





1 0:01

🔊 Wind, and creepy music.  
"The Slenderman."

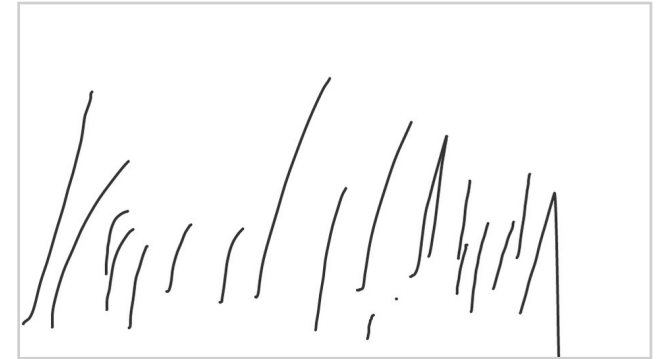
🌀 Pan across trees.



2 0:10

🔊 Glitch Sounds, music getting creepier  
"Tall, pale, faceless."

🌀 Dolly towards Standing Slenderman. Wideshot.



3 0:15

🔊 Rustling grass. Music continues  
"A creature."

🌀 Zooming into the grass and environment.



4 0:18

🔊 Footsteps (Foley sound), gushing wind, music continues.  
"Made of nightmares."

🌀 Slenderman walks towards camera. Dutch tilt angle.



5 0:22

🔊 Wind sounds, music continues.  
"He's always out for his next target, or what he calls;  
friend."

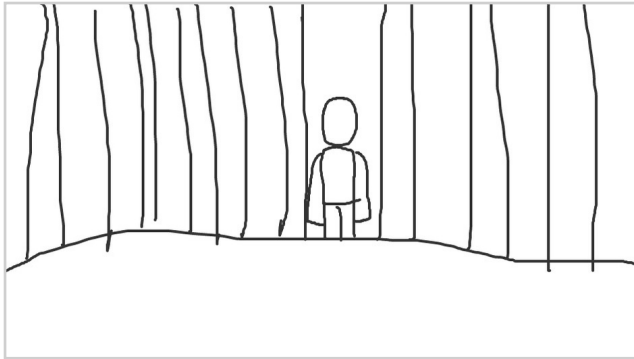
🌀 Truck to the left as Slenderman stands.  
\*Side view.



6 0:26

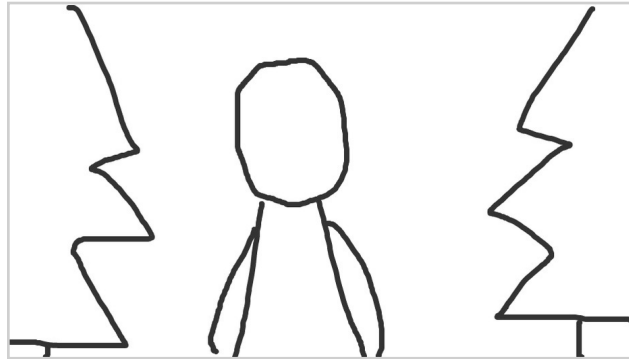
🔊 Wind sounds, crow chirps. Music continues.  
"When he sees you."

🌀 Handheld shot as the camera is titled. Dutch tilt angle.



7 0:29

- 🔊 Music gets creepier, wind gets faster.  
When he sees you. Heartbeat sounds starts.  
"He watches you"
- 🚶 A Wideshot view of Slenderman standing between trees looking at the viewer.



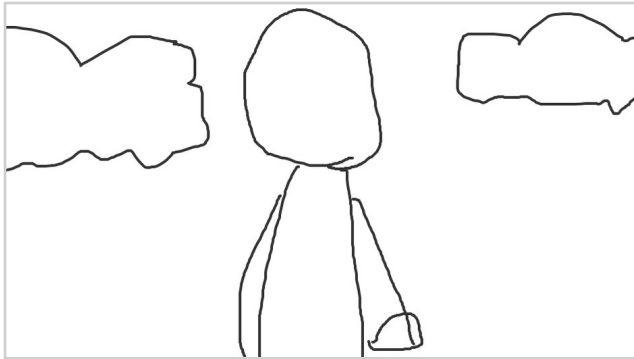
8 0:33

- 🔊 Music continues to be creepy, wind starts to go crazy, heartbeat gets a bit faster.  
"He follows you."
- 🚶 Close shot of Slenderman as he walks with the camera while the camera is filming him from a bottom view, to replicate that the Slenderman is tall to create an intimidating effect on the audience.



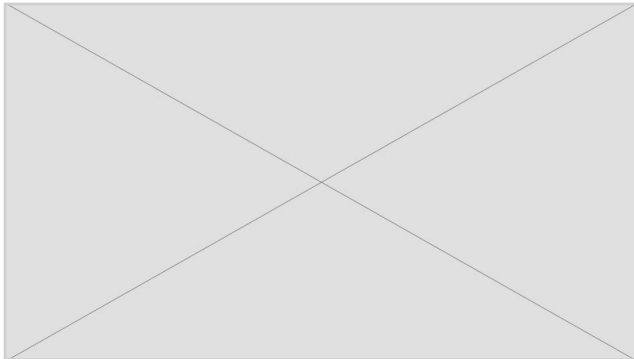
9 0:36

- 🔊 Music continues, wind goes fast, heartbeat gets faster.
- 🚶 Handheld shot of the ground filmed as a POV view of someone running and looking at the ground. Mid shot.



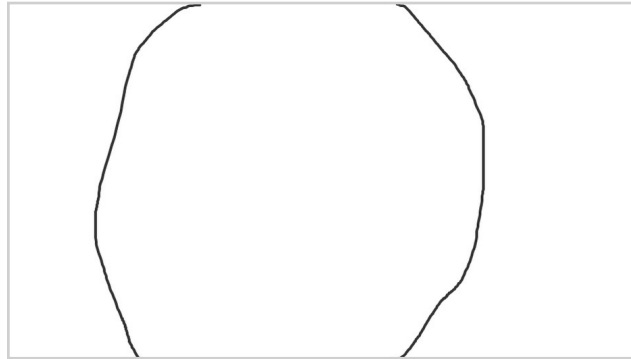
10 0:38

- Music continues and wind peaks to it's loudest, and heartbeat is at it's peak as well.  
"He takes you."
- Medium Close up POV shot, Slenderman bends towards the camera and pulls his hand out in a motion to pick someone up from the ground.



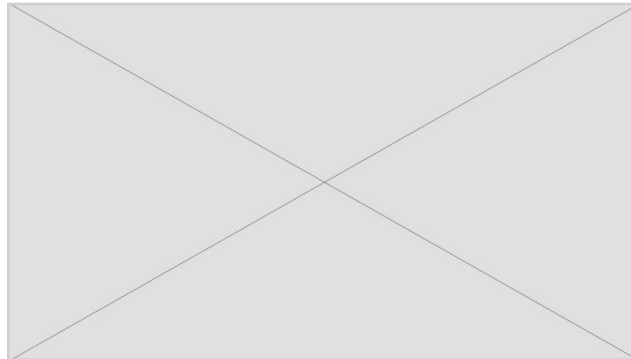
13 0:52

- "If you encounter a stranger, walk away and look for help. If they try to get you to stay, just say no. Don't stay, just go. Don't talk to strangers."
- Video fades to black, background is only black. text of the narration speech is visible.



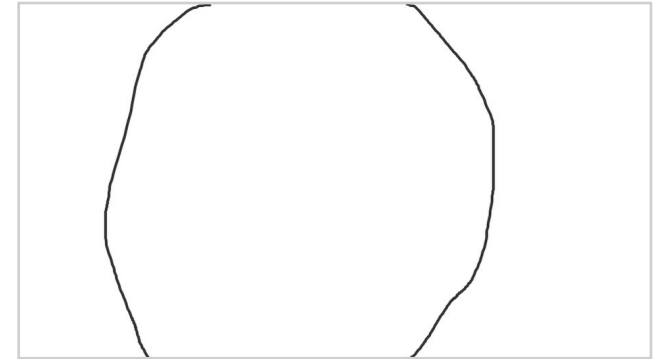
11 0:42

- All sounds stop except the narration. "Once he has you, he'll always have you. There's no going back."
- Extreme close up view of Slenderman's face.



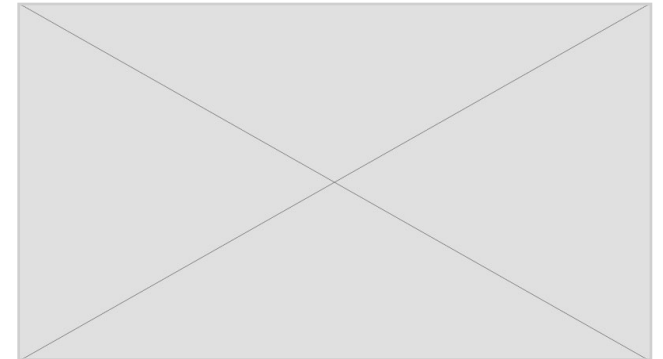
14 1:00

- "This is a message from TobyPasta"
- Text of narration is viewed.



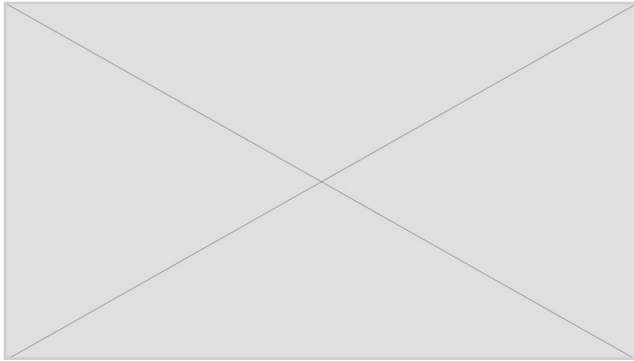
12 0:45

- "You wouldn't trust the Slenderman, but would you trust the Slenderman inside a stranger?"
- Extreme close up view of Slenderman's face. Face fades into a Gaussian blur.



15 1:04

- "Be safe."
- Text of Narration is viewed.



16 1:07

Glitch sound, heartbeat sounds.

TobyPasta Logo is shown, as an end bumper.