

<p>Production Title: Gateways</p> <p>Director: Brandon Richard Hobson</p>		<p>Production Team Brandon Richard Hobson Luke Bailey Behzad Zeinali Sonnie-Lee Bell</p>	
Visuals	Audio	Shot Duration	Total Duration
<p>Shot#1(MLS) - Camera is facing the sky. It tilts down to a still shot of the building on Balm Green/Holy Street.</p>	<p>A score plays, distantly, in the background. City ambience is audible. Car horns audible in the distance.</p>	<p>5 Seconds</p>	<p>5 Seconds</p>
<p>Shot#2(MCU) - Camera is tracking a character, from the back, walking down the street by the building.</p>	<p>A score plays, distantly, in the background. City ambience is audible. Car horns audible in the distance. Footsteps audible. A voice over begins to play. (Narration)</p>	<p>8 Seconds</p>	<p>13 Seconds</p>
<p>Shot#3(MLS) - Still shot of character shot from across the road. Character walks down the street and turns a corner.</p>	<p>A score plays, distantly, in the background. City ambience is audible. Car horns audible in the distance. Narration continues.</p>	<p>8 Seconds</p>	<p>21 Seconds</p>
<p>Shot#4(MLS) - Camera pans from Left to Right looking up at the City Hall.</p>	<p>Score continues to play. City ambience. Water fountain SFX fades in.</p>	<p>5 Seconds</p>	<p>26 Seconds</p>
<p>Shot#5(MCU) - Camera tracks character walking out towards opening at Holly Street beside the City Hall. (Track Right-Left)</p>	<p>Score continues to play. City ambience. Water fountain SFX audible. Footsteps audible.</p>	<p>8 Seconds</p>	<p>34 Seconds</p>
<p>Shot#6(LS) - Still shot of character as they walk to the front of the City Hall and sit on the steps.</p>	<p>Score continues to play. City ambience. Water fountain SFX audible. Footsteps audible. Narration continues.</p>	<p>8 Seconds</p>	<p>42 Seconds</p>
<p>Shot#7(MCU) - Camera rotates 180 degrees from Left to Right facing the protagonist sat on the steps of City Hall.</p>	<p>Score continues to play. City ambience. Water fountain SFX less audible. Narration continues.</p>	<p>6 Seconds</p>	<p>48 Seconds</p>
<p>Shot#8(CU) - Shot of trees. Camera pans from Left to Right.</p>	<p>Score continues to play. City ambience. Water fountain SFX less audible. Narration continues.</p>	<p>5 Seconds</p>	<p>53 Seconds</p>
<p>Shot#9(CU) - Character still sat on steps. Stares past the camera at scenery then turns head to the right to look elsewhere.</p>	<p>Score continues to play. City ambience. Water fountain SFX less audible. Narration continues. Monologue.</p>	<p>6 Seconds</p>	<p>59 Seconds</p>

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Shot#10(MCU) - Shot of memorial site. The camera pans from Left to Right.	Score continues to play. City ambience. Water fountain SFX less audible.	5 Seconds	64 Seconds
Shot#11(CU) - Character sat on steps. He stares for a few more seconds and then looks towards the water fountain. An object passes the camera from Left to Right. (Wipe transition)	Score continues to play. City ambience. Water fountain SFX less audible. Low pitch swipe noise mimicking the movement of the object.	5 Seconds	69 Seconds
Shot#12(MCU) – Back shot tracking the protagonist as he walks down the alleyway towards Burgess Street. Object passes by the camera (Left-Right)	Score continues to play. City ambience. Low pitch swipe noise mimicking the movement of the object. Footsteps audible. Vehicle SFX mildly audible. Narration continues.	5 Seconds	74 Seconds
Shot#13(MLS) - Still shot shooting protagonist from the front. Camera stationed at the bottom of the road. (Burgess Street) Protagonist continues walking.	Score continues to play. City ambience. Footsteps audible. Vehicle SFX more audible. Narration continues.	7 Seconds	81 Seconds
Shot#14(MCU) - Tracking shot of character, up-front, as they continue to walk towards the Peace Gardens via Burgess Street.	Score continues to play. City ambience. Footsteps audible. Vehicle SFX audible. Narration continues.	7 Seconds	88 Seconds
Shot#15(CU) - Shot of 'Brown' sign. Camera pans down to reveal protagonist walking across the road and into the Peace Gardens.	Score continues to play. City ambience. Footsteps audible. Vehicle SFX audible. Narration continues.	8 Seconds	96 Seconds
Shot#16(MCU) - Still shot of 'Café Rouge' as the protagonist walks to the exterior and stands by the outdoor seating area.	Score continues to play. City ambience. Footsteps audible. Vehicle SFX audible. Narration continues. Monologue.	5 Seconds	101 Seconds
Shot#17(MLS) – Protagonist stands looking around. The camera tilts up to the sky.	The main theme begins to play. City ambience. Footsteps audible. Vehicle SFX audible. Narration continues.	10 Seconds	111 Seconds
Shot#18(MLS) – Still shot of the sky. After 5 seconds, the camera pans down to reveal the protagonist nearby Charter Row. He walks.	The main theme begins to fade. City ambience. Footsteps audible. Vehicle SFX audible. Narration continues.	12 Seconds	123 Seconds
Shot#19(MLS) – Still back shot of the protagonist as he looks across the road to the Atkinsons building. Buses rush by. An object passes by the camera (Left-Right)	The main theme begins to fade. City ambience. Footsteps audible. Vehicle SFX audible. Buses. Narration continues. Low pitch swiping noise.	5 Seconds	128 Seconds
Shot#20(MLS) – Object passes by camera (Left-Right) Protagonist sits down on stone chair across by the bus stops at Atkinson's. Object passes by the camera (Right-Left)	City ambience. Footsteps audible. Vehicle SFX audible. Buses. Low pitch swiping noise.	8 Seconds	136 Seconds
Shot#21(MLS) – Object passes by the camera (Right-Left) Still shot of protagonist as they stand on the car park of Atkinson's staring across at the	Low pitch swiping noise. City ambience. Footsteps audible. Vehicle SFX audible. Buses.	5 Seconds	141 Seconds

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city scape.			
Shot#22(MCU) – Still shot of protagonist. He stands in a small doorway area outside the Atkinson’s building.	City ambience. Footsteps audible. Vehicle SFX audible. Buses.	6 Seconds	147 Seconds
Shot#23(CU) – Side shot of protagonist looking around to ensure he is not seen. The camera slowly pans (Left-Right)	City ambience. Footsteps audible. Vehicle SFX audible. Buses. Narration Continues.	5 Seconds	152 Seconds
Shot#24(XCU) – Still shot of protagonist’s eyes as he closes them.	City ambience fades out. Footsteps fade. Vehicle SFX fade. Bus SFX fade. Narration Continues. Dramatic score begins to play.	5 Seconds	157 Seconds
Shot#25(MCU) – Camera moves forwards through Leopold Street through to the back of the Peace Gardens. (Lawrence envisioning)	City ambience. Traffic SFX playing at a high speed. Narration Continues. Dramatic score plays.	4 Seconds	161 Seconds
Shot#26(XCU) – Still shot of protagonist’s eyes as he opens them.	City ambience fades in. Footsteps fade in. Vehicle SFX fade in. Bus SFX fade back in. Dramatic score continues to play.	4 Seconds	165 Seconds
Shot#27(MCU) – Still shot, from the side of protagonist, as he turns his head to look at the wall. Suddenly, a gateway opens and we see the Peace Gardens where he previously was.	City ambience. Footsteps. Vehicle SFX. Bus SFX. Dramatic score continues to play. Mystical portal SFX.	8 Seconds	173 Seconds
Shot#28(LS) – Still shot from across the road. We see the protagonist across the road opening the gateway.	City ambience. Vehicle SFX. Bus SFX. Dramatic score continues to play. Mystical portal SFX.	5 Seconds	178 Seconds
Shot#29(MCU) – An up-front shot of the protagonist as he reaches out to put his hand through the gateway. The camera slowly zooms in on him.	City ambience. Vehicle SFX. Bus SFX. Dramatic score grows more dramatic. Mystical portal SFX.	5 Seconds	183 Seconds
Shot#30(MCU) – A still shot of the exiting gateway as we see the protagonist’s hand come through.	City ambience. Vehicle SFX. Bus SFX. Dramatic score grows more dramatic. Mystical portal SFX.	5 Seconds	188 Seconds
Shot#31(MCU) – A still shot of a man passing by who notices the hand and the gateway. He screams and runs away. (Runs off camera)	City ambience. Vehicle SFX. Bus SFX. Dramatic score grows more dramatic. Mystical portal SFX. Man’s footsteps.	5 Seconds	193 Seconds
Shot#32(MCU) – A still shot of the area of Peace Gardens with the Gateway. The protagonist’s hand disappears.	City ambience. Vehicle SFX. Bus SFX. Dramatic score grows more dramatic. Mystical portal closing SFX. Man’s footsteps.	3 Seconds	196 Seconds

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Shot#33(MCU) – Still shot of protagonist pulling his hand back through the gateway. It closes. He wonders back out into the open streets.	City ambience. Vehicle SFX. Bus SFX. Dramatic score becomes less dramatic. Footsteps. Gateway closing SFX.	8 Seconds	204 Seconds
Shot#34(LS) – Camera pans (Left-Right) following character as he walks by, near the bus stops.	City ambience. Vehicle SFX. Footsteps.	5 Seconds	209 Seconds
Shot#35(CU) – Still side shot of protagonist as he stands at the bus stop trying to think of ideas. A bus approaches, out of focus.	City ambience. Vehicle SFX. Less dramatic score plays. Footsteps. Approaching bus. Narration continues.	5 Seconds	214 Seconds
Shot#36(LS) – A tracking shot of the 218 bus as it passes by the camera. (Camera pan-Left to Right)	Bus SFX. Vehicle SFX. Score. City Ambience. Narration.	4 Seconds	218 Seconds
Shot#37(MLS) – A still shot of the protagonist as he turns his head. The Camera dramatically zooms in on him. The shot becomes a MCU.	Bus SFX. Vehicle SFX. City Ambience. Dramatic Score.	4 Seconds	222 Seconds
Shot#38(MCU) – A still shot of the bus as it pulls up into shot.	Bus stopping SFX. Vehicle SFX. City Ambience. Dramatic Score.	4 Seconds	226 Seconds
Shot#39(MCU) – A still shot of the side of the bus. The sign reads, 'Bakewell' or 'Bakewell via Chatsworth'.	Bus SFX. Vehicle SFX. City Ambience. Dramatic Score. Narration.	4 seconds	230 Seconds
Shot#40(MCU) – Still shot of protagonist as he smiles. He realizes the opportunity before him. He exits the shot to the right.	Bus SFX. Vehicle SFX. City Ambience. Dramatic Score. Footsteps. Monologue.	6 Seconds	236 Seconds
Shot#41(MLS) – Establishing shot of buildings on Moore Street. Camera pans (Left to Right).	Bus SFX. Vehicle SFX. City Ambience. Dramatic Score.	4 Seconds	240 Seconds
Shot#42(MS) – Still shot of area on Moore Street. Protagonist enters shot from the right. He stands by the greenery behind the wall. He stands still.	Bus SFX. Vehicle SFX. City Ambience. Dramatic Score decreasing.	6 Seconds	246 Seconds
Shot#43(MCU) – Still shot of protagonist. Protagonist stands in centre of shot. Camera zooms in slowly. Protagonist closes eyes.	Bus SFX growing muffled. Vehicle SFX distorting. City Ambience. Dramatic Score decreasing.	5 Seconds	251 Seconds
Shot#44(XLS) – Wide angle shot of the fields nearby the Longshaw Estate. Camera flies through at high speed. (Representation of protagonist visualizing his location)	Countryside ambience playing at a high speed. Rushing/flying SFX. Dramatic Score.	4 Seconds	255 Seconds

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Shot#45(CU) – Close up on protagonist's face as they continue to visualize. Their eyes remained closed.	Bus SFX growing muffled. Vehicle SFX distorting. City Ambience.	4 Seconds.	259 Seconds
Shot#46(CU) – Panning shot of trees. (Fast panning)	Countryside ambience playing at a high speed. Rushing/flying SFX. Dramatic Score. Bird song.	4 Seconds.	263 Seconds
Shot#47(XCU) – Shot of the protagonist's eyes. He opens them as the camera zooms out dramatically.	Bus SFX grows less muffled. Vehicle SFX growing clearer. City Ambience. Dramatic Score decreasing.	5 Seconds	268 Seconds
Shot#48(MLS) – Side shot of the protagonist as he turns to look at the wall. The camera pans from Left to Right to reveal wall in focus and protagonist out of focus.	Bus SFX. Vehicle SFX. City Ambience. Score playing very distantly.	4 Seconds	272 Seconds
Shot#49(MS) – Still shot facing protagonist from wall. He holds his hands in front.	Bus SFX. Vehicle SFX. City Ambience. Score growing more dramatic.	4 Seconds	276 Seconds
Shot#50(MLS) – Over-the-shoulder shot of the wall from the perspective of the protagonist. Gateway opens. Through it, we see the Peak District. (Longshaw Estate)	Bus SFX. Vehicle SFX. City Ambience. Score growing more dramatic. Gateway opening SFX. Distant countryside ambience.	7 Seconds	283 Seconds
Shot#51(MS) – Camera zooms in to become as MCU. Protagonist smiles.	Bus SFX. Vehicle SFX. City Ambience. Score growing more dramatic. Gateway SFX. Distant countryside ambience.	5 Seconds	288 Seconds
Shot#52(MLS) – Still back shot of protagonist as he looks over his right shoulder past the camera. He smiles and then walks forward into the Gateway.	Bus SFX. Vehicle SFX. City Ambience. Score growing more dramatic. Gateway energy fluctuation SFX. Distant countryside ambience.	8 Seconds	296 Seconds
Shot#53(MLS) – Still side shot. Protagonist walks into wall. He disappears into the gateway. It closes up. The camera then pans up to the sky.	Bus SFX. Vehicle SFX. City Ambience. Score growing more dramatic. Gateway closing SFX. Narration continues.	10 Seconds	306 Seconds
Shot#54(MLS) – A still shot of the sky. The saturation increases as the colour grading becomes light-hearted and summer themed.	Countryside ambience fades in. Score becomes light-hearted.	4 Seconds	310 Seconds
Shot#55(XLS) – Still shot from across fields. We see the gateway exit.	Countryside ambience. Score. Gateway SFX.	4 Seconds	314 Seconds
Shot#56(MCU) – Back-shot tracking protagonist as he walks through the gateway. We see the exit approaching.	Countryside ambience. Score. Gateway SFX.	5 Seconds	319 Seconds

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Shot#57(XLS) – Shot across field. We see protagonist emerge from the gateway.	Countryside ambience. Score. Gateway SFX.	4 Seconds	323 Seconds
Shot#58(MS) – Slow zooming in on protagonist as he smiles and marvels at his surroundings.	Countryside ambience. Score. Gateway SFX.	5 Seconds	328 Seconds
Shot#59(MS) – Back shot of protagonist as gateway closes behind him.	Countryside ambience. Score. Gateway closing SFX. Narration continues.	4 Seconds	332 Seconds
Shot#60(XLS) – Shot from across field. Camera zooms in until the shot becomes a LS of the protagonist. He begins walking out into the fields.	Countryside ambience. Score. Grass beneath feet SFX. Narration continues.	6 Seconds	338 Seconds
Shot#61(MS) – Tracking shot up front of protagonist. He walks through the fields and begins, verbally, listing ideas for storyline to himself.	Countryside ambience. Score. Grass beneath feet SFX. Monologue.	4 Seconds	342 Seconds
Shot#62(XLS) – Tracking shot from across the fields. Camera shooting from the side of the protagonist as he paces through the fields.	Countryside ambience. Score. Grass beneath feet SFX. Monologue.	6 Seconds	348 Seconds
Shot#63(XLS) – (DRONE SHOT) flying over fields in front of protagonist.	Dramatic score. Countryside ambience. Nothing else audible.	6 Seconds	354 Seconds
Shot#64(MCU) – Still shot from the front of the protagonist as he walks towards the camera, looking past it, and stops as he has a thought. He exits to the right side of shot.	Dramatic Score. Grass disturbed by walking SFX. Ambience.	8 Seconds	362 Seconds
Shot#65(MS) – Still shot of fields. Suddenly, protagonist falls from the air and hits the ground. He smiles despite the accident. The gateway he used closes. He stands up and opens another. He runs through and it closes.	Dramatic Score. Grass disturbed by walking SFX. Ambience. Thud SFX. Gateway closing SFX. Gateway opening SFX.	9 Seconds	371 Seconds
Shot#66(MS) – Still shot of tree as protagonist emerges from the centre of it. Gateway close and he looks up at the leaves and plants above.	Dramatic Score decreases volume and impact. Grass disturbed by walking SFX. Ambience. Gateway closing SFX.	7 Seconds	378 Seconds
Shot#67(MS) – Circular panning low angle shot of tree above. (Mimicking protagonist's perspective)	Dramatic Score increases volume and decreases impact. Ambience. Bird Song.	6 Seconds	384 Seconds
Shot#68(MCU) – Still shot of protagonist as he sits against the tree. He begins speaking of another story line idea to himself.	Dramatic Score decreases volume and increases impact. Ambience. Bird Song. Monologue.	8 Seconds	391 Seconds

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Shot#69(XLS) – A still shot of the sun across the fields from the perspective of the protagonist.	Score. Ambience. Bird Song. Monologue.	8 Seconds	399 Seconds
Shot#70(MS) – A still shot of protagonist as he stands up and opens another gateway. He exits the shot to the left.	Score. Ambience. Bird Song. Narration continues. Gateway opening SFX. Gateway closing SFX.	8 Seconds	407 Seconds
Shot#71(MS) – Still shot from the back of the protagonist. He stands on the inside of the gateway facing forward. The gateway closes revealing the sun across the fields.	Score. Ambience. Bird Song. Gateway opening SFX. Gateway closing SFX.	6 Seconds	413 Seconds
Shot#72(MLS) – Still shot of protagonist as he stands by the water.	Score. Ambience. Bird Song. Narration continues. Gateway closing SFX. Running water SFX.	5 Seconds	418 Seconds
Shot#73(MCU) – Over-the-shoulder shot as he looks at his reflection in the water. He looks up.	Score. Ambience. Bird Song. Monologue. Running water SFX.	5 Seconds	425 Seconds
Shot#74(MCU) – An up-front tracking shot of protagonist as he turns and walks forward, verbalizing another idea.	Score. Ambience. Bird Song. Monologue.	7 Seconds	432 Seconds
Shot#75(LS) – A back shot of the protagonist as he walks across grass fields. He turns to look at the scenery behind him. He turns back, smiles and exits the scene to the left of shot.	Score. Ambience. Bird Song. Narration continues.	8 Seconds	440 Seconds
Shot#76(CU) – A still shot as the protagonist walks into the centre. He looks ahead and sees a tourist.	Score. Ambience. Bird Song. Narration continues.	6 Seconds	446 Seconds
Shot#77(MLS) – A still shot looking across the field. The tourist lays on the grass. The protagonist opens a gateway. He walks into it and it closes.	Score. Ambience. Bird Song. Narration continues. Gateway opening SFX. Gateway closing SFX.	8 Seconds	454 Seconds
Shot#78(CU) – Low angle still shot of the tourist as the gateway exit opens in the near distance. The protagonist emerges.	Score. Ambience. Bird Song. . Gateway opening SFX. Gateway closing SFX.	4 Seconds	459 Seconds
Shot#79(MCU) – Still shot of tourist as they choke on their drink of water having witnessed the gateways. The water pours all around them.	Score. Ambience. Bird Song. . Tourist choking on water. Water splashing.	4 Seconds	463 Seconds
Shot#80(XLS) – Tracking shot of protagonist as he runs across the fields. The camera pans right to left as he runs in the same direction.	Uplifting score. Ambience. Bird Song. Grass disturbed under running protagonist.	4 Seconds	467 Seconds

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Shot#81(MS) – Up-front shot of the protagonist running through the fields towards the camera. He looks off camera to the left. The camera rapidly zooms in to his eyes as he closes them.	Uplifting score. Ambience. Bird Song. Grass disturbed under running protagonist. Dramatic, loud wind sound. (Audible representation of the zoom in) Monologue.	4 Seconds	471 Seconds
Shot#82(MCU) – Tracking back shot of protagonist as he exits the gateway and begins running/jumping across rock formations.	Uplifting score. Ambience. Bird Song. Shoes against rock. Gateway closing SFX.	4 Seconds	475 Seconds
Shot#83(LS) – Shot from a short distance of the rocks. The protagonist runs and jumps along the rocks heading from the right-hand side of shot through to the left-hand side of shot.	Uplifting score. Ambience. Bird Song. Shoes against rock. Gateway closing SFX. Narration.	4 Seconds	479 Seconds
Shot#84(MLS) – Low angle still shot of rocks as the protagonist skips across them. He jumps off of the last rock and exits shot from the right.	Uplifting score. Ambience. Bird Song. Shoes against rock. Gateway closing SFX. Narration.	6 Seconds	485 Seconds
Shot#85(XLS) – (DRONE SHOT) Aerial shot of protagonist running through the fields.	Uplifting score. Monologue.	4 Seconds	489 Seconds
Shot#86(MS) – Still shot as protagonist runs towards the camera. He then throws himself to the right off camera and into another gateway.	Shoes against the rocks. Grass disturbed beneath feet. Gateway opening SFX. Gateway energy fluctuation SFX. Gateway closing SFX.	4 Seconds	493 Seconds
Shot#87(MS) – Still shot looking towards the ground. The protagonist enters from the right-hand side of shot.	Grass disturbed beneath feet. Gateway energy fluctuation SFX. Gateway closing SFX.	4 Seconds	497 Seconds
Shot#88(MLS) – Still shot looking at protagonist as he picks himself up from the ground.	Grass disturbed beneath feet. Protagonist breathing. Score continuing.	4 Seconds	501 Seconds
Shot#89(XLS) – Still shot of Surprise view. (Mimicking the perspective of protagonist)	Grass disturbed beneath feet. Protagonist breathing. Score increases to become more uplifting and dramatic.	4 Seconds	505 Seconds
Shot#90(MS) – Still shot of protagonist as he exits the scene from the right-hand side of shot.	Grass disturbed beneath feet. Protagonist breathing. Score increases to become more uplifting and dramatic.	4 Seconds	509 Seconds
Shot#91(LS) – Still shot as character enters from the left-hand side of shot. He stands in the centre of shot staring out at the view in the distance. The shot becomes a back shot.	Grass disturbed beneath feet. Protagonist breathing. Score increases to become more uplifting and dramatic. Narration continues.	4 Seconds	513 Seconds

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Shot#92(MS) – Still side shot as the protagonist stands at the edge of the rock formation looking out at the scenery. He begins to smile. Then verbally begins expressing his thoughts again.	Shoes against rock. Protagonist breathing. Score increases to become more uplifting and dramatic. Monologue.	8 Seconds	521 Seconds
Shot#93(LS) – Low angle shot looking up at the protagonist on the rock formation. He looks down.	Shoes against rock. Protagonist breathing. Score increases to become more uplifting and dramatic. Monologue.	4 Seconds	523 Seconds
Shot#94(MCU) – Still shot of the back of the protagonist. He turns around and exits the shot to the right.	Shoes against rock. Protagonist breathing. Score increases to become more uplifting and dramatic. Monologue.	6 Seconds	529 Seconds
Shot#95(MLS) – Still shot of fields and rock formations. The protagonist enters from the left-hand side of shot. He stands on the edge of a rock formation.	Grass disturbed beneath feet. Shoes against rock. Protagonist breathing. Score becomes dramatic. Monologue.	8 Seconds	537 Seconds
Shot#96(MCU) – Still side shot of the protagonist as he stands on the rock formation. He then closes his eyes and opens a gateway.	Grass disturbed beneath feet. Shoes against rock. Protagonist breathing. Score becomes dramatic. Monologue.	5 Seconds	542 Seconds
Shot#97(MLS) – Back shot of the protagonist as he lifts his head. The camera dramatically zooms in on him until the shot becomes a MCU.	Grass disturbed beneath feet. Shoes against rock. Protagonist breathing. Score becomes dramatic. Dramatic wind SFX.	6 Seconds	548 Seconds
Shot#98(LS) – Wide angle still shot looking up at the current rock formation, which the protagonist is stood on. He jumps off.	Grass disturbed beneath feet. Shoes against rock. Protagonist breathing. Score becomes dramatic.	5 Seconds	553 Seconds
Shot#99(MLS) – A still shot of the ground as a backpacker walks by. There is a large proportion of blank space in shot to the right hand side. All of a sudden, the protagonist hits the ground having failed to open a gateway in time.	Heavy impact on ground. Disturbed grass. Protagonist groaning. Score cuts out to add to comedic effect of event.	4 Seconds	557 Seconds
Shot#100(MS) – Still shot of the backpacker as they look down at the protagonist and ask if they are all right.	Grass beneath feet. Mild wind. Bird song. Countryside ambience.	4 Seconds	561 Seconds
Shot#101(MS) – High angle tracking shot of the protagonist as he reassure the backpacker and pulls himself to his feet.	Grass beneath feet. Mild wind. Bird song. Countryside ambience. Dialogue.	5 Seconds	566 Seconds
Shot#102(MLS) – Still shot of backpacker to the left of shot and protagonist to the right. The protagonist runs towards the camera and exits from the left hand side. The shot remains still as the backpacker is left staring at the protagonist in	Grass beneath feet. Mild wind. Bird song. Countryside ambience. Running SFX. Dramatic score returning.	8 Seconds	574 Seconds

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confusion.			
Shot#103(LS) – Tracking shot of protagonist as he runs through the grass fields. (Side shot) He climbs up rock formations until he reaches the top of a hill.	Grass beneath feet. Mild wind. Bird song. Countryside ambience. Running SFX. Dramatic score.	7 Seconds	581 Seconds
Shot#104(MCU) – Still shot of protagonist sat on rock formation. He looks past the camera to the left.	Mild wind. Bird song. Countryside ambience. Dramatic score.	5 Seconds	586 Seconds
Shot#105(MLS) – Back shot of protagonist sat on rock formation looking out into the distance. The camera slowly zooms in to create a MCU.	Mild wind. Bird song. Countryside ambience. Dramatic score. Narration Continues.	6 Seconds	592 Seconds
Shot#106(XLS) – Still shot of protagonist from across field. He stands up and walks away from where he was sat.	Mild wind. Bird song. Countryside ambience. Dramatic score. Footsteps SFX.	5 Seconds	597 Seconds
Shot#107(MCU) – Still shot of protagonist as they walk towards the camera. They look past the camera to the right.	Mild wind. Bird song. Countryside ambience. Dramatic score. Footsteps SFX.	5 Seconds	602 Seconds
Shot#108(MCU) – Still back shot of protagonist as he walks into the field.	Mild wind. Bird song. Countryside ambience. Dramatic score. Footsteps SFX.	5 Seconds	607 Seconds
Shot#109(MCU) – Still shot up front of protagonist as he stands still. He looks past the camera to the left and closes his eyes.	Mild wind. Bird song. Countryside ambience. Dramatic score fades. Footsteps SFX. Narration.	8 Seconds	615 Seconds
Shot#110(XCU) – Still shot of protagonist eyes (closed). After 4 seconds, he opens them.	Mild wind. Bird song. Countryside ambience. Dramatic score returns. Narration.	7 Seconds	622 Seconds
Shot#111(MLS) – back shot of protagonist as he holds his hands in front of his face. The camera circular pans 180 degrees left to right. As the camera finishes panning, the gateway opens.	Mild wind. Bird song. Countryside ambience. Dramatic score returns. Narration. Gateway opening SFX.	8 Seconds	630 Seconds
Shot#112(MCU) – Still shot of protagonist as he holds out his hands.	Mild wind. Bird song. Countryside ambience. Dramatic score returns. Narration. Gateway SFX.	4 Seconds	634 Seconds
Shot#113(MS) – Still shot of area in front of protagonist where the gateway is.	Mild wind. Bird song. Countryside ambience. Dramatic score returns. Narration. Gateway SFX.	5 Seconds	639 Seconds

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Shot#114(MS) – Still back shot/ over-the-shoulder shot of protagonist as he looks over his shoulder. He smiles and then walks back through the gateway.	Mild wind. Bird song. Countryside ambience. Dramatic score returns. Narration. Gateway energy fluctuation SFX.	7 Seconds	646 Seconds
Shot#115(LS) – Still shot of gateway as it closes.	Mild wind. Bird song. Countryside ambience. Dramatic score returns. Narration. Gateway closing SFX.	4 Seconds	650 Seconds
Shot#116(XLS) – Still shot from across the field of the area where the gateway was.	Mild wind. Bird song. Countryside ambience. Reprise of main theme plays. Narration.	4 Seconds	654 Seconds
Shot#117(LS) – Establishing shot of Pinders as protagonist emerges from gateway.	Gateway SFX. City ambience. Reprise of main theme plays. Narration. Footsteps.	5 Seconds	659 Seconds
Shot#118(MCU) – Still shot of protagonist as he turns to look at the gateway as it closes. Protagonist to the left of shot, the gateway and wall to the right. He turns, smiles and walks off camera. (To the left)	Gateway closing SFX. City ambience. Reprise of main theme plays. Narration. Footsteps.	4 Seconds	663 Seconds
Shot#119(MCU) – Still shot of protagonist's coat on ground. Protagonist then picks up coat. The camera tilts up, following the protagonist as he is brought back onto his feet.	City ambience. Reprise of main theme plays. Narration. Footsteps. Cloth as coat is picked up.	8 Seconds	671 Seconds
Shot#120(LS) – Establishing shot of Peace Gardens. Camera tilts down from facing the top of the town hall building.	City ambience. Reprise of main theme plays. Narration. Footsteps. Water fountains. Clock chiming (Optional depending on time)	6 Seconds	677 Seconds
Shot#121(MS) – Shot panning left to right from behind object to reveal protagonist sat on grass area in Peace Gardens. He writes on his notepad. Feet crossed.	City ambience. Reprise of main theme plays. Narration. Footsteps. Water fountains. Clock chiming (Optional depending on time)	8 Seconds	685 Seconds
Shot#122(MCU) – Over-the-shoulder shot of protagonist. Notepad visible with mind map(s) drawn all over the page. The camera pans, slowly, left to right to reveal more of the notepad.	City ambience. Reprise of main theme plays. Narration. Footsteps. Water fountains. Clock chiming (Optional depending on time) Pencil against paper Foley.	5 Seconds	690 Seconds 11.5 Minutes
Shot#123(MCU) – Low angle shot from the right of protagonist as he continues to write. He then pauses and looks up. He then smiles.	City ambience. Reprise of main theme plays. Narration. Footsteps. Water fountains. Clock chiming (Optional depending on time) Pencil against paper Foley.	7 Seconds	697 Seconds

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Shot#123(XLS) – Establishing shot of the Peace Gardens. Scene fades. Titles begin to role.	City ambience. Reprise of main theme plays. Narration. Footsteps. Water fountains. Clock chiming (Optional depending on time) Pencil against paper Foley.	5 Seconds	702 Seconds
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