

TITLE: "Repeat"

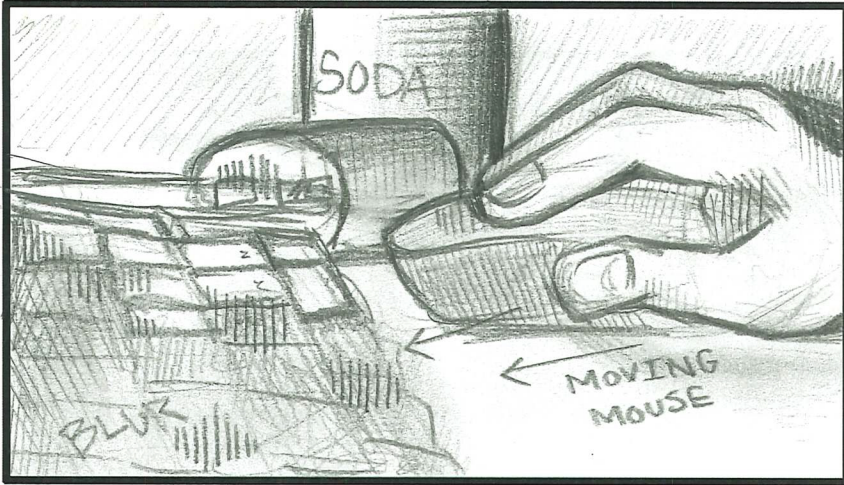
NAME: megan antosh

PREMISE: character unknowingly stuck in videogame.

1/5

SHOT: **1**

FRAMING: ECO



TITLE

↑
click
sound
effect

SHOT: **2**

SECONDARY ACTION

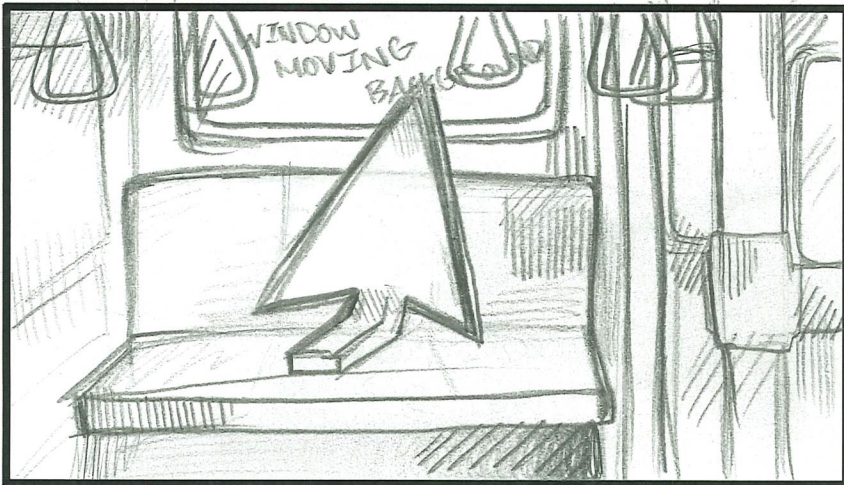
FRAMING: FS



- music starts
- colour is added
- in subway/sky/train
- camera shakes slightly

SHOT: **3**

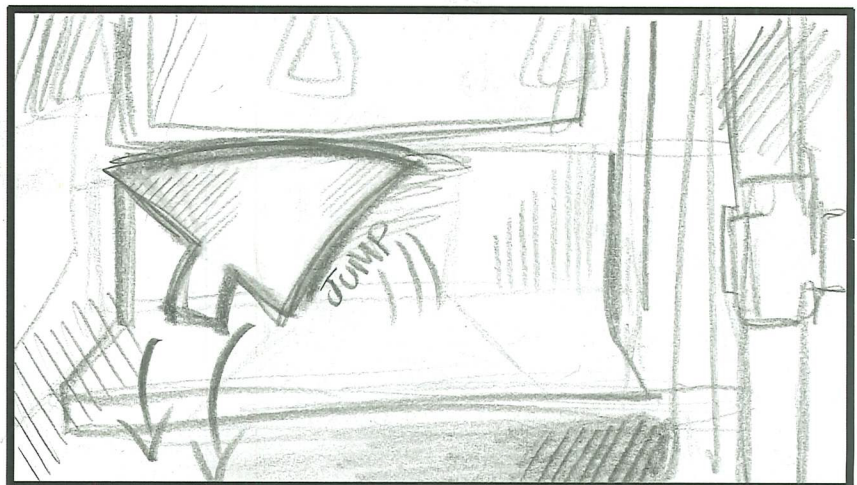
FRAMING: FS



↖ ← computer cursor

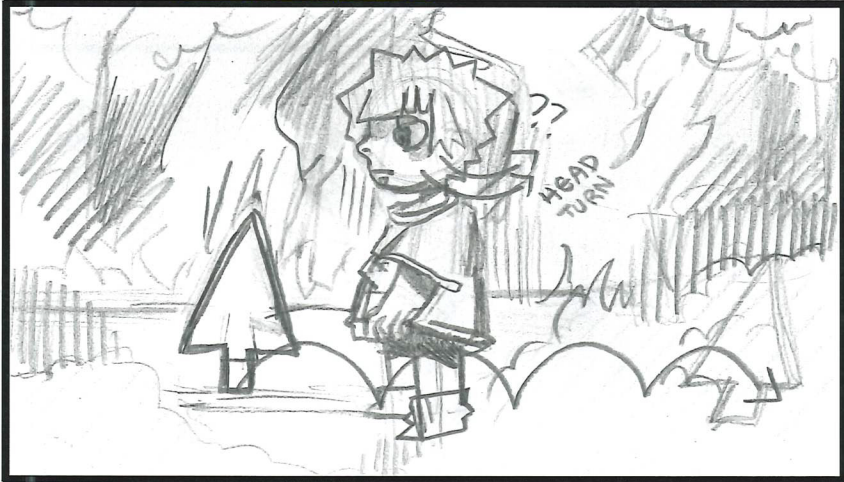
SHOT: **3**

FRAMING: FS



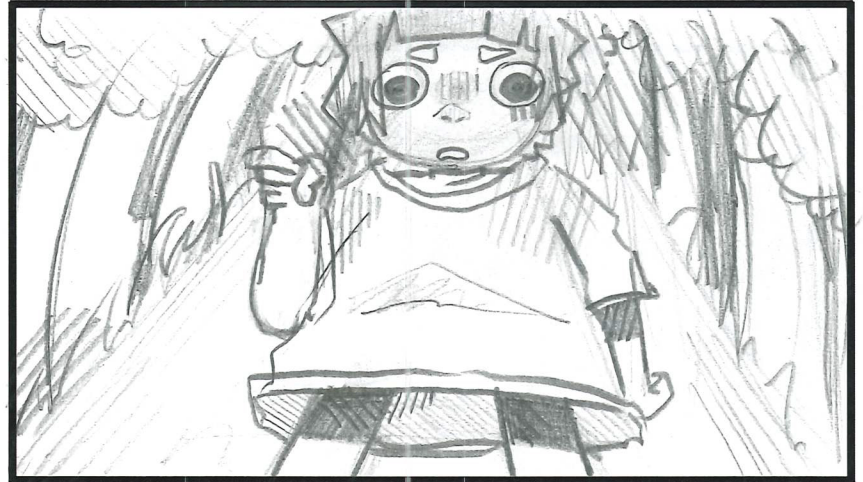
- cursor jumps off seats
- ★ TRANSITION TO NEXT SHOT

SHOT: 4 **SLOW IN & OUT** FRAMING: FS



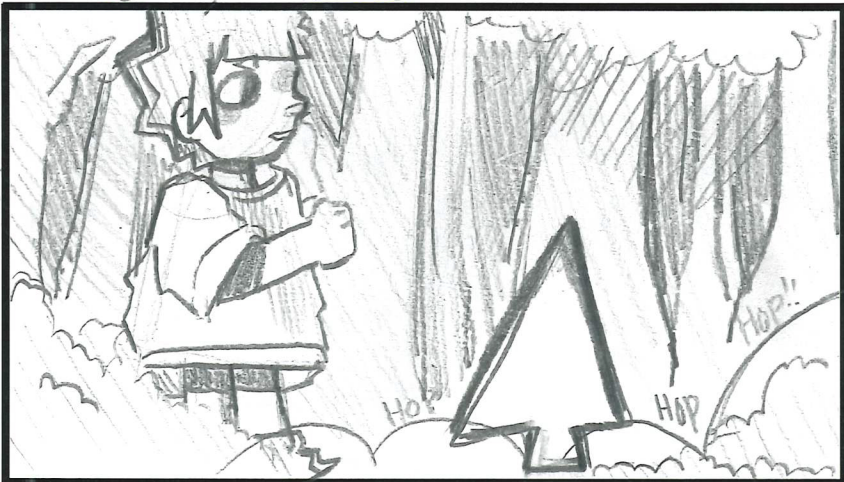
-when cursor lands, they both appear in forest
KOA TURNS HEAD AS CURSOR HOPS AWAY

SHOT: 5 FRAMING: worms eye



-staring at cursor
-camera angle -> move upwards

SHOT: 6 **ARC** FRAMING: FS



-walk cycle!!
-KOA following cursor

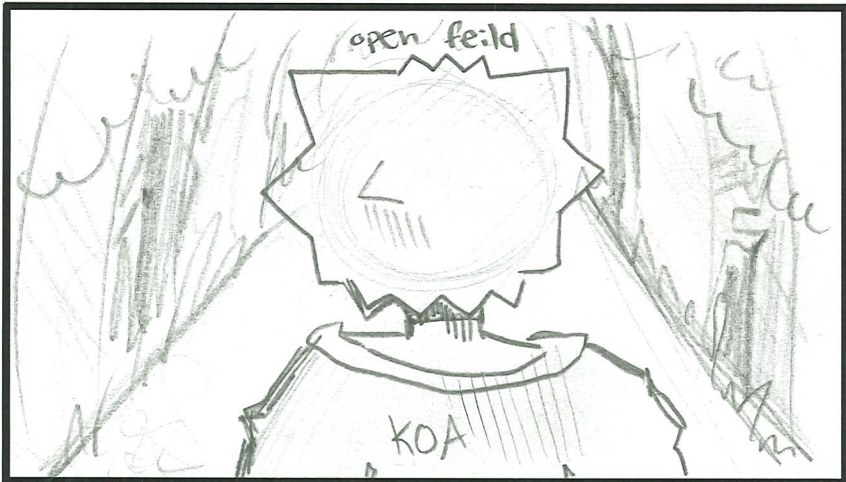
SHOT: 7 **STAGING** FRAMING: CU



-leaves falling koa looks up/stops while walking
-WEIRD looking tree
-cursor made it look weird
-hop sound in background

SHOT: 8

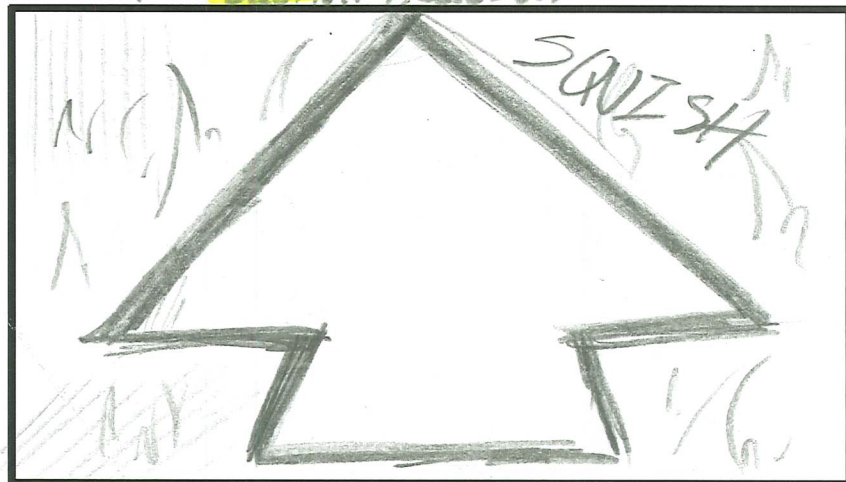
FRAMING: MS



- open field in front of KOA
- camera moves up → into birds eye view

SHOT: 9

SQUASH & SQUISH FRAMING: CU



- getting prepared to jump

SHOT: →

FRAMING: LS



- cursor jumps up *clicks* and a door appears

SHOT: 10

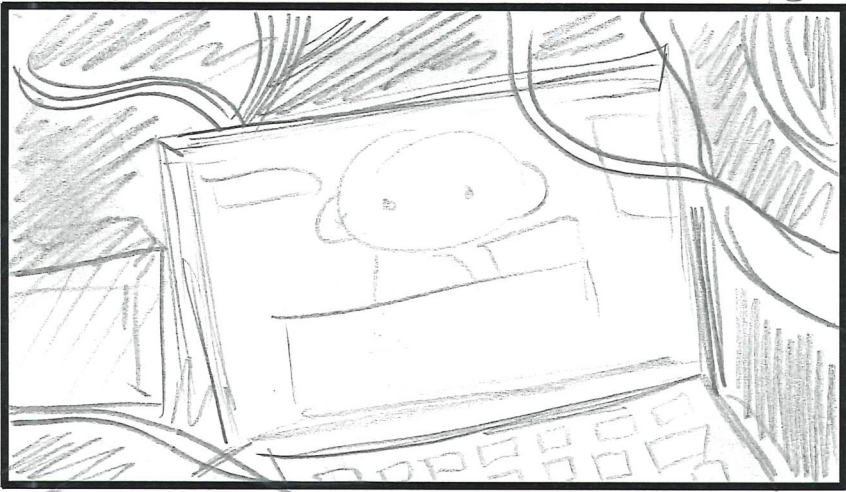
FRAMING: CU



- ↳ KOA OPENS DOOR
- ↳ leads to a room full of computers.

grass field

SHOT: 11 FRAMING: MS



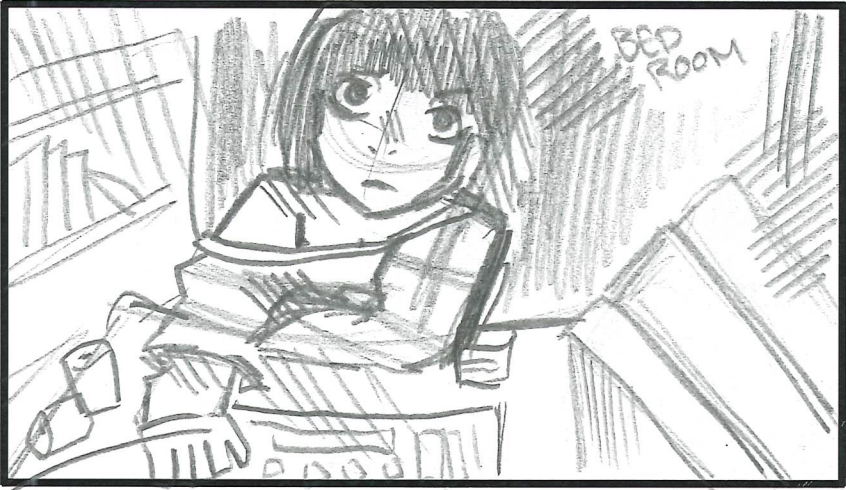
- switching through channels on computer
- DARK-ish surroundings
- music deafens

SHOT: 11 FRAMING: MS



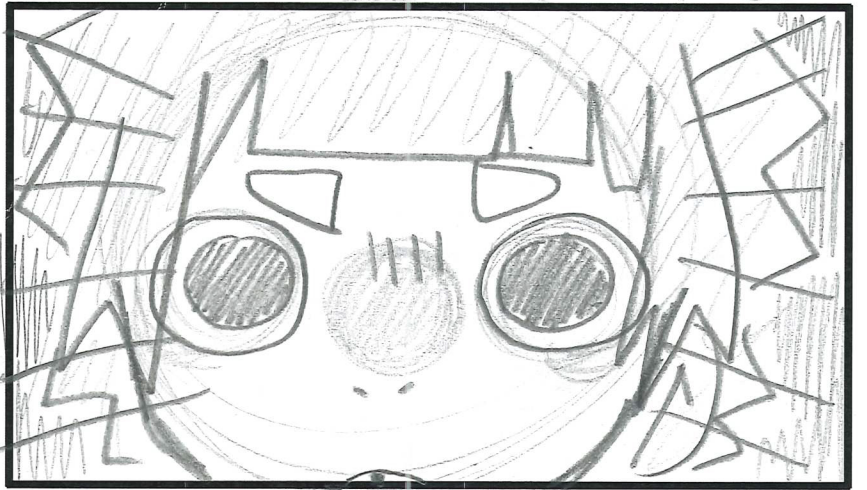
- screen changes to actual person on other side of screen playing game

SHOT: 12 FRAMING: MS



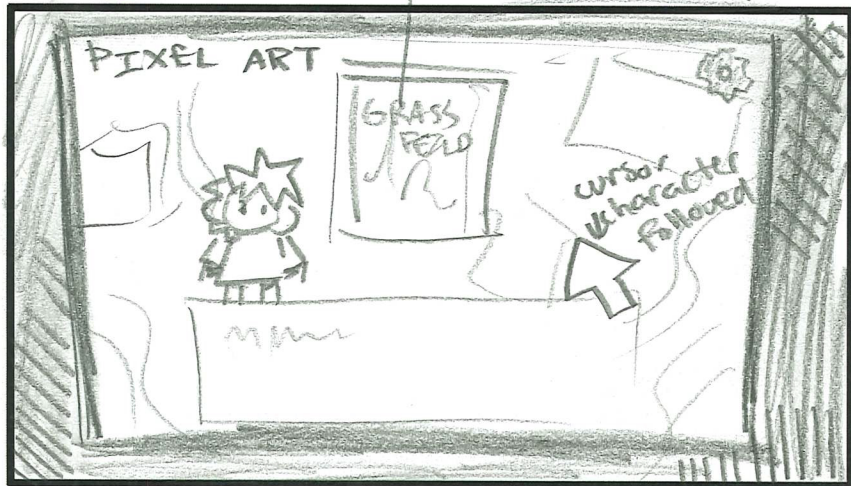
- music gets static **BLACK N WHITE**
- ↳ as if it is the video-games soundtrack playing from computer
- artstyle change

SHOT: 13 FRAMING: CU



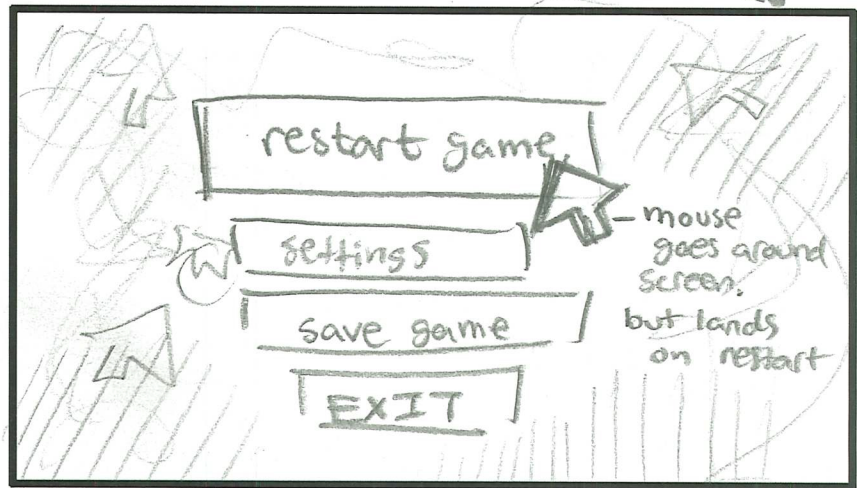
- moment of realization

SHOT: 14 DOOR FRAMING: FS or LS



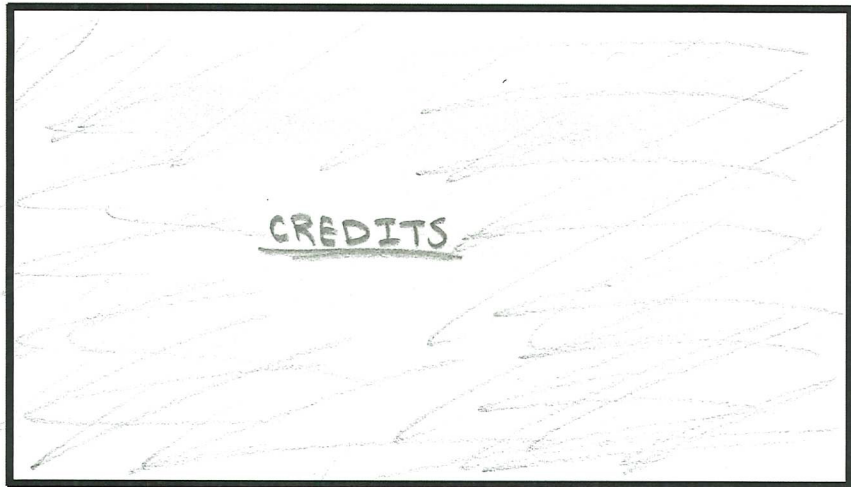
- zoom out to video-game KOA is stuck in,
 on the screen of the "real" person
 - TRANSITION

SHOT: 15 FRAMING: LS



- Restart? game screen POPS up
 - BACKGROUND BLURS

SHOT: FRAMING:



SHOT: FRAMING:

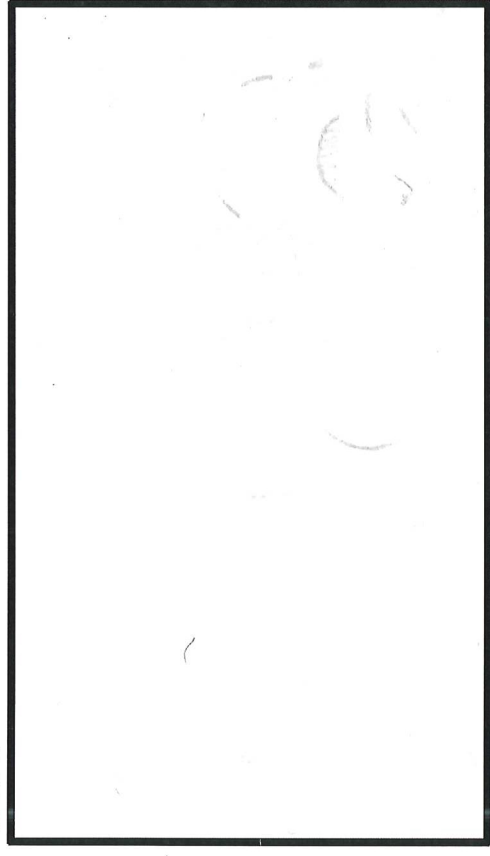


-> mouse click sound effect
 ↳ foreshadowing the game restarting



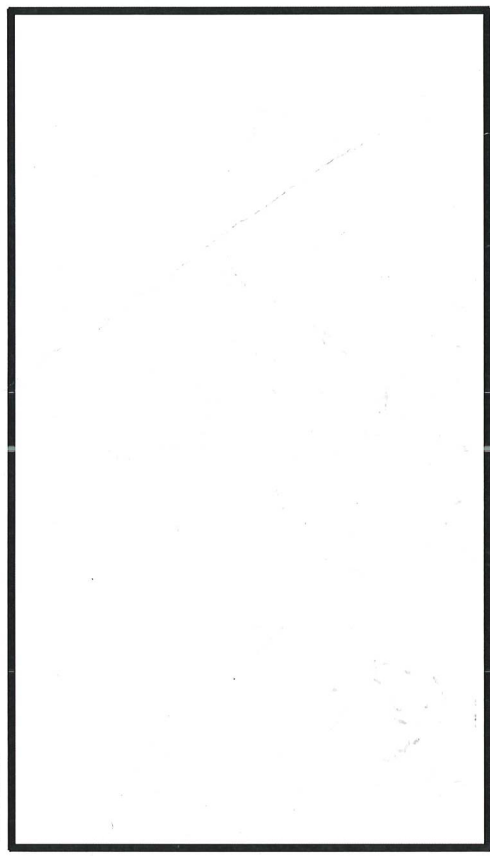
NAME: _____ PREMISE: _____

SHOT:



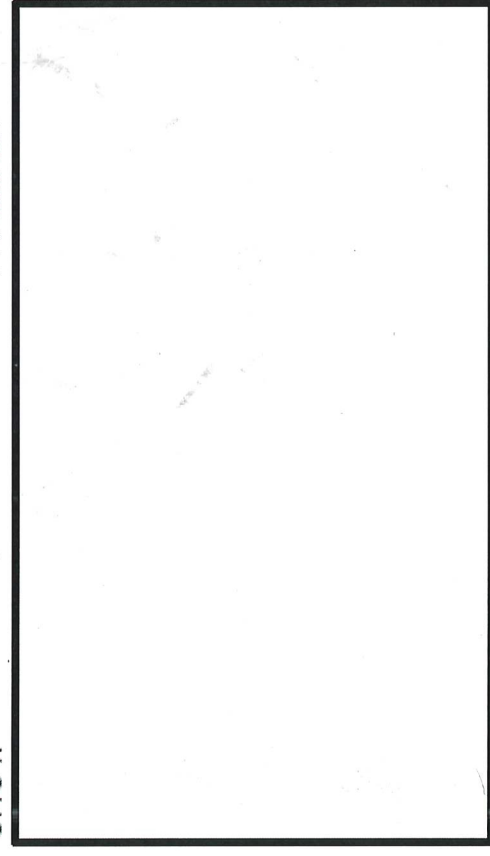
FRAMING:

SHOT:



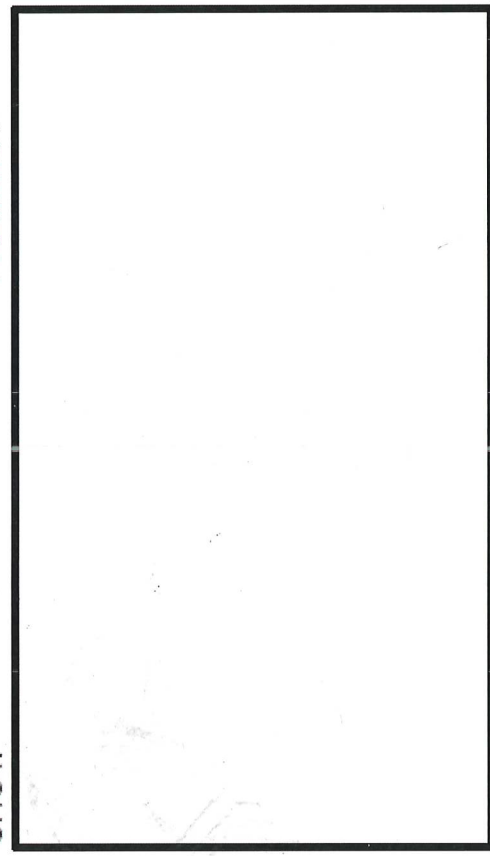
FRAMING:

SHOT:



FRAMING:

SHOT:



FRAMING: