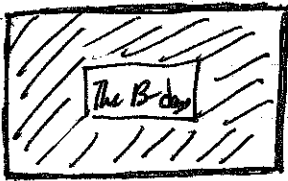
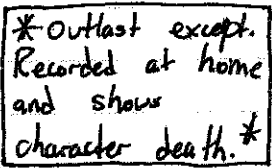
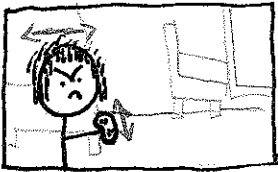
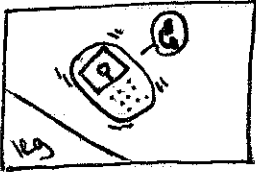
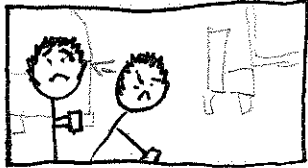
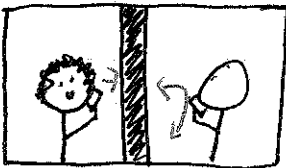
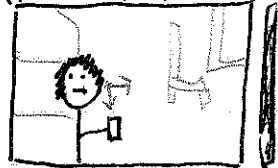
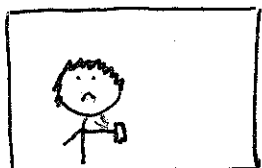


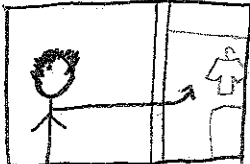

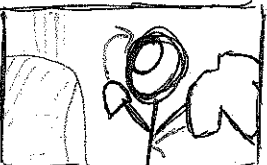
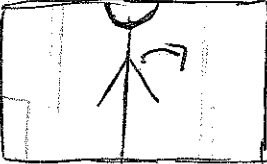


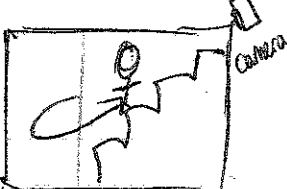
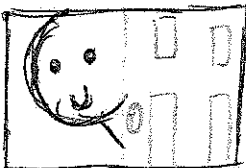

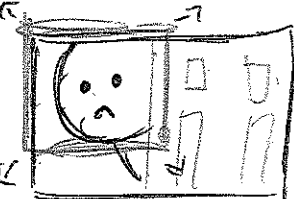
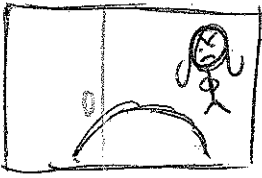
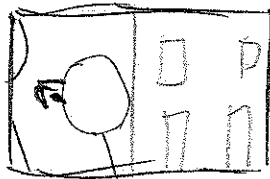
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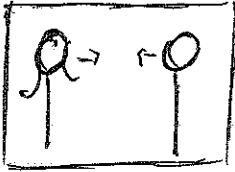
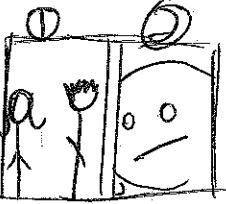
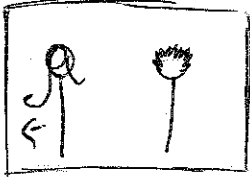
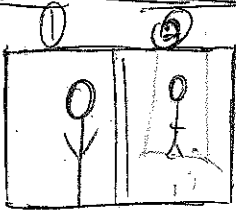
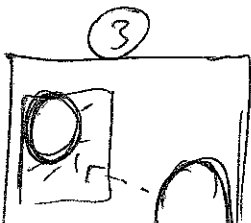
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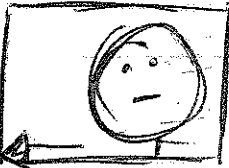
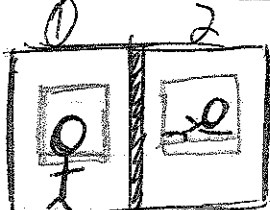
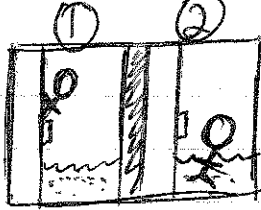
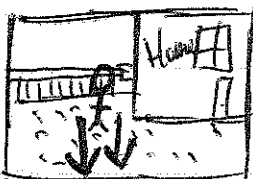
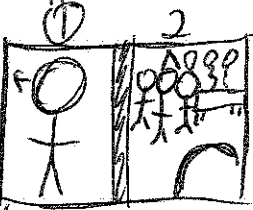
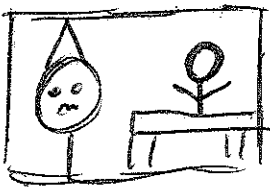
Time/Shot	Board	Script	Music/SFX	VFX
0:03 Title Card		—	—	—
0:05 Video image	 <p>This may vary as it may take time to create a recorded file that works well.</p>	1.) <u>Alex</u> : *grumbling* Come on. *Game Over* 2.) <u>Alex</u> : OH come <u>ON</u> !	<ul style="list-style-type: none"> • Game music plays. 	<ul style="list-style-type: none"> • Cut from previous. • Brighten the except
Mid-shot 0:05	 <p>Living Room</p>	* Sigh * 1.) <u>Alex</u> : This is stupid. I can't do it. *	<ul style="list-style-type: none"> • Chipper tune (slightly curious) plays. • Game music fades out slow. 	<ul style="list-style-type: none"> • Cut in. • Focus on character.
0:02 Mid CA		—	<ul style="list-style-type: none"> • Chipper continues • Phone buzzing 	<ul style="list-style-type: none"> • Focus on phone
0:03 Mid-shot		* Click button * 1.) <u>Alex</u> : Hello?	<ul style="list-style-type: none"> • Chipper continues until stated otherwise • Phone buzzing ends. Button click Button click 	<ul style="list-style-type: none"> •


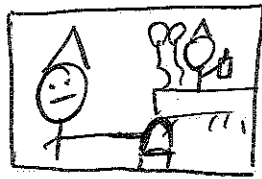
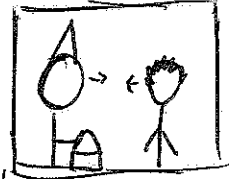
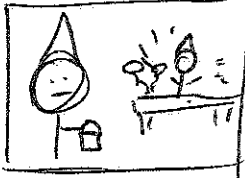
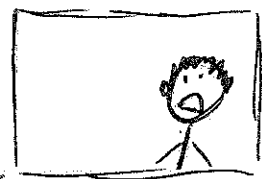
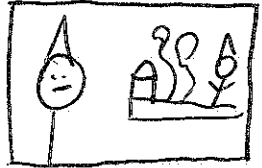
Time/Shot	Board	Script	Music/SFX	VFX
<p>to mid-shot 0:15</p>	 <p>Split to fit both on screen</p>	<p>1.) <u>Friend</u>: What's up Alex? 2.) <u>Alex</u>: I'm trying to beat this stupid game. 3.) <u>Friend</u>: Aren't you getting ready for the birthday party? 4.) <u>Alex</u>: Birthday party? 5.) <u>Friend</u>: Yea, it's Carl's birthday today! You going? 6.) <u>Alex</u>: Yeah of course! I'm already ready! 7.) <u>Friend</u>: Ok, guess I'll see you soon then. *Silence*</p>	<p>• ♪</p>	<p>• Create a split to show both people on their</p>
<p>mid-shot</p>	<p>Split moves right after 7 to fit</p> 	<p>* phone clicks off after line *</p> <p>• Chipper tune stops</p>		
<p>0:05</p>	 <p>Looking slightly off cam</p>	<p>1.) <u>Alex</u>: Crap. *Runs off cam</p>		

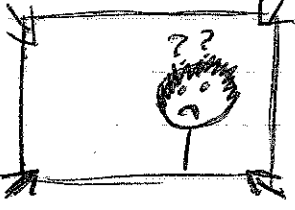
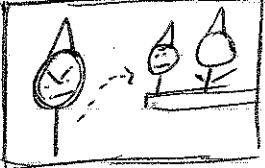
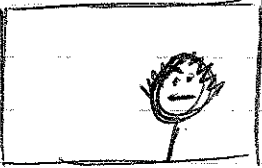
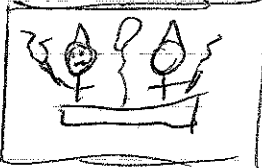
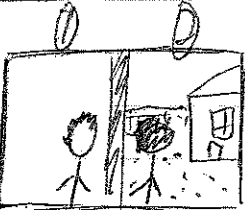
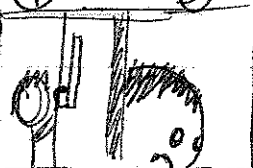
Time	Board	Script	Music/SFX	VFX
0:01 Wide shot Wide Shot		— All you hear is the movement	* Upbeat music as Alex gets ready. Continue "Upbeat" until notice*	
0:05 Wide shot		— Same as above.	* SFX to "whip" to next scene *	* Whip/slide to next *
0:04 Pottery (right) Follow		Alex: Gotta get ready, gotta get ready, gotta get ready...	* Obvious SFX for	* Enter like it whipped/slid to next
0:04 Mid-shot		Alex: *whistling*	• Lots of clanking	
0:00 Wide shot		—	—	—
0:05 Mid-wide		—	• Upbeat starts to reach a climax (super happy part).	—

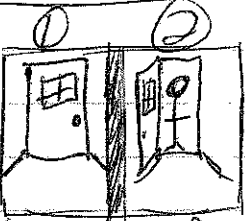
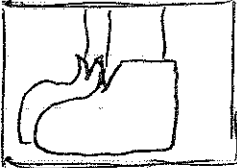
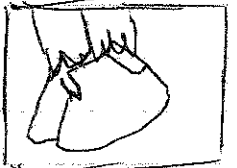
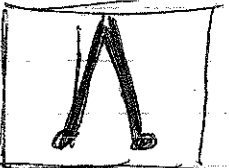
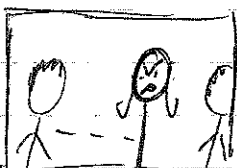
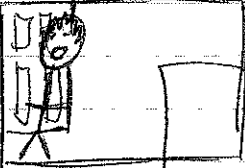
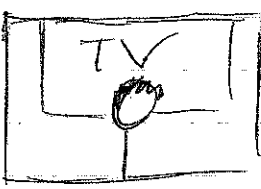
Time	Board	Script	Music/SFX	VFX
0:05 Wide	 Alex going up stairs	Alex: *humming*	• Uptbeat continues to climax	• Camera at top of stairs
0:01 Close-up	 Open door	Alex: Party Time!	• Uptbeat music hit climax!	Catch door opening.
0:02 Over-shoulder	 Door opens	* Door opening reveals Alex's <u>mum</u> who is crossing her arms, not looking impressed. *	• Uptbeat music cuts out.	—
2:01 ECU 2:01 CU		* On CU * Alex: Shit.	• Emphasize static on ECU	• Cut from ECU to get sad face to CU for dialogue
0:01 Over-shoulder		1) Alex Mum: Excuse Me?	—	—
0:02		Alex: Nothing. 2) Alex's Mum: Mmmhmm.	—	—

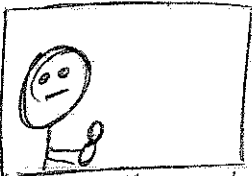
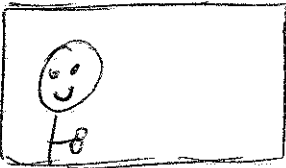

Time	Board	Script	Music / SFX	VFX
0:06 Two-shot		1) Mum: Where are you going dressed up like that? 2) Alex: It's birthday party today. 3) Mum: And you were invited? 4) Alex: Yeah -	• Cue curious music (simple)	(characters facing one another)
0:03 Two-shot - ECS	 cut from two to ECU of Mum	5) Alex: wait what's that supposed to mean? 6) Mum: * has a look that screams "oh crap" *	• curious music cont • cut curious music to cue "shocked" SFX on ECS • Cut curious music back in	• Cut to ECS
0:00 Two-shot mid		7) Mum: Nothing. Doesn't matter, you're not going. 8) Alex: What?! Why?! 9) Mum: I don't like	• Curious music cont.	• Fit Alex and Mum into shot
		his parents! * door slamming in distance Now go to your room! Play games! I don't care. * Door slam *		
0:10 mid Wide		* Alex kind of shuffles about, looking annoyed. Walks to Game room. *	• Curious cont.	• Cut from ①-②
0:05 2er Shoulder		* Capture Alex closing door, looking to window *	• slowly fade curious out.	• Focus from Alex to window

Time	Board	Script	Music/SFX	VFX
0:05 CS		—	* clock ticking noise *	
0:05 Mid-shot	 Alex climb out window	* grunting *	* Adventurous music as Alex runs to window. Cont through next scene	* Fade quick to white *
0:05 Wide-shot	 Alex jumping down	* Grunt as falling * Alex: Time to party...	Adventurous cont. Adventurous fade	* Fade in from white *
0:00 Wide to CS to... ↓	 Alex running shot. He approaches camera	* Fade in kids noises at party. *	* No current music *	Camera watches Alex as he approaches, turns to left as he passes and goes to OBS as he looks at the party
Over shoulder	 Alex looking @ party	1) B. Day Boy: ... uhh... hey. 2) Alex: *Breathless* hey! Hey...	* Fade in curious 2 *	
0:03		B Day Boy: What are you doing here?	* curious 2 continued *	—

Shot	Time	Boards	Script	Music/SFX	VFX
	0:05 Mid	 Lifting present	1) Alex: It's your B. Day right? The party. I'm here for the party.	* Curious 2 Low... *	—
	Mid 0:08	 Destiny fooling in background	1) B. Day Boy: Thanks... I guess 2) Destiny: * hoo hoo screaming and fooling around *	* Exaggerated SFX of Destiny's party favors *	Destiny in background may have explosion effects
	0:03 Two-Mid	 Staring	—	* Cont Destiny's SFX *	Characters face each other
	0:05 Mid		1) B. Day Boy: Alex, you weren't invited. Why are you here?	* Cont ^{not 2} SFX *	—
	0:03 Mid	 Shocked Alex	Alex: But... but I thought—	* Lie shocked SFX at start *	—
			B. Day Boy: Yea if I didn't personally give you an invite then you can't join us. (After thought) Sorry.	* Cut out music at start *	—
				* None *	—

ht	Time	Board	Script	Mus/SFX	VFX
	0:03 Mid shot		1) Alex: I can't party with you guys??	*None*	—
	0:05 Midwide	 Turns away as talking	2) B. Day Boy: No, you <u>can't</u> . Bye Alex.	*Begin SFX w/ Destiny + Bday Boy* at cut	—
	0:03		1) Alex: But... —	* ↑ Destiny and B. Day Boy SFX *	
	0:03 2x Mid		* B. Day Boy and Destiny playing with silly string, streamers etc *	* Destiny + B. Day Boy SFX *	Explosion effect may occur.
	0:00 Mid	 Alex, cut to him walking away	—	* Downer Song * * SFX of party fade out *	Watch Alex walk away
	0:05 Mid-CS		* Alex grunts trying to get back in window. Looks down defeated * 1) Alex: Fat people problems.	* Downer continues *	Cut from mid to CS

Time	Board	Script	Music/SFX	VFX
0:05	 <p>Alex opening f. door</p>	* Careful for lighting when door opens.	* Downer continues *	keep lighting dim so the camera doesn't readjust
0:01 Cut in		* Shoes preparing to come off *	* Downer continues *	
0:01 Cut in		* Shoes placed down *		
0:05 Cut in dolly		* Dolly as Alex walks forward in the house *		* Put cam on skateboard *
0:10 Duo-Mid	 <p>Alex walks past! Camera remains on Mum</p>	<p>1) Mum: Did you go to that party?!</p> <p>2) Alex: No Mum -</p> <p>3) Mum: I know you did! Look at you! Go to your room! Now!</p> <p>* Alex slams door *</p>	* Downer continues *	
0:05 Nick-shot		<p>* Alex sighs, leans against door. *</p> <p>* Alex approaches TV *</p>	* Downer fades *	
0:00 Mid-shot From behind		* Alex boots up game again *	<p>* Chipper fades in slowly, remaining behind *</p> <p>* Game SFX *</p>	Watch Alex sit from behind

int	Time	Boards	Script	Music/SFX	VFX
	0:03 Mid	 Alex still sad	*Playing game*	*Chipper fading in* *Game SFX*	—
	0:05	*Outlast gameplay*	*Game dialogue*	*Chipper still fading in* *Game SFX*	Have recorded Outlast Gameplay key
	0:03	 Alex happy	*Game dialogue*	*Chipper fading in* *Game SFX*	—
	0:03	*Outlast gameplay*	*This part is where in Outlast Alex is about to die* Alex: No...	*Chipper a little louder* *Game SFX*	—
	0:03		*Cut to Alex panicked* Alex: No! Please!	*Chipper same loudness* *Game SFX of character dying*	—
	0:05	*Outlast gameplay*	*Character dies* Alex: "OH SON OF A BI—"	*Chipper louder* *Game SFX of character dying*	—
	0:30	CREDITS	*Cut off Alex's previous dialogue*	*Chipper now full volume, front and center*	Cut to credits.