

## Gateways Shot List

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Editor: Luke Bailey

| Shot Number | Description   | Duration   |
|-------------|---|------------|
| 1           | <b>(MLS)</b> - Camera is facing the sky. It tilts down to a still shot of the building on Balm Green/Holy Street.   | 10 secs    |
| 2           | <b>(MCU)</b> - Camera is tracking a character, from the back, walking down the street by the building.  | 6 secs     |
| 3           | <b>(MLS)</b> - Still shot of character shot from across the road. Character walks down the street and turns a corner.   | 5 secs     |
| 4           | <b>(MLS)</b> - Camera pans from Left to Right looking up at the City Hall.  | 5 secs     |
| 5           | <b>(MCU)</b> - Camera tracks character walking out towards opening at Holly Street beside the City Hall. (Track Right-Left)   | 7 secs     |
| 6           | <b>(LS)</b> - Still shot of character as they walk to the front of the City Hall and sit on the steps.  | 6 secs     |
| 7           | <b>(MCU)</b> - Camera rotates 180 degrees from Left to Right facing the protagonist sat on the steps of City Hall.  | 6 secs     |
| 8           | <b>(CU)</b> - Shot of trees. Camera pans from Left to Right.  | 5 secs     |
| 9           | <b>(CU)</b> - Character still sat on steps. Stares past the camera at scenery then turns head to the right to look elsewhere.   | 6 secs     |
| 10          | <b>(MCU)</b> - Shot of memorial site. The camera pans from Left to Right.   | 11 secs    |
| 11          | <b>(CU)</b> - 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) | 8 secs     |
| 12          | <b>(MCU)</b> – Back shot tracking the protagonist as he walks down the alleyway towards Burgess Street. Object passes by the camera (Left-Right)                                    | 6 secs     |
| 13          | <b>(MLS)</b> - Still shot shooting protagonist from the front. Camera stationed at the bottom of the road. (Burgess Street) Protagonist continues walking.                          | 6 secs     |
| 14          | <b>(MCU)</b> - Tracking shot of character, up-front, as they continue to walk towards the Peace Gardens via Burgess Street.   | 7 Seconds  |
| 15          | <b>(CU)</b> - Shot of 'Brown' sign. Camera pans down to reveal protagonist walking across the road and into the Peace Gardens.  | 8 Seconds  |
| 16          | <b>(MCU)</b> - Still shot of 'Café Rouge' as the protagonist walks to the exterior and stands by the outdoor seating area.  | 5 Seconds  |
| 17          | <b>(MLS)</b> – Protagonist stands looking around. The camera tilts up to the sky.   | 10 Seconds |
| 18          | <b>(MLS)</b> – Still shot of the sky. After 5 seconds, the camera pans down to reveal the protagonist nearby Charter Row. He walks.   | 12 Seconds |
| 19          | <b>(MLS)</b> – Still back shot of the protagonist as he looks across the road to the Atkinson's building. Buses rush by. An object passes by the camera (Left-Right)                | 5 Seconds  |

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| 20 | <b>(MLS)</b> – 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)           | 8 Seconds |
| 21 | <b>(MLS)</b> – 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 city scape.                    | 5 Seconds |
| 22 | <b>(MCU)</b> – Still shot of protagonist. He stands in a small doorway area outside the Atkinson’s building.   | 6 Seconds |
| 23 | <b>(CU)</b> – Side shot of protagonist looking around to ensure he is not seen. The camera slowly pans (Left-Right)  | 5 Seconds |
| 24 | <b>(XCU)</b> – Still shot of protagonist’s eyes as he closes them.   | 5 Seconds |
| 25 | <b>(MCU)</b> – Camera moves forwards through Leopold Street through to the back of the Peace Gardens. (Lawrence envisioning)   | 4 Seconds |
| 26 | <b>(XCU)</b> – Still shot of protagonist’s eyes as he opens them.  | 4 Seconds |
| 27 | <b>(MCU)</b> – 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. | 8 Seconds |
| 28 | <b>(LS)</b> – Still shot from across the road. We see the protagonist across the road opening the gateway.   | 5 Seconds |
| 29 | <b>(MCU)</b> – 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.                                       | 5 Seconds |
| 30 | <b>(MCU)</b> – A still shot of the exiting gateway as we see the protagonist’s hand come through.  | 5 Seconds |
| 31 | <b>(MCU)</b> – A still shot of a man passing by who notices the hand and the gateway. He screams and runs away. (Runs off camera)  | 5 Seconds |
| 32 | <b>(MCU)</b> – A still shot of the area of Peace Gardens with the Gateway. The protagonist’s hand disappears.  | 3 Seconds |
| 33 | <b>(MCU)</b> – Still shot of protagonist pulling his hand back through the gateway. It closes. He wonders back out into the open streets.  | 8 Seconds |
| 34 | <b>(LS)</b> – Camera pans (Left-Right) following character as he walks by, near the bus stops.   | 5 Seconds |
| 35 | <b>(CU)</b> – Still side shot of protagonist as he stands at the bus stop trying to think of ideas. A bus approaches, out of focus.  | 5 Seconds |
| 36 | <b>(LS)</b> – A tracking shot of the 218 bus as it passes by the camera. (Camera pan-Left to Right)  | 4 Seconds |
| 37 | <b>(MLS)</b> – A still shot of the protagonist as he turns his head. The Camera dramatically zooms in on him. The shot becomes a MCU.  | 4 Seconds |
| 38 | <b>(MCU)</b> – A still shot of the bus as it pulls up into shot.   | 4 Seconds |
| 39 | <b>(MCU)</b> – A still shot of the side of the bus. The sign reads, ‘Bakewell’ or ‘Bakewell via Chatsworth’.   | 4 seconds |
| 40 | <b>(MCU)</b> – Still shot of protagonist as he smiles. He realizes the opportunity before him. He exits the shot to the right.   | 6 Seconds |
| 41 | <b>(MLS)</b> – Establishing shot of buildings on Moore Street. Camera pans (Left to Right).  | 4 Seconds |
| 42 | <b>(MS)</b> – Still shot of area on Moore Street. Protagonist enters shot from the right. He stands by the greenery behind the wall. He stands still.                              | 6 Seconds |
| 43 | <b>(MCU)</b> – Still shot of protagonist. Protagonist stands in centre of shot. Camera zooms in slowly. Protagonist closes eyes.   | 5 Seconds |

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| 44 | <b>(XLS)</b> – Wide angle shot of the fields nearby the Longshaw Estate. Camera flies through at high speed. (Representation of protagonist visualizing his location)  | 4 Seconds  |
| 45 | <b>(CU)</b> – Close up on protagonist’s face as they continue to visualize. Their eyes remained closed.  | 4 Seconds. |
| 46 | <b>(CU)</b> – Panning shot of trees. (Fast panning)  | 4 Seconds. |
| 47 | <b>(XCU)</b> – Shot of the protagonist’s eyes. He opens them as the camera zooms out dramatically.   | 5 Seconds  |
| 48 | <b>(MLS)</b> – 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.  | 4 Seconds  |
| 49 | <b>(MS)</b> – Still shot facing protagonist from wall. He holds his hands in front.  | 4 Seconds  |
| 50 | <b>(MLS)</b> – Over-the-shoulder shot of the wall from the perspective of the protagonist. Gateway opens. Through it, we see the Peak District. (Longshaw Estate)  | 7 Seconds  |
| 51 | <b>(MS)</b> – Camera zooms in to become as MCU. Protagonist smiles.  | 5 Seconds  |
| 52 | <b>(MLS)</b> – Still back shot of protagonist as he looks over his right shoulder past the camera. He smiles and then walks forward into the Gateway.  | 8 Seconds  |
| 53 | <b>(MLS)</b> – Still side shot. Protagonist walks into wall. He disappears into the gateway. It closes up. The camera then pans up to the sky.   | 10 Seconds |
| 54 | <b>(MLS)</b> – A still shot of the sky. The saturation increases as the colour grading becomes light-hearted and summer themed.  | 4 Seconds  |
| 55 | <b>(XLS)</b> – Still shot from across fields. We see the gateway exit.   | 4 Seconds  |
| 56 | <b>(MCU)</b> – Back-shot tracking protagonist as he walks through the gateway. We see the exit approaching.  | 5 Seconds  |
| 57 | <b>(XLS)</b> – Shot across field. We see protagonist emerge from the gateway.  | 4 Seconds  |
| 58 | <b>(MS)</b> – Slow zooming in on protagonist as he smiles and marvels at his surroundings.   | 5 Seconds  |
| 59 | <b>(MS)</b> – Back shot of protagonist as gateway closes behind him.   | 4 Seconds  |
| 60 | <b>(XLS)</b> – Shot from across field. Camera zooms in until the shot becomes a LS of the protagonist. He begins walking out into the fields.  | 6 Seconds  |
| 61 | <b>(MS)</b> – Tracking shot up front of protagonist. He walks through the fields and begins, verbally, listing ideas for storyline to himself.   | 4 Seconds  |
| 62 | <b>(XLS)</b> – Tracking shot from across the fields. Camera shooting from the side of the protagonist as he paces through the fields.  | 6 Seconds  |
| 63 | <b>(XLS)</b> – (DRONE SHOT) flying over fields in front of protagonist.  | 6 Seconds  |
| 64 | <b>(MCU)</b> – 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.  | 8 Seconds  |
| 65 | <b>(MS)</b> – 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. | 9 Seconds  |
| 66 | <b>(MS)</b> – Still shot of tree as protagonist emerges from the centre of it. Gateway close and he looks up at the leaves and plants above.   | 7 Seconds  |
| 67 | <b>(MS)</b> – Circular panning low angle shot of tree above. (Mimicking protagonist’s perspective)   | 6 Seconds  |

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| 68 | <b>(MCU)</b> – Still shot of protagonist as he sits against the tree. He begins speaking of another story line idea to himself.   | 8 Seconds |
| 69 | <b>(XLS)</b> – A still shot of the sun across the fields from the perspective of the protagonist.   | 8 Seconds |
| 70 | <b>(MS)</b> – A still shot of protagonist as he stands up and opens another gateway. He exits the shot to the left.   | 8 Seconds |
| 71 | <b>(MS)</b> – 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.                 | 6 Seconds |
| 72 | <b>(MLS)</b> – Still shot of protagonist as he stands by the water.   | 5 Seconds |
| 73 | <b>(MCU)</b> – Over-the-shoulder shot as he looks at his reflection in the water. He looks up.  | 5 Seconds |
| 74 | <b>(MCU)</b> – An up-front tracking shot of protagonist as he turns and walks forward, verbalizing another idea.  | 7 Seconds |
| 75 | <b>(LS)</b> – 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.  | 8 Seconds |
| 76 | <b>(CU)</b> – A still shot as the protagonist walks into the centre. He looks ahead and sees a tourist.   | 6 Seconds |
| 77 | <b>(MLS)</b> – 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.                                     | 8 Seconds |
| 78 | <b>(CU)</b> – Low angle still shot of the tourist as the gateway exit opens in the near distance. The protagonist emerges.  | 4 Seconds |
| 79 | <b>(MCU)</b> – Still shot of tourist as they choke on their drink of water having witnessed the gateways. The water pours all around them.  | 4 Seconds |
| 80 | <b>(XLS)</b> – Tracking shot of protagonist as he runs across the fields. The camera pans right to left as he runs in the same direction.   | 4 Seconds |
| 81 | <b>(MS)</b> – 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. | 4 Seconds |
| 82 | <b>(MCU)</b> – Tracking back shot of protagonist as he exits the gateway and begins running/jumping across rock formations.   | 4 Seconds |
| 83 | <b>(LS)</b> – 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.     | 4 Seconds |
| 84 | <b>(MLS)</b> – 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.   | 6 Seconds |
| 85 | <b>(XLS)</b> – (DRONE SHOT) Aerial shot of protagonist running through the fields.  | 4 Seconds |
| 86 | <b>(MS)</b> – Still shot as protagonist runs towards the camera. He then throws himself to the right off camera and into another gateway.   | 4 Seconds |
| 87 | <b>(MS)</b> – Still shot looking towards the ground. The protagonist enters from the right-hand side of shot.   | 4 Seconds |
| 88 | <b>(MLS)</b> – Still shot looking at protagonist as he picks himself up from the ground.  | 4 Seconds |
| 89 | <b>(XLS)</b> – Still shot of Surprise view. (Mimicking the perspective of protagonist)  | 4 Seconds |
| 90 | <b>(MS)</b> – Still shot of protagonist as he exits the scene from the right-hand side of shot.   | 4 Seconds |

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| 91  | <b>(LS)</b> – 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.   | 4 Seconds |
| 92  | <b>(MS)</b> – 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.  | 8 Seconds |
| 93  | <b>(LS)</b> – Low angle shot looking up at the protagonist on the rock formation. He looks down.   | 4 Seconds |
| 94  | <b>(MCU)</b> – Still shot of the back of the protagonist. He turns around and exits the shot to the right.   | 6 Seconds |
| 95  | <b>(MLS)</b> – 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.  | 8 Seconds |
| 96  | <b>(MCU)</b> – Still side shot of the protagonist as he stands on the rock formation. He then closes his eyes and opens a gateway.   | 5 Seconds |
| 97  | <b>(MLS)</b> – Back shot of the protagonist as he lifts his head. The camera dramatically zooms in on him until the shot becomes a MCU.  | 6 Seconds |
| 98  | <b>(LS)</b> – Wide angle still shot looking up at the current rock formation, which the protagonist is stood on. He jumps off.   | 5 Seconds |
| 99  | <b>(MLS)</b> – 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.                       | 4 Seconds |
| 100 | <b>(MS)</b> – Still shot of the backpacker as they look down at the protagonist and ask if they are all right.   | 4 Seconds |
| 101 | <b>(MS)</b> – High angle tracking shot of the protagonist as he reassures the backpacker and pulls himself to his feet.  | 5 Seconds |
| 102 | <b>(MLS)</b> – 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 confusion. | 8 Seconds |
| 103 | <b>(LS)</b> – 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.   | 7 Seconds |
| 104 | <b>(MCU)</b> – Still shot of protagonist sat on rock formation. He looks past the camera to the left.  | 5 Seconds |
| 105 | <b>(MLS)</b> – Back shot of protagonist sat on rock formation looking out into the distance. The camera slowly zooms in to create a MCU.   | 6 Seconds |
| 106 | <b>(XLS)</b> – Still shot of protagonist from across field. He stands up and walks away from where he was sat.   | 5 Seconds |
| 107 | <b>(MCU)</b> – Still shot of protagonist as they walk towards the camera. They look past the camera to the right.  | 5 Seconds |
| 108 | <b>(MCU)</b> – Still back shot of protagonist as he walks into the field.  | 5 Seconds |
| 109 | <b>(MCU)</b> – Still shot up front of protagonist as he stands still. He looks past the camera to the left and closes his eyes.  | 8 Seconds |
| 110 | <b>(XCU)</b> – Still shot of protagonist eyes (closed). After 4 seconds, he opens them.  | 7 Seconds |
| 111 | <b>(MLS)</b> – 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.   | 8 Seconds |

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|     | <b>(MCU)</b> – Still shot of protagonist as he holds out his hands.  | 4 Seconds |
| 112 | <b>(MS)</b> – Still shot of area in front of protagonist where the gateway is.   | 5 Seconds |
| 113 | <b>(MS)</b> – Still back shot/ over-the-shoulder shot of protagonist as he looks over his shoulder. He smiles and then walks back through the gateway.   | 7 Seconds |
| 114 | <b>(LS)</b> – Still shot of gateway as it closes.  | 4 Seconds |
| 115 | <b>(XLS)</b> – Still shot from across the field of the area where the gateway was.   | 4 Seconds |
| 116 | <b>(LS)</b> – Establishing shot of Pinders as protagonist emerges from gateway.  | 5 Seconds |
| 117 | <b>(MCU)</b> – 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) | 4 Seconds |
| 118 | <b>(MCU)</b> – 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.                                     | 8 Seconds |
| 119 | <b>(LS)</b> – Establishing shot of Peace Gardens. Camera tilts down from facing the top of the town hall building.   | 6 Seconds |
| 120 | <b>(MS)</b> – 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.  | 8 Seconds |
| 121 | <b>(MCU)</b> – 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.                              | 5 Seconds |
| 122 | <b>(MCU)</b> – Low angle shot from the right of protagonist as he continues to write. He then pauses and looks up. He then smiles.   | 7 Seconds |
| 123 | <b>(XLS)</b> – Establishing shot of the Peace Gardens. Scene fades. Titles begin to role.  | 5 Seconds |