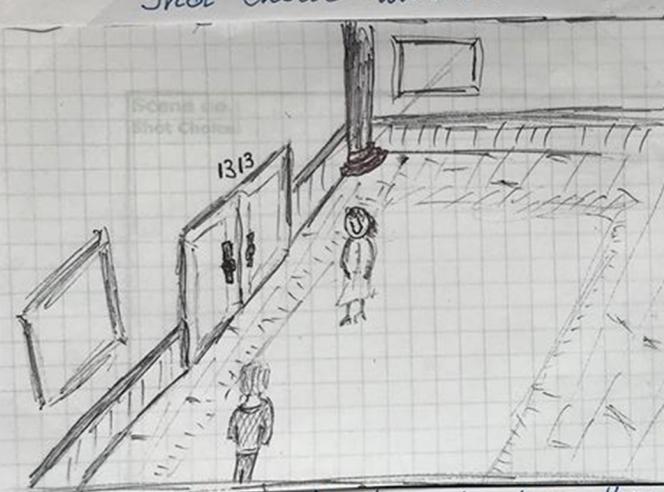


STORY BOARD

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| <p>Scene no.: 0 Title scene Shot Choice:</p>  <p>Plot: Title „The Matrix“ will appear.</p> | <p>Dramaturgic elements:</p> <p>Light: Sound: Nielsen song. Movement: Time: 9s. Space:</p> <p>the shot:</p> |
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| <p>Scene 1. Shot choice - wide shot.</p>  <p>Plot: Neo walks towards door, then Trinity starts talking.</p> | <p>Dramaturgic elements:</p> <p>Light: Dim lighting Sound: Trinity: "This is it, he knows more than you can imagine" Movement: Neo walks towards door. Time: 10s. Space: Hotel hallway</p> <p>Interactive elements: Door knob shakes, then user can click on the door, that triggers change of the scene.</p> |
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STORY BOARD

Scene 2.
Shot choice - Medium shot.

Dramaturgic elements:

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| Light: Dim lighting, flashing window (Thunder) |
| Sound: Nielsen song. |
| Movement: Flashing window (Thunder) |
| Time: 5s. |
| Space: Hotel room |

Interactive elements: User can click on Morpheus, that triggers the change of scene.

Note: Neo sees Morpheus for the first time. Morpheus is looking through window.

Scene 3.
Shot choice - Close-up.

Dramaturgic elements:

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| Light: lighting |
| Sound: Thunder |
| Movement: Morpheus turns around |
| Time: 7s. |
| Space: Hotel room, near the window |

Interactive elements: Clicking on Morpheus after he slightly smiles triggers the change of scene

Note: Morpheus turns around, revealing his face to Neo, then slightly smiles.

STORY BOARD

Scene 4.
Shot choice - Medium shot.

Dramaturgic elements:

- Light: Dim lighting
- Sound: Morpheus talks
- Movement: Hand shake
- Time: 4 s.
- Space: Hotel room.

Plot: Morpheus addresses Neo: "Welcome Neo. As you no doubt have guessed, I am Morpheus".

Interactive elements: User clicks on Neo, then he and Morpheus do a handshake and the scene changes.

Scene 5.
Shot choice - Wide shot.

Dramaturgic elements:

- Light: Candle light
- Sound: Morpheus talks
- Movement: lights flicker.
- Time: 15 s.
- Space: Hotel room.

Plot: Morpheus finally explains the purpose of meeting: "Let me tell you why you're here. You've felt something your whole life, you don't know what." Neo asks: "The matrix?" Then Morpheus stretches his hand towards him.

Interactive elements: User clicks stretched Morpheus hand then the scene changes.

STORY BOARD

Scene 6.
Shot choice - Extreme close-up.

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| Dramaturgic elements: Light: Dim lighting Sound: Morpheus talks Movement: Glasses shine, pills appear as a reflection Time: 10 s. Space: Hotel room | |
| Interactive elements: Glasses shine, user clicks on it, then reflection of pills appears on them and afterwards the scene changes. | |
| Plot: Morpheus talks: "You take the blue pill, the story ends. You take the red pill, you'll stay in the wonderland, it'll show you how deep the rabbit hole goes." | |

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| Scene no : 7 Shot choice: medium. | Drama . elements Light Sound: Movement: <hr/> Plot: Time: 10 secs Interactive : drag pill to mouth |
| Scene no : 8 Shot choice: screen border | Dramatur. elements: Light: Sound: Movement: <hr/> Plot: Time. |