

## Shooting Script

Shot	Description	Duration
No.1 MLS	A man turns towards the camera. He slowly lifts his hand. We establish him holding a gun. He then fires to the left of screen.	8 Seconds
No.2 MCU	Another man is holding a drink. He turns as he hears the gunfire. He reacts to being hit by the bullet.	5 Seconds
No.3 XCU	An extreme close-up of an eye. The person blinks.	4 Seconds
No.4 MLS	A man stands guard. Another man appears and slices off his hand causing money to fly everywhere.	6 Seconds
No.5 LS	A man is running towards the camera. (In production actor will just run on spot)	8 Seconds
No.6 CU	The man overcome with greed is shot. Money flies out of him rather than blood. (This will be done in post-production)	5 Seconds
No.7 MLS	A man stands still. He then bursts into money. (Money effect to be made in post-production)	6 Seconds

## Graphics Set-up

Shot	Graphics	Practical/graphics/both
No.1	Shots of water moving. Red filter over. Patterns moving under the water.	Practical & graphics. Practical shot of water. Graphics for patterns and red filter created in Adobe After Effects.
No.2	Shots of city centre and traffic. Red filter.	Red filter created in Adobe After effects. City shots practical.
No.3	Shots of feet walking on ground. Filtered.	Practical shot of feet walking on ground. Colour filter done in After Effects.
No.4	Shot of blood spraying from man who was shot. Blood turns to money.	Blood spray will be homemade stock footage. The money transition effect will be generated in After Effects.
No.5	Man turns to money	Practical shoot of man standing. Burst of money created in After Effects.
No.6	Muzzle Flash	Flash created in photo-based software and then improved in After Effects.
No.7	The silhouette effect	Practical shot of people. Colour fill and removed background in After Effects.

### **Musical Arrangement:**

I intend to use a lot of string-based instruments as well as heavy percussion. These two instruments will complement each other as there will be building suspense with the violins and then a towering feeling from the heavy percussion.

As I mentioned in the proposal; I may use seven notes and keep them repeating in the background whilst other instruments and arrangements play in to keep the pace of the theme moving.