

Scene no.: 1

Shot Choice: medium



Plot: She is on her laptop texting and phone rings and she grabs it.

Dramaturgic elements:

Light: dark

Sound: keyboard sounds and phone text sounds

Movement:

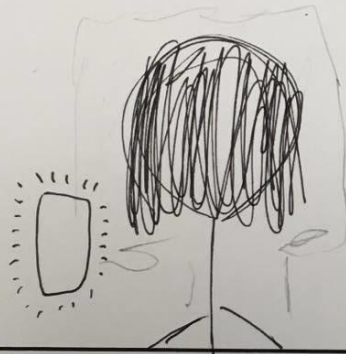
Time: 3s

Space: Room - (kind of room)

Interactive elements:

Scene no.: 21

Shot Choice: over the shoulder



Plot: ~~Phone rings for~~ texting back

she grabs her phone

Dramaturgic elements:

Light: dark

Sound: phone text sound

Movement:

Time: 1 sec

Space: room

Interactive elements:

Scene no.: 2.8 1

Shot Choice: close up



Plot: she is texting back

~~she grabs~~

Dramaturgic elements:

Light:

Sound: texting sounds

Movement:

Time: 10s

Space: Room —

Interactive elements:

Scene no.: 1

Shot Choice: medium
close up



Plot: texting each other on the
phones
profile

Dramaturgic elements:

Light: dark and light

Sound: texting

Movement:

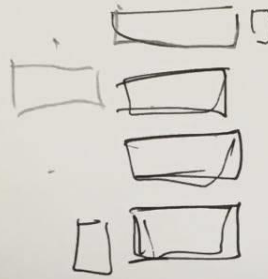
Time: ~~20~~ 35

Space: room and street

Interactive elements:

Scene no.: 1

Shot Choice: medium shot



Dramaturgic elements:

Light: Coffee light
Sound: people talking and texting
Movement:
Time: 7s
Space: Coffee

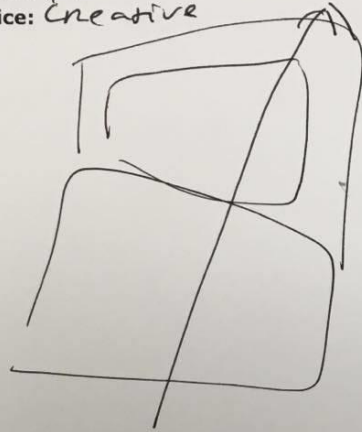
Interactive elements:

Plot: texting each other

Show the scene

Scene no.: 1

Shot Choice: Creative



Plot: closing the laptop

Dramaturgic elements:

Light: dark

Sound: laptop closing

Movement:

Time: 2s

Space: Room

Interactive elements:

Scene no.: 1

Shot Choice: medium



Plot: Asking for the bill

Dramaturgic elements:

Light:

Sound: coffee

Movement:

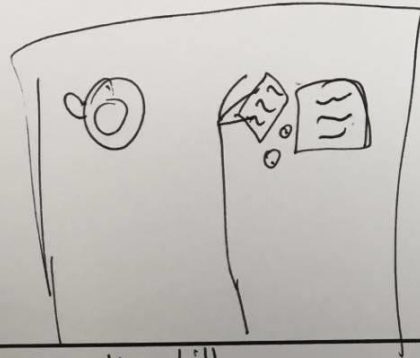
Time: 2s

Space: coffee

Interactive elements:

Scene no.: 1

Shot Choice: Close up



Plot: Paying the bill

Dramaturgic elements:

Light:

Sound: Coffee sounds

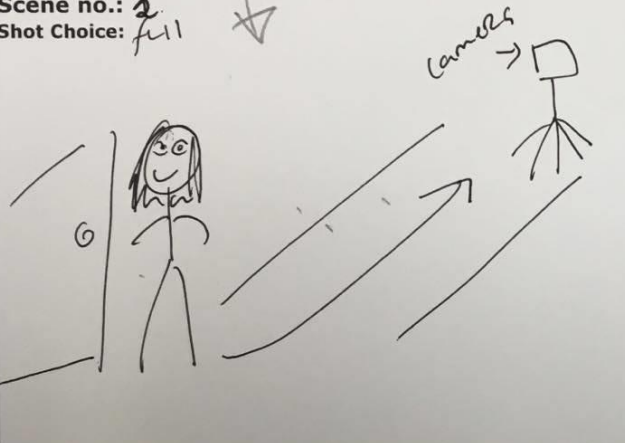
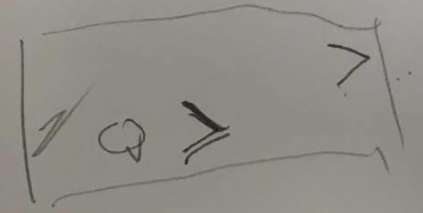
Movement:

Time: 2s

Space: Coffee

Interactive elements:

what you see

<p>Scene no.: 2 Shot Choice: full</p> 	<p>Dramaturgic elements:</p> <p>Light: Sound: door Movement: Time: 2s Space: Street</p>
<p>Plot: going out of the house</p> 	<p>Interactive elements:</p>



Scene no.: 2
Shot Choice: Long



Dramaturgic elements:

Light:
Sound: walking
Movement: Walking
Time: 0.5 x 4
Space: street

Interactive elements:

Plot: walking 4x to meet each other



Orange Naval
Neighbourhood



Park with white
stripes



Sydney
/night lights/

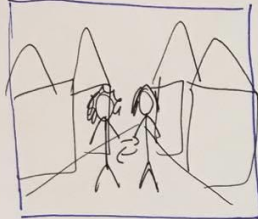


The beach

-Tivoli passes

-Christmas Sta

Scene: 3



Christmas
Market

Friends meet
Start walking and chatting
Buy corns and give to Linda

Scene: 5



Mall

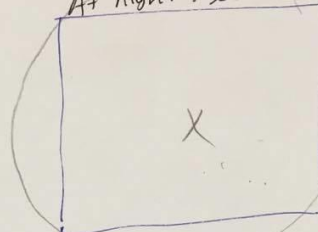
-Christmas shopping
-Pretend to wear clothes

Scene: 4



Making hot-chocolate
-close up making
-close up drinking

At night: Scene: 8



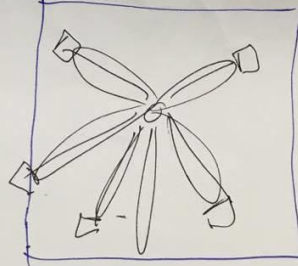
Sydney
-lights at night
-transitions

Scene: 6



-In front of our
Bar - Christmas tree
-Playing with the tree

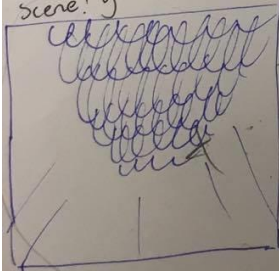
Scene: 7



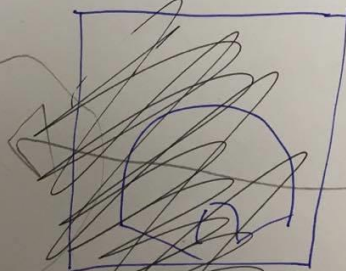
Tivoli -
-creative shots
-transitions

~~by Fredrik?~~

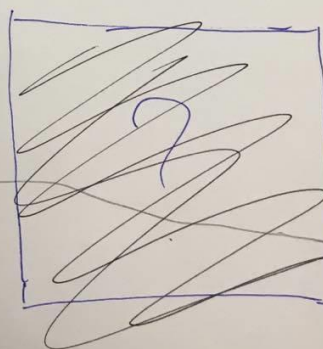
Scene: 9



-street with light
-US walking
-Fades out



Igloo



Macan