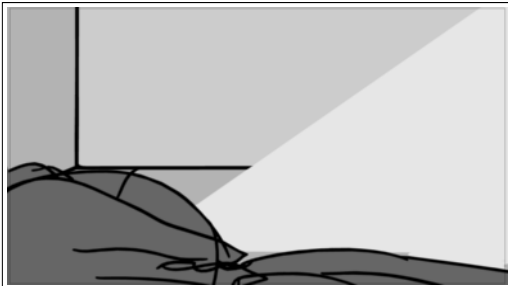
Scene	Duration	Panel	Duration
4	06:06	4	01:00



Dialog
Vocalisation: Gasp from girl. SFX/Music: Denote appearance of light.

Action Notes
OTS shot of girl on bed; eyes open as a beam of light suddenly appears

Scene	Duration	Panel	Duration
4	06:06	5	01:15



Dialog
None. SFX/Music: Denote appearance of light

Action Notes
OTS shot of girl on bed; turns over to see what it is

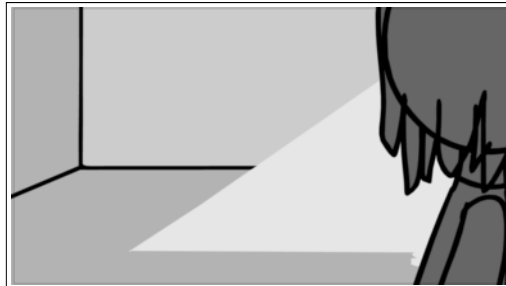
Scene	Duration	Panel	Duration
4	06:06	6	00:15



Dialog
None SFX: Clothes rustle

Action Notes
OTS shot of girl on bed; curious, begins to sit up

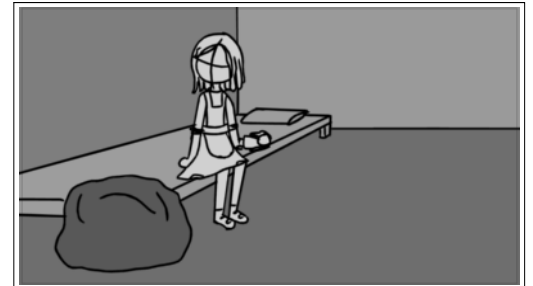
Scene	Duration	Panel	Duration
4	06:06	7	00:15



Dialog
None. SFX: Clothes rustle

Action Notes
OTS shot of girl on bed; curious, begins to sit up

Scene	Duration	Panel	Duration
5	02:00	1	02:00



Dialog
None. SFX: Door creaking open (transition shot)

Action Notes
Girl sitting up in bed, looking towards door where the light is coming from.



Scene	Duration	Panel	Duration
6	02:00	1	02:00



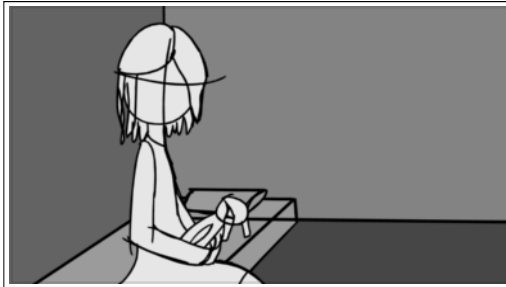
Dialog

None.
SFX: Door creaking open (cross shot)

Action Notes

OTS shot showing Light standing in the now open doorway.

Scene	Duration	Panel	Duration
7	04:00	1	01:00



Dialog

None.

Action Notes

Girl contemplates following Light, looking down at doll

Scene	Duration	Panel	Duration
7	04:00	2	02:00



Dialog

None.

Action Notes

Girl contemplates following Light, looking down at doll

Scene	Duration	Panel	Duration
7	04:00	3	01:00



Dialog

None.

Action Notes

Girl contemplates following Light, looking down at doll

Scene	Duration	Panel	Duration
8	02:00	1	02:00



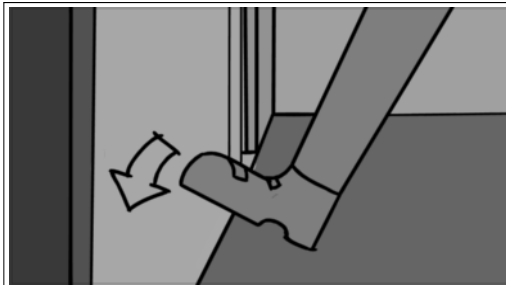
Dialog

None.

Action Notes

OTS shot of girl standing up to go towards the door. Light starts to move away.

Scene	Duration	Panel	Duration
9	02:00	1	02:00



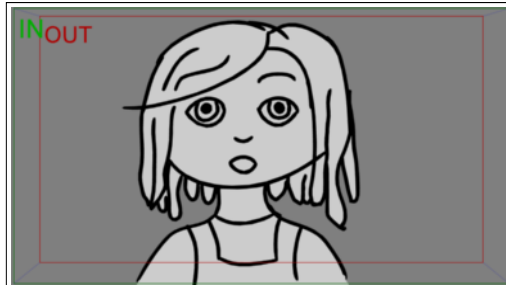
Dialog

None
SFX: Footsteps

Action Notes

CU of girl's feet stepping into frame and crossing threshold

Scene	Duration	Panel	Duration
10	02:00	1	02:00



Dialog

Vocalisation: Gasp
SFX: Shock sound (whoosh)

Action Notes

CU of girl's face as she takes in the unending corridor before her.

Scene	Duration	Panel	Duration
11	03:00	1	03:00



Dialog

None

Action Notes

POV Vertigo-style shot of corridor. Light passes through one of the doors.



Scene	Duration	Panel	Duration
12	09:02	1	02:00

**Dialog**

None.

Action Notes

CU of girl's awe/confusion.

Scene	Duration	Panel	Duration
12	09:02	2	00:13

**Action Notes**

She looks behind her to see the prison has disappeared and the corridor continues...

Scene	Duration	Panel	Duration
12	09:02	3	00:13

**Action Notes**

She looks behind her to see the prison has disappeared and the corridor continues...

Scene	Duration	Panel	Duration
12	09:02	4	02:00

**Dialog**

None.

Action Notes

Focus pull shot to show the unending corridor.

Scene	Duration	Panel	Duration
12	09:02	5	00:13

**Dialog**

None.

Action Notes

Girl turns back around and walks out of frame.

Scene	Duration	Panel	Duration
12	09:02	6	00:13

**Action Notes**

She looks behind her to see the prison has disappeared and the corridor continues...

Scene	Duration	Panel	Duration
12	09:02	7	03:00

**Dialog**

None.
SFX: Footsteps.

Action Notes

Girl turns back around and walks out of frame.

Scene	Duration	Panel	Duration
13	03:21	1	02:00

**Dialog**

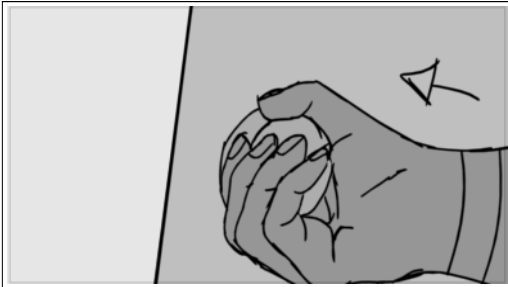
None.
SFX: Door opening

Action Notes

CU shot of hand opening door through which Light passed



Scene	Duration	Panel	Duration
13	03:21	2	00:13

**Dialog**

None.
SFX: Door opening

Action Notes

CU shot of hand opening door through which Light passed

Scene	Duration	Panel	Duration
13	03:21	3	00:13

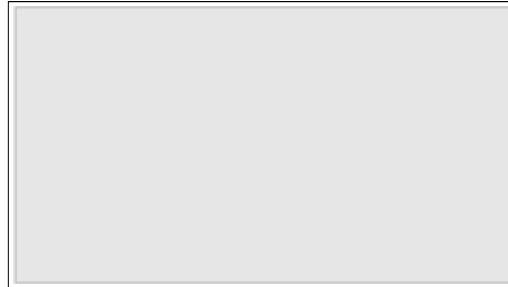
**Dialog**

None.
SFX: Door opening

Action Notes

Door opens, white light to transition to next scene

Scene	Duration	Panel	Duration
13	03:21	4	00:20

**Dialog**

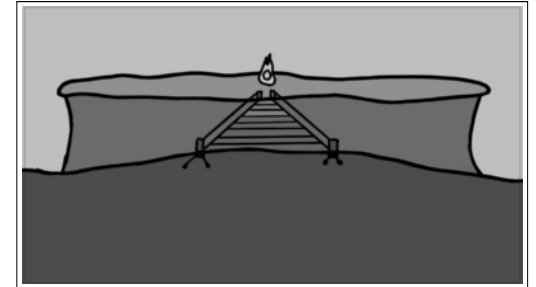
None
Music: Change from previous to indicate new scene

Action Notes

White light to transition to next scene

Dissolve

Scene	Duration	Panel	Duration
14	02:00	1	02:00

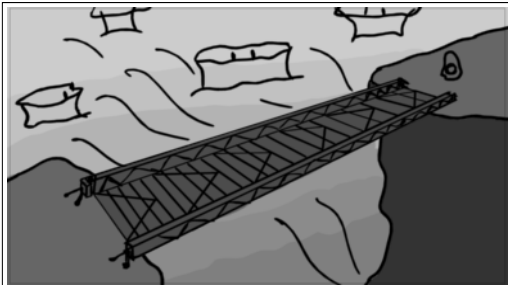
**Dialog**

None

Action Notes

POV shot of bridge scene with Light visible in the distance

Scene	Duration	Panel	Duration
15	02:15	1	02:15

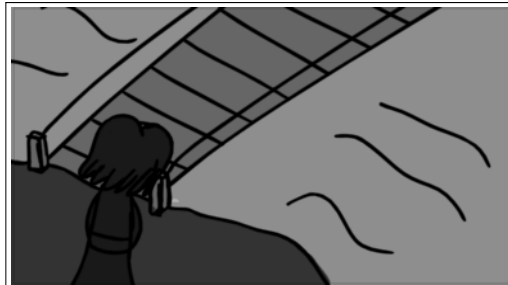
**Dialog**

None
SFX: Water rushing

Action Notes

EST birds-view of bridge scene. Emily walks in

Scene	Duration	Panel	Duration
16	01:15	1	01:15

**Dialog**

None.
SFX: Water rushing, bridge creaking

Action Notes

Birds-eye view over Emily looking down into the river below

Scene	Duration	Panel	Duration
17	03:05	1	01:15

**Dialog**

None.
SFX: Water rushing, bridge creaking.

Action Notes

Reversed shot looking up at Emily from the river below

Scene	Duration	Panel	Duration
17	03:05	2	01:15

**Dialog**

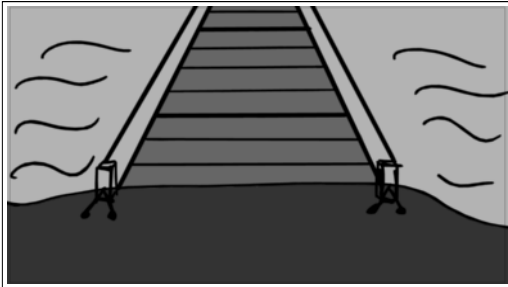
None.
SFX: Loud creak motivates Emily to look up.

Action Notes

Reversed shot looking up at Emily from the river below. Looks over towards bridge.



Scene	Duration	Panel	Duration
18	02:20	1	00:20

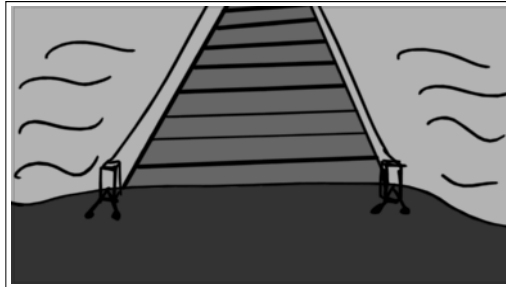
**Dialog**

None.
SFX: Water, Bridge creaking

Action Notes

POV shot of bridge as it sways and creaks dramatically.

Scene	Duration	Panel	Duration
18	02:20	2	00:15

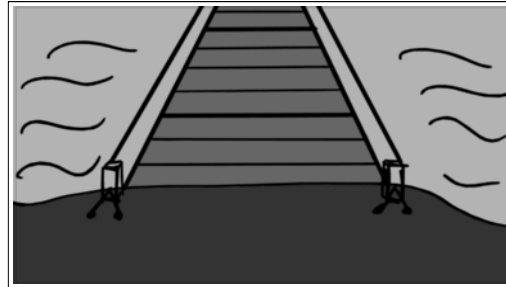
**Dialog**

None.
SFX: Water, Bridge creaking

Action Notes

POV shot of bridge as it sways and creaks dramatically.

Scene	Duration	Panel	Duration
18	02:20	3	00:15

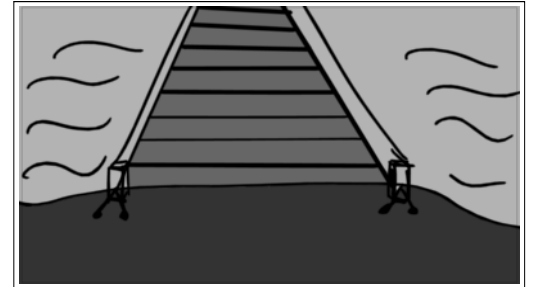
**Dialog**

None.
SFX: Water, Bridge creaking

Action Notes

POV shot of bridge as it sways and creaks dramatically.

Scene	Duration	Panel	Duration
18	02:20	4	00:20

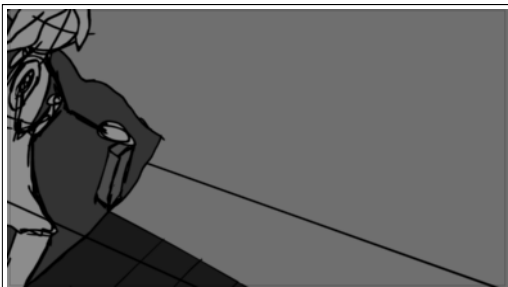
**Dialog**

None.
SFX: Water, Bridge creaking

Action Notes

POV shot of bridge as it sways and creaks dramatically.

Scene	Duration	Panel	Duration
21	07:05	1	01:15

**Dialog**

None.
SFX: Water, Bridge creaking, gust of wind, footsteps

Action Notes

Emily starts to cross the bridge but stops as a gust of wind causes the bridge to sway dramatically.

Scene	Duration	Panel	Duration
21	07:05	2	01:00

**Dialog**

None.
SFX: Water, Bridge creaking, gust of wind, footsteps

Action Notes

Emily starts to cross the bridge but stops as a gust of wind causes the bridge to sway dramatically.

Scene	Duration	Panel	Duration
21	07:05	3	02:00

**Dialog**

Vocalisation: Scream, whimper
SFX: Water, Bridge creaking, gust of wind,

Action Notes

Emily starts to cross the bridge but stops as a gust of wind causes the bridge to sway dramatically.

Scene	Duration	Panel	Duration
21	07:05	4	01:00

**Dialog**

None.
SFX: Water, Bridge creaking, gust of wind

Action Notes

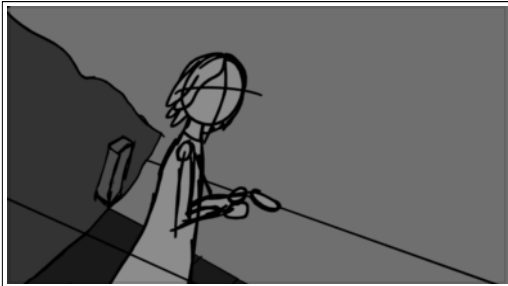
Emily starts to cross the bridge but stops as a gust of wind causes the bridge to sway dramatically.



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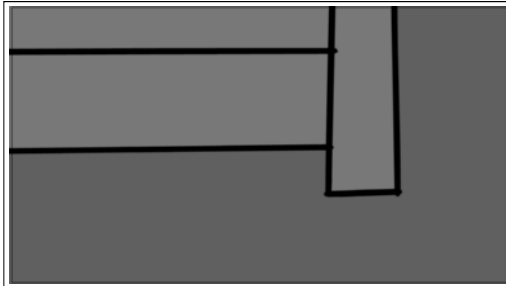
Scene	Duration	Panel	Duration
21	07:05	5	01:15



Dialog
None.
SFX: Water, Bridge creaking, gust of wind

Action Notes
Emily starts to cross the bridge but stops as a gust of wind causes the bridge to sway dramatically.

Scene	Duration	Panel	Duration
22	07:04	1	01:15



Dialog
None.
SFX: Water, bridge creak, footsteps

Action Notes
CU of foot of bridge as Emily steps back to leave the doll behind so that she may cross safely

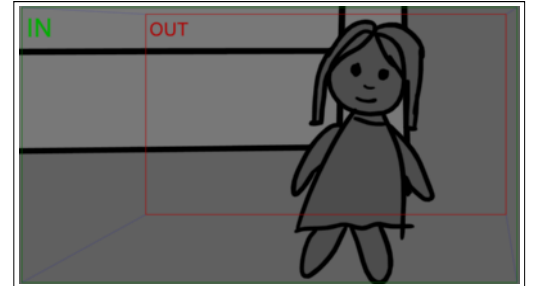
Scene	Duration	Panel	Duration
22	07:04	2	02:06



Dialog
None.
SFX: Water, bridge creak, footsteps

Action Notes
CU of foot of bridge as Emily steps back to leave the doll behind so that she may cross safely

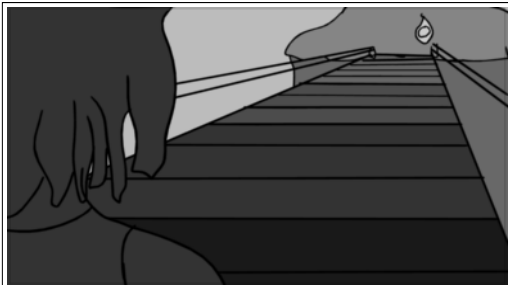
Scene	Duration	Panel	Duration
22	07:04	3	03:08



Dialog
None.
SFX: Water, bridge creak, footsteps

Action Notes
CU of doll left behind. Slow zoom in to linger.

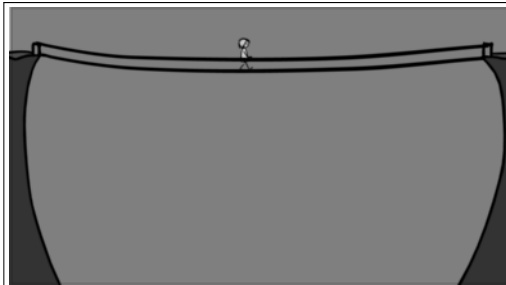
Scene	Duration	Panel	Duration
23	02:00	1	02:00



Dialog
None.
SFX: Water, bridge creak, footsteps
Music: Picks up with "action" tone

Action Notes
OTS Emily starts to walk across bridge. Light visible in distance.

Scene	Duration	Panel	Duration
24	02:00	1	02:00



Dialog
None.
SFX: Water, bridge creak, footsteps.

Action Notes
Wide shot of Emily crossing bridge; show vast distance

Scene	Duration	Panel	Duration
25	02:05	1	01:15



Dialog
None.
SFX: Lava, bridge creak, footsteps.

Action Notes
Mid shot of Emily crossing bridge. LIghting change: water is now lava.

Scene	Duration	Panel	Duration
25	02:05	2	00:15



Dialog
None.
SFX: Lava, loud bridge creak/wood break

Action Notes
Mid shot of Emily crossing bridge, pauses at sound of loud crack and looks back



Scene	Duration	Panel	Duration
26	01:05	1	00:15



Dialog
None. SFX: Water, loud bridge creak/wood break

Action Notes
OTS Emily looks behind to see bridge breaking, lava spewing upwards

Scene	Duration	Panel	Duration
26	01:05	2	00:15



Dialog
None. SFX: Water, loud bridge creak/wood break

Action Notes
OTS Emily looks behind to see bridge breaking, lava spewing upwards

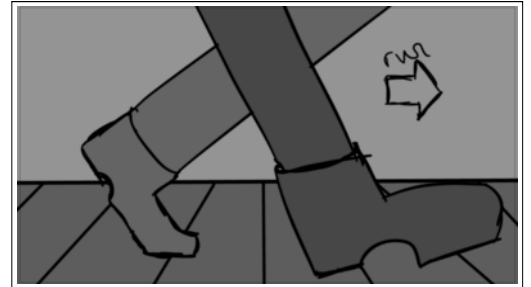
Scene	Duration	Panel	Duration
27	01:00	1	01:00



Dialog
None SFX: Lava, Wood breaking/creaking, running footsteps

Action Notes
Down shot showing Emily's fear as she starts to run across bridge

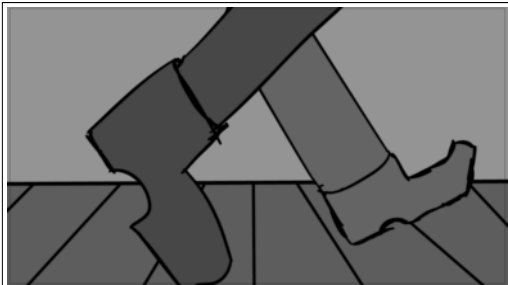
Scene	Duration	Panel	Duration
28	01:14	1	00:13



Dialog
None SFX: Lava, Wood breaking/creaking, running footsteps

Action Notes
CU of running feet as the bridge continues collapsing behind her

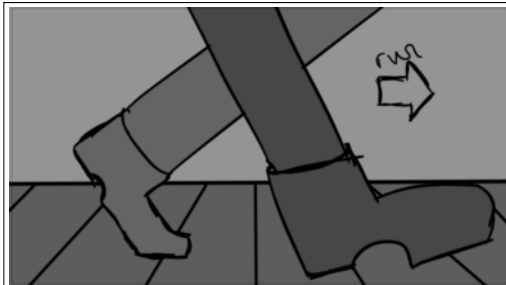
Scene	Duration	Panel	Duration
28	01:14	2	00:13



Dialog
None SFX: Lava, Wood breaking/creaking, running footsteps

Action Notes
CU of running feet as the bridge continues collapsing behind her

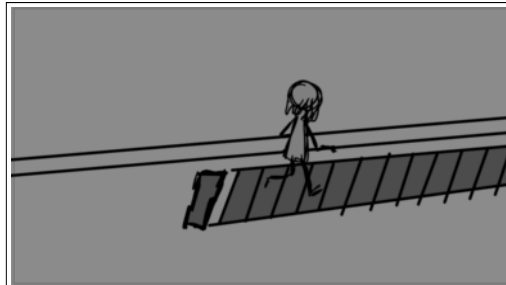
Scene	Duration	Panel	Duration
28	01:14	3	00:13



Dialog
None SFX: Lava, Wood breaking/creaking, running footsteps

Action Notes
CU of running feet as the bridge continues collapsing behind her

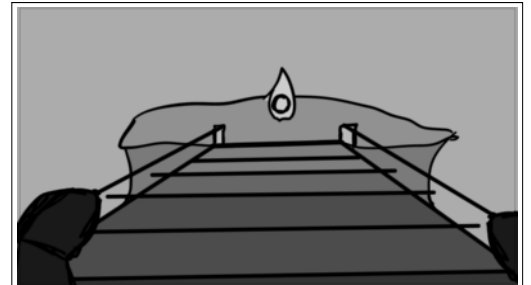
Scene	Duration	Panel	Duration
29	01:00	1	01:00



Dialog
None SFX: Lava, Wood breaking/creaking, running footsteps

Action Notes
Wide shot of Emily running as more pieces of the bridge fall closely behind her

Scene	Duration	Panel	Duration
30	01:01	1	01:01

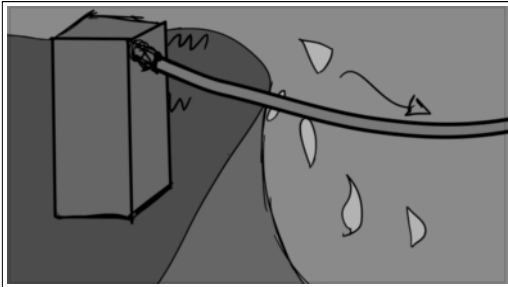


Dialog
None SFX: Lava, Wood breaking/creaking, running footsteps

Action Notes
POV shot of Emily running, nearly reaching the other side with Light waiting



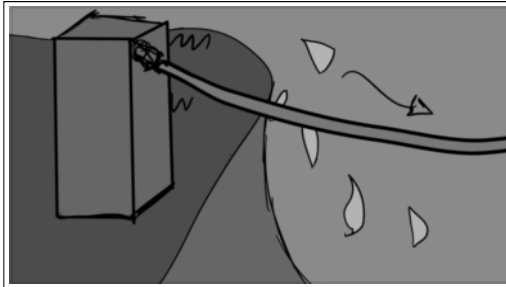
Scene	Duration	Panel	Duration
31	01:07	1	00:08



Dialog
None
SFX: Lava, Wood breaking/creaking, running footsteps, rope tearing

Action Notes
CU of rope tied behind as it starts to break off

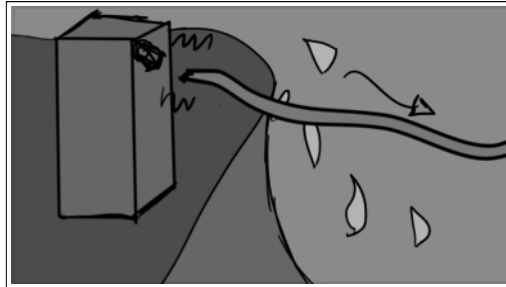
Scene	Duration	Panel	Duration
31	01:07	2	00:08



Dialog
None
SFX: Lava, Wood breaking/creaking, running footsteps, rope tearing

Action Notes
CU of rope tied behind as it starts to break off

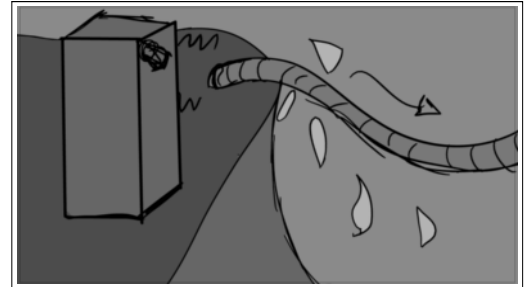
Scene	Duration	Panel	Duration
31	01:07	3	00:08



Dialog
None
SFX: Lava, Wood breaking/creaking, running footsteps, rope tearing

Action Notes
CU of rope tied behind as it breaks off

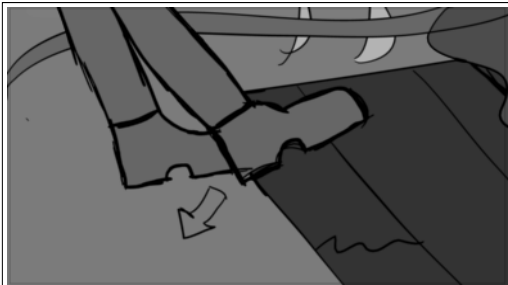
Scene	Duration	Panel	Duration
31	01:07	4	00:08



Dialog
None
SFX: Lava, Wood breaking/creaking, running footsteps, rope tearing

Action Notes
CU of rope tied behind as it breaks off

Scene	Duration	Panel	Duration
32	01:00	1	01:00



Dialog
Vocalisation: Gasp, scream
SFX: Lava, Wood breaking/creaking, footsteps, whoosh effect (slo-mo sound)

Action Notes
CU of Emily's feet as the bridge collapses beneath her.

Scene	Duration	Panel	Duration
33	01:15	1	01:15



Dialog
Vocalisation: Gasp, scream
SFX: Lava

Action Notes
Slow-motion wide shot of Emily falling into lava below

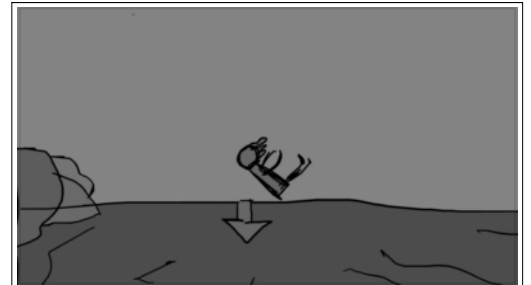
Scene	Duration	Panel	Duration
34	01:15	1	01:15



Dialog
Vocalisation: Gasp, scream
SFX: Lava

Action Notes
Birds-eye view of Emily falling, in slow motion

Scene	Duration	Panel	Duration
35	01:07	1	00:08



Dialog
None
SFX: Thud into stone

Action Notes
Lava bed has transformed into stone. Emily thuds into the ground.



Scene	Duration	Panel	Duration
35	01:07	2	00:06



Dialog
None Music: Quietens, pauses for a moment

Action Notes
Dust cloud to transition to next scene/shot

Scene	Duration	Panel	Duration
35	01:07	3	00:06



Dialog
None Music: Quietens, pauses for a moment

Action Notes
Dust cloud to transition to next scene/shot

Scene	Duration	Panel	Duration
35	01:07	4	00:06



Dialog
None Music: Quietens, pauses for a moment

Action Notes
Dust cloud to transition to next scene/shot

Scene	Duration	Panel	Duration
35	01:07	5	00:06



Dialog
None Music: Quietens, pauses for a moment

Action Notes
Dust cloud to transition to next scene/shot

Scene	Duration	Panel	Duration
36	01:05	1	01:05



Dialog
None Music: Quietens, pauses for a moment

Action Notes
Dust cloud to transition to next scene/shot

Dissolve

Scene	Duration	Panel	Duration
37	01:15	1	01:15



Dialog
None.

Action Notes
Emily lies still on 'rock bottom'

Scene	Duration	Panel	Duration
38	02:15	1	01:20



Dialog
None. Music: reenters as Light appears

Action Notes
CU of Emily lying seemingly unconscious, looking broken. Light passes camera



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Scene	Duration	Panel	Duration
38	02:15	2	00:20



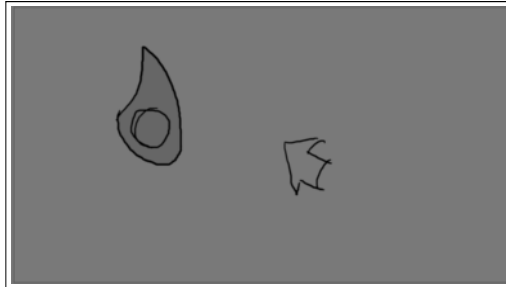
Dialog

None.

Action Notes

Emily opens her eyes as Light floats by

Scene	Duration	Panel	Duration
39	02:00	1	02:00



Dialog

None.
SFX: clothes scuffle as Emily sits up

Action Notes

Emily sits into frame to look at Light

Scene	Duration	Panel	Duration
40	09:16	1	01:00



Dialog

None

Action Notes

Two-shot. Emily is noticeably annoyed with Light for "tricking" her, turns away.

Scene	Duration	Panel	Duration
40	09:16	2	03:00



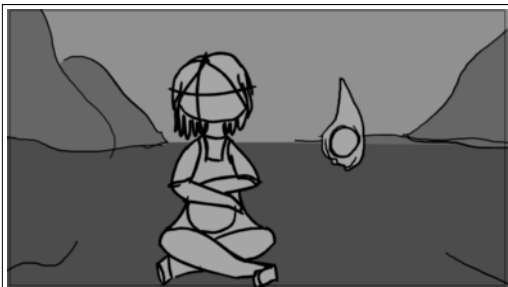
Dialog

None

Action Notes

Two-shot. Emily is noticeably annoyed with Light for "tricking" her, turns away.

Scene	Duration	Panel	Duration
40	09:16	3	00:20



Dialog

None

Action Notes

Two-shot. Light floats around Emily, trying to urge her to keep going. She tries to ignore it.

Scene	Duration	Panel	Duration
40	09:16	4	01:16



Dialog

None

Action Notes

Two-shot. Light floats around Emily, trying to urge her to keep going. She tries to ignore it.

Scene	Duration	Panel	Duration
40	09:16	5	01:15



Dialog

None

Action Notes

Two-shot. Light floats around Emily, trying to urge her to keep going. She tries to ignore it.

Scene	Duration	Panel	Duration
40	09:16	6	01:15



Dialog

None
SFX: sound of darkness approaching

Action Notes

Two-shot. As Light floats away, a loud, dramatic sound causes Emily to turn



Scene	Duration	Panel	Duration
41	02:06	1	00:12

**Dialog**

Vocalisation: Reaction, breathing
SFX: sound of darkness forming
Music: dramatic, action, chase

Action Notes

OTS Emily watches as darkness starts to approach her

Scene	Duration	Panel	Duration
41	02:06	2	00:12

**Dialog**

Vocalisation: Reaction, breathing
SFX: sound of darkness forming
Music: dramatic, action, chase

Action Notes

OTS Emily watches as darkness starts to approach her

Scene	Duration	Panel	Duration
41	02:06	3	00:12

**Dialog**

Vocalisation: Reaction, breathing
SFX: sound of darkness forming
Music: dramatic, action, chase

Action Notes

OTS Emily watches as darkness starts to approach her

Scene	Duration	Panel	Duration
41	02:06	4	00:20

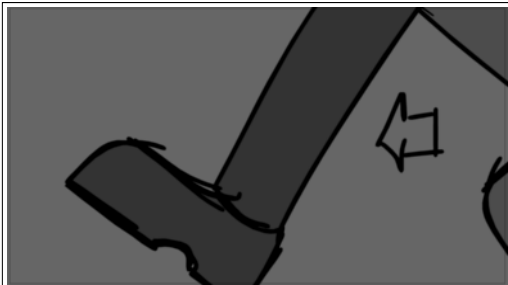
**Dialog**

Vocalisation: Reaction, gasp, breathing
SFX: sound of darkness forming, running footsteps
Music: dramatic, action, chase

Action Notes

Emily turns and starts to run away as the darkness races after her

Scene	Duration	Panel	Duration
42	01:15	1	01:15

**Dialog**

Vocalisation: Panting, breathing
SFX: Running footsteps, darkness

Action Notes

CU of feet running

Scene	Duration	Panel	Duration
43	02:00	1	01:00

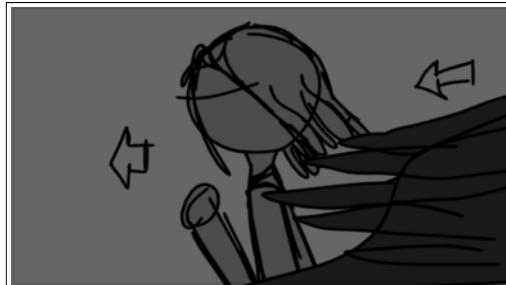
**Dialog**

Vocalisation: Panting, breathing
SFX: Running footsteps, darkness

Action Notes

Side shot of Emily running desperately as darkness starts to catch her

Scene	Duration	Panel	Duration
43	02:00	2	01:00

**Dialog**

Vocalisation: Panting, breathing
SFX: Running footsteps, darkness

Action Notes

Side shot of Emily running desperately as darkness starts to catch her

Scene	Duration	Panel	Duration
44	01:15	1	01:15

**Dialog**

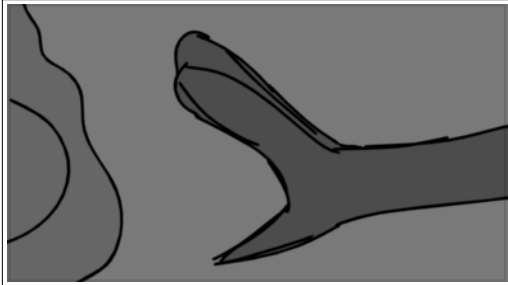
Vocalisation: Panting, breathing
SFX: Running footsteps, darkness

Action Notes

POV shot of Emily reaching out towards Light



Scene	Duration	Panel	Duration
45	01:21	1	00:13

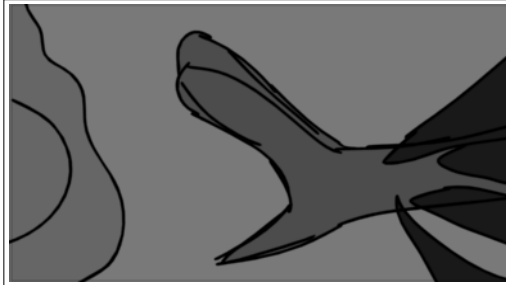
**Dialog**

Vocalistion: groan, desperation,
panting
SFX: darkness

Action Notes

CU of Emily's hand almost reaching
Light

Scene	Duration	Panel	Duration
45	01:21	2	00:13

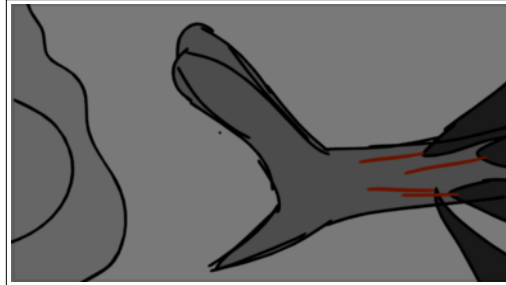
**Dialog**

Vocalistion: groan, desperation,
panting
SFX: darkness

Action Notes

CU of Emily's hand almost reaching
Light. Darkness grabs at her wrist.

Scene	Duration	Panel	Duration
45	01:21	3	00:20

**Dialog**

Vocalistion: groan, panting,
howl/scream
SFX: darkness

Action Notes

CU of Emily's hand almost reaching
Light. Darkness slices her

Scene	Duration	Panel	Duration
46	01:20	1	00:15

**Dialog**

Vocalisation: Breathing, panting
SFX: Darkness

Action Notes

Mid shot. The darkness starts to wrap
itself around Emily.

Scene	Duration	Panel	Duration
46	01:20	2	00:15

**Dialog**

Vocalisation: Breathing, panting
SFX: Darkness

Action Notes

Mid shot. The darkness starts to wrap
itself around Emily.

Scene	Duration	Panel	Duration
46	01:20	3	00:15

**Dialog**

Vocalisation: Breathing, panting
SFX: Darkness

Action Notes

Mid shot. The darkness starts to wrap
itself around Emily.

Scene	Duration	Panel	Duration
47	02:10	1	00:15

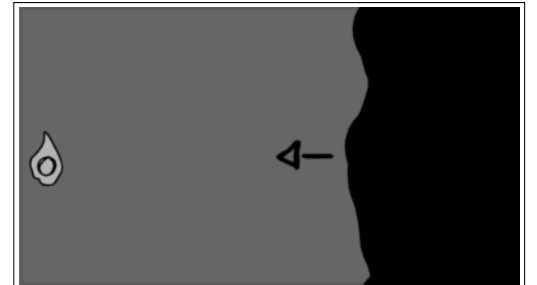
**Dialog**

None
Music: Break for this shot.

Action Notes

Emily becomes developed by the
darkness with Light close by.

Scene	Duration	Panel	Duration
47	02:10	2	00:15

**Dialog**

None
Music: Break for this shot.

Action Notes

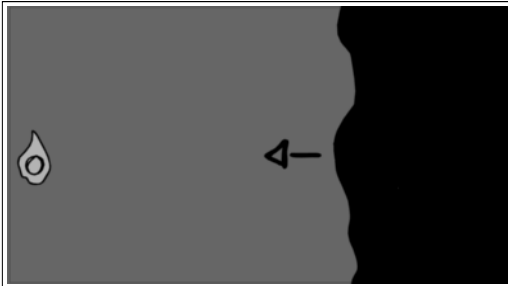
Emily becomes developed by the
darkness with Light close by.



light storyboards

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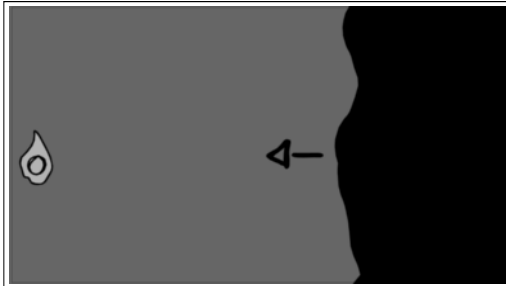
Scene	Duration	Panel	Duration
47	02:10	3	00:15



Dialog
None
Music: Break for this shot.

Action Notes
Emily becomes developed by the darkness with Light close by.

Scene	Duration	Panel	Duration
47	02:10	4	00:15



Dialog
None
Music: Break for this shot.

Action Notes
Emily becomes developed by the darkness with Light close by.

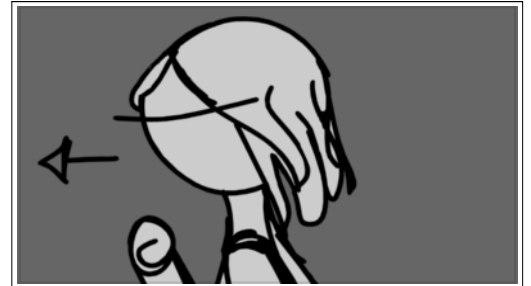
Scene	Duration	Panel	Duration
48	00:13	1	00:13



Dialog
None
Music: restart, epic, action
SFX: breakage sound

Action Notes
Emily breaks free of the darkness

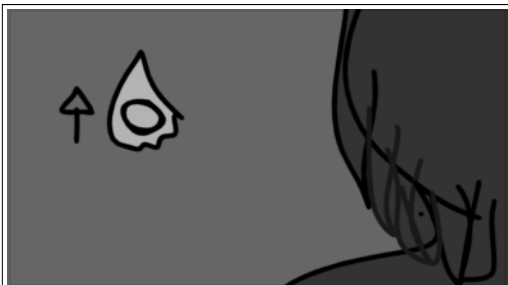
Scene	Duration	Panel	Duration
49	01:15	1	01:15



Dialog
Vocalisation: breathing, panting
SFX: running footsteps, darkness

Action Notes
Emily starts to run again

Scene	Duration	Panel	Duration
50	01:00	1	01:00



Dialog
Vocalisation: breathing, panting
SFX: running footsteps, darkness

Action Notes
OTS Emily runs after Light

Scene	Duration	Panel	Duration
51	01:20	1	01:00



Dialog
Vocalisation: breathing, panting
SFX: running footsteps, darkness

Action Notes
Mid shot of Emily running as she looks behind her.

Scene	Duration	Panel	Duration
51	01:20	2	00:20



Dialog
Vocalisation: breathing, panting
SFX: running footsteps, darkness

Action Notes
Mid shot of Emily running as she looks behind her.

Scene	Duration	Panel	Duration
53	01:15	1	00:15

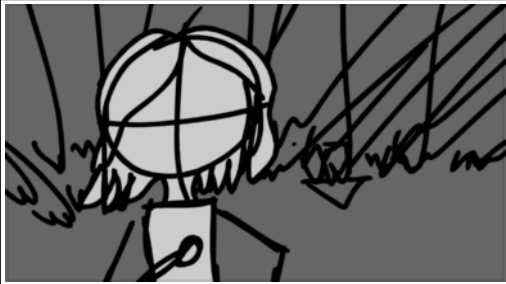


Dialog
Vocalisation: breathing, panting
SFX: running footsteps, darkness

Action Notes
Emily looks back to see the darkness chasing her



Scene	Duration	Panel	Duration
53	01:15	2	01:00

**Dialog**

Vocalisation: breathing, panting
SFX: running footsteps, darkness

Action Notes

Emily looks back to see the darkness chasing her

Scene	Duration	Panel	Duration
54	01:15	1	01:15

**Dialog**

Vocalisation: breathing, panting
SFX: running footsteps, darkness

Action Notes

OTS as Emily nears the abyss. Light floats to the other side.

Scene	Duration	Panel	Duration
55	01:15	1	01:15

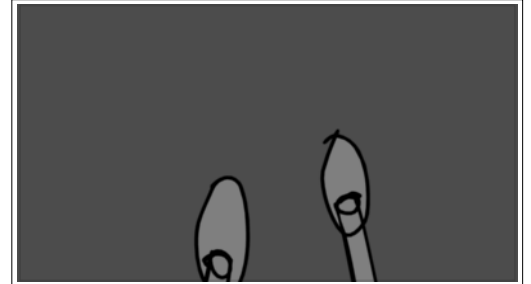
**Dialog**

Vocalisation: breathing, panting
SFX: running footsteps, darkness

Action Notes

Mid shot of Emily; looking determined as she nears the abyss

Scene	Duration	Panel	Duration
56	02:00	1	02:00

**Dialog**

Vocalisation: gasp, panting
SFX: footsteps, darkness, whoosh (slo mo)

Action Notes

POV shot as Emily leaps across the abyss

Scene	Duration	Panel	Duration
57	02:00	1	02:00

**Dialog**

None
SFX: darkness roiling/snapping, whoosh (slo mo)

Action Notes

Wide shot of Emily taking the leap of faith to reach Light on the other side

Scene	Duration	Panel	Duration
58	01:15	1	01:15

**Dialog**

None
SFX: Darkness roiling/snapping

Action Notes

Birds-eye shot over Emily showing the darkness forming and reaching from beneath her

Scene	Duration	Panel	Duration
59	01:15	1	01:15

**Dialog**

None
SFX: Darkness roiling/snapping

Action Notes

The darkness (insinuate hand shape) reaches out to grab Emily.

Scene	Duration	Panel	Duration
60	01:00	1	01:00

**Dialog**

None
SFX: Darkness roiling/snapping (fading)

Action Notes

Worms eye view (Light's POV) of Emily leaping across



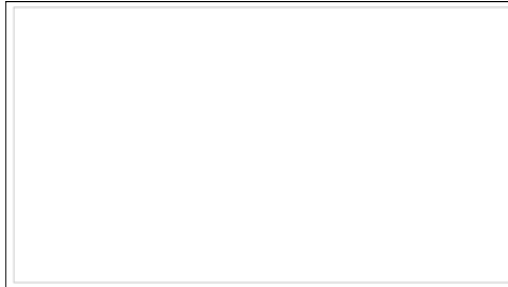
Scene	Duration	Panel	Duration
61	01:00	1	01:00



Dialog
None
Music: begin to calm down

Action Notes
Birds eye view of Emily falling towards Light

Scene	Duration	Panel	Duration
62	01:00	1	01:00



Dialog
None
Music: break

Action Notes
White to transition to next scene/shot

Dissolve

Scene	Duration	Panel	Duration
63	14:00	3	01:00



Dialog
Vocalisaion: panting, breathing etc

Action Notes
Emily looks around, Light has evaded her yet again

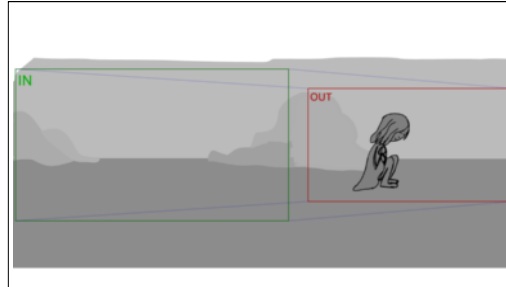
Scene	Duration	Panel	Duration
63	14:00	4	01:00



Dialog
Vocalisaion: panting, breathing etc

Action Notes
Emily looks around, Light has evaded her yet again

Scene	Duration	Panel	Duration
63	14:00	1	04:00



Dialog
Vocalisation: breathing etc

Action Notes
Pan over to find Emily crouched on the ground, thinking she has caught Light in her hands

Scene	Duration	Panel	Duration
63	14:00	2	01:00



Dialog
Vocalisation: reaction to no light, gasp, whimper

Action Notes
Emily is disappointed to find no Light in her hands

Scene	Duration	Panel	Duration
63	14:00	5	01:00



Action Notes
Emily looks around, Light has evaded her yet again

Scene	Duration	Panel	Duration
63	14:00	6	02:00

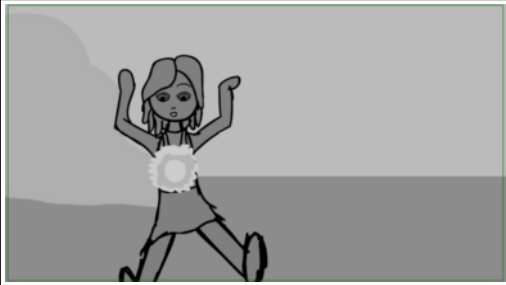


Dialog
Vocalistion: whimper, cry

Action Notes
Emily believes she has lost Light yet again. Distraught, grips her hand in desperation.



Scene	Duration	Panel	Duration
63	14:00	7	02:00



Dialog
Vocalisation: gasp in awe
Music: Start with Light's appearance.

Action Notes
Light begins to glow from within Emily. She looks down, amazed.

Scene	Duration	Panel	Duration
63	14:00	8	02:00



Dialog
None.

Action Notes
A hand enters frame, offering Emily help to stand.

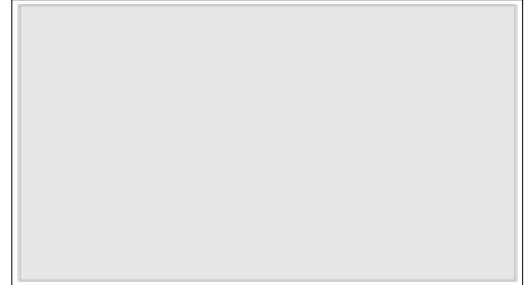
Scene	Duration	Panel	Duration
64	03:00	1	03:00



Dialog
None

Action Notes
Blurred out/blown out POV shot of "future Emily"
Dissolve

Scene	Duration	Panel	Duration
65	03:00	1	03:00



Dialog
None

Action Notes
White to transition to next shot
Dissolve

Scene	Duration	Panel	Duration
66	05:00	1	05:00



Dialog
None
Music: Noticably happier than before

Action Notes
Wide shot, EST, adult Emily stands before a bright landscape