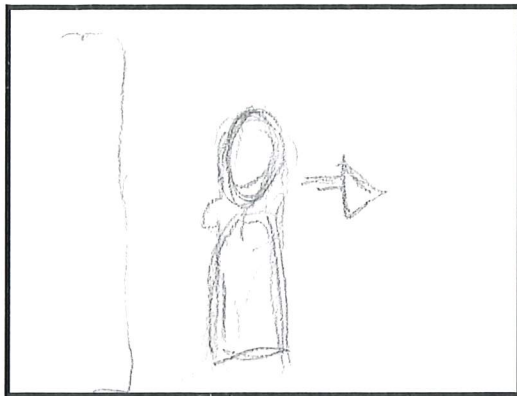
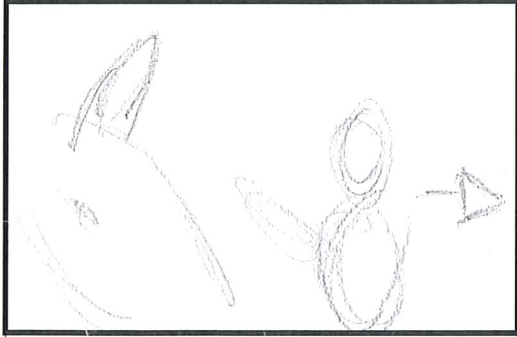
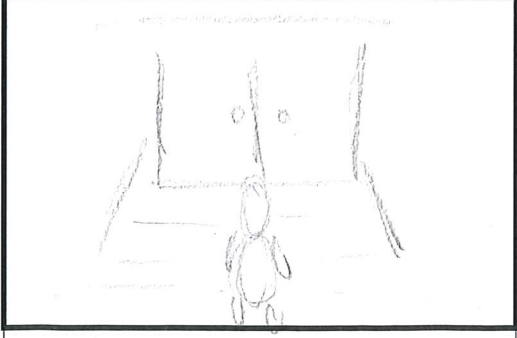
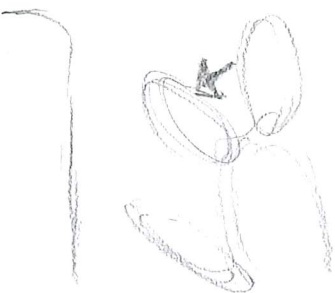
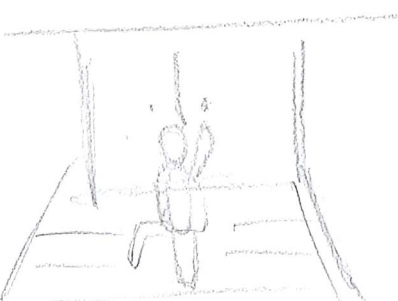


STORYBOARD SHEET

	Shot No./Type of Shot/Camera Movement - medium shot - turns around and walks away - puts headphones on	Dialogue – Sound 'bye mom!' - door bangs shut - sad isolated music once he puts headphones on
Edit/Length of Shot		
	Shot No./Type of Shot/Camera Movement medium shot → long shot	Dialogue – Sound - footsteps - ambient sound of horses - sad isolated music
Edit/Length of Shot		
	Shot No./Type of Shot/Camera Movement medium shot	Dialogue – Sound - petting sounds - sad isolated music - Sean sighs 'goodbye Umberto, bear my only friend'
Edit/Length of Shot		
	Shot No./Type of Shot/Camera Movement extreme long shot	Dialogue – Sound - footsteps and wind - sad isolated music
Edit/Length of Shot	added shot walking	up path
	Shot No./Type of Shot/Camera Movement long shot	Dialogue – Sound - sound of footsteps walking up - sad isolated music
Edit/Length of Shot		

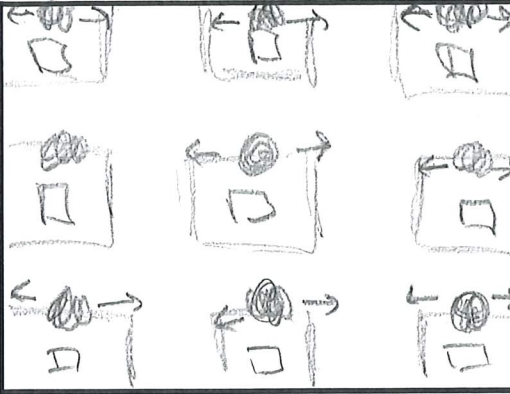
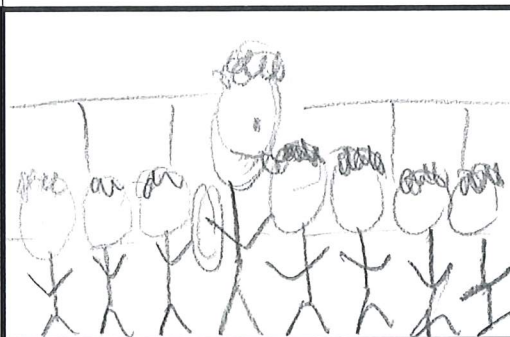
STORYBOARD SHEET

	Shot No./Type of Shot/Camera Movement close up	Dialogue – Sound · sound of footstep · sad isolated music
Edit/Length of Shot		
	Shot No./Type of Shot/Camera Movement medium shot looks at the floor	Dialogue – Sound · sad isolated music
Edit/Length of Shot		
	Shot No./Type of Shot/Camera Movement close up turns head around	Dialogue – Sound · sad isolated music stops when he takes headphones out
Edit/Length of Shot		
	Shot No./Type of Shot/Camera Movement long shot looks around and turns around to finish walking up and opens + slams door shut	Dialogue – Sound · harsh ambient sound of wind + leaves → all stop the moment he slams door shut
Edit/Length of Shot		
	Shot No./Type of Shot/Camera Movement · everyone's walking opposite direction + pushing him · medium shot	Dialogue – Sound · ambient sound → kids talking loudly + footsteps
Edit/Length of Shot		

STORYBOARD SHEET

	Shot No./Type of Shot/Camera Movement - chair is unoccupied until Sean sits on it - medium shot	Dialogue – Sound - ambient sound of classroom noises (people talking over each other) - chair moving
	Shot No./Type of Shot/Camera Movement medium shot	Dialogue – Sound teacher talking about syllabus
	Shot No./Type of Shot/Camera Movement - birds eye view - lights go out after dialogue	Dialogue – Sound - rebecca asks sean how the work is going - sean replies
	Shot No./Type of Shot/Camera Movement lights are completely out	Dialogue – Sound - people screaming – ambient sounds - sound of a switch
	Shot No./Type of Shot/Camera Movement - long shot (high angled) - lights turn on and start flickering	Dialogue – Sound - everyone calm down - light bulb flickering sound

STORYBOARD SHEET

	Shot No./Type of Shot/Camera Movement - heads turning - birds eye view	Dialogue – Sound - screaming - chairs moving
Edit/Length of Shot		
	Shot No./Type of Shot/Camera Movement medium shot turning into close up	Dialogue – Sound suspense music amplifying as camera comes closer to Sean
Edit/Length of Shot		
	Shot No./Type of Shot/Camera Movement long shot	Dialogue – Sound ambient sound of footsteps + people talking
Edit/Length of Shot		
	Shot No./Type of Shot/Camera Movement point of view shot of corridor	Dialogue – Sound ambient sound of footsteps and talking
Edit/Length of Shot		
	Shot No./Type of Shot/Camera Movement close up shot	Dialogue – Sound ambient sound of footsteps + talking
Edit/Length of Shot		

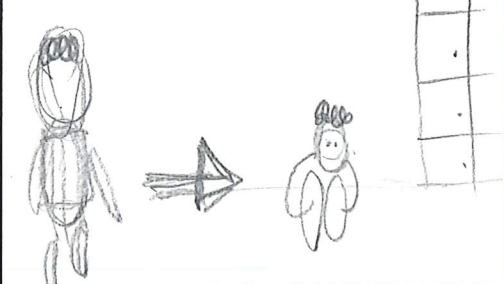
STORYBOARD SHEET

	Shot No./Type of Shot/Camera Movement close up to lights	Dialogue – Sound flickering noises suspense music
Edit/Length of Shot		
	Shot No./Type of Shot/Camera Movement	Dialogue – Sound
Edit/Length of Shot		
	Shot No./Type of Shot/Camera Movement	Dialogue – Sound light flickering off
Edit/Length of Shot		
	Shot No./Type of Shot/Camera Movement turns around to look at his surroundings	Dialogue – Sound lights turn on
Edit/Length of Shot		
	Shot No./Type of Shot/Camera Movement	Dialogue – Sound 'is anyone there?'
Edit/Length of Shot		

STORYBOARD SHEET

	Shot No./Type of Shot/Camera Movement - close up shot	Dialogue – Sound (jump scare) jump scare music
Edit/Length of Shot		
	Shot No./Type of Shot/Camera Movement medium shot	Dialogue – Sound 'do you remember me?'
Edit/Length of Shot		
	Shot No./Type of Shot/Camera Movement - Medium shot	Dialogue – Sound 'No, who are you?'
Edit/Length of Shot		
	Shot No./Type of Shot/Camera Movement - Medium shot	Dialogue – Sound 'You'll find out soon'
Edit/Length of Shot		
	Shot No./Type of Shot/Camera Movement - close up shot - students start walking out of the classrooms	Dialogue – Sound heavy breathing
Edit/Length of Shot		

STORYBOARD SHEET

	Shot No./Type of Shot/Camera Movement • medium shot • sean stands still then starts walking looking at floor	Dialogue – Sound • sigh • ambient sound • locker thrusting, footsteps,
Edit/Length of Shot		
	Shot No./Type of Shot/Camera Movement • long shot of sean walking to the corner to sit down	Dialogue – Sound • footsteps • distant screams and people talking • 'everything's going to be ok' 2x
Edit/Length of Shot		
	Shot No./Type of Shot/Camera Movement • close up • crying	Dialogue – Sound • 'everything going to be ok'
Edit/Length of Shot		
	Shot No./Type of Shot/Camera Movement	Dialogue – Sound
Edit/Length of Shot		
	Shot No./Type of Shot/Camera Movement	Dialogue – Sound
Edit/Length of Shot		