

Eleanor- Story Bible



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Seven Steps + Armature

Short Armature: *What doesn't kill you makes you stronger*

Longer: Painful adversity can bring new opportunities for self reflection, discovery and personal growth.

Longest description of the same Armature: When times seem darkest and critical parts of ourselves seem lost, discoveries and opportunities emerge that can lead us to a deeper understanding of our capabilities and bring us enhanced strength and confidence.

Brief Seven Steps:

1. **Once Upon A Time**, Eleanor, a playful, curious and alert Giant Pacific Octopus lives in the Puget Sound.
2. **And Every Day**, she relies on her favorite arm to live her Octopus life, as she collects local shells, plays with the fish and stays on the lookout for her enemies, the sharks.

3. **Until One Day**, she loses the use of her favored arm when a shark finds and attacks her
4. **Because of this**, she confronts her new reality through a sequence of dreams
5. **Because of that**, her dreams help her understand that she needs to let the other 7 arms compensate for the severed dominant/ favored one.
6. **Until Finally**, Eleanor awakens from her last dream and ventures out into the world outside her den with a newfound reliance on all eight of her arms that now work in unison to support and protect her from another shark attack
7. **And Ever Since That Day**, Eleanor confidently relies on all of herself (all of her arms) to help protect her so she can continue to enjoy all the adventures that await her.

Expanded Seven Steps

Once Upon A Time, Eleanor, a playful, curious and intelligent/alert Giant Pacific Octopus lives in the depths of the Puget Sound.

Every Day Eleanor relies on her powerful and intelligent arms to enjoy a leisurely octopus life, playing with the fish, searching for and collecting local shells and successfully avoiding her enemies, the local sharks. Her favored left arm naturally dominates all of her activities. Each morning she wakes up, leaves her den and swims through the shadows of the kelp where she follows the fish, plays with them by using her dominant arm to toss them up and down and then ends her daily adventure gathering her very favorite shells into a pile. Her dominant left arm takes the lead in all of her activities She carefully eludes the local sharks, camouflaging into her environment as they pass her by until the coast is clear Finally she carries her daily shell collection with her left arm and heads back to her den, her home.

One Day, as she brings her shells back to her den, she's attacked by a shark. She swims through the kelp and then inks the shark so that she can throw the shark off her track. She then heads quickly toward her den. Almost safely inside she

dodges the terrible jaws of the shark, but unfortunately drops her shells. Soon the shark returns and lunges at her and instinctively she uses her favored left arm to grab as many nearby shells as possible and hold them up as a shield-like structure to protect herself . Note: Visualizing this shield will be important because it shows up in her dream and then later in reality. We need to show that she's dropping shells as she is only using the one arm so it is not sufficient on it's own to protect her. This will set up how using multiple arms later will show that she can do this more efficiently and effectively...) The shark grabs on to her exposed arm. While many of the teeth are blocked by the shells, a gap in the shells, a vulnerability in her armor enables the shark to take hold. The shark tears her favored arm from her body. What was once Eleanor's prized arm is now the shark's, and she is frozen with fear and pain as the trauma of the shark attack is revealed. She is writhing in pain, feels vulnerable and is exhausted. Her remaining 7 arms move her as quickly as they can toward her den and to relative safety.

She is in excruciating pain and knows that her dominant arm is critically injured and she needs to bite it off so that it can heal properly. She is exhausted, worried and traumatized by the loss of her dominant arm and bites off the uneven tear so that what is left of the arm can heal - this pushes her from exhausted to unable to stay awake and she falls asleep.

We shift from Reality Den to Dream 1 which is a **Nightmare**

Nightmare Dream Sequence:

She dreams that she can go play with the fish but when she tries they easily swim past her and leave her all alone. After they swim past her a dark shadow approaches which morphs into the shark. The shark then barrels towards her and swallows her whole. Once inside the shark everything turns to black, she starts to fall and falls until she hits the bottom of the ocean. (We will need to visualize the levels of the ocean as scary and difficult - maybe reference Alice in Wonderland)

Transition to Dream 2

The color scheme at the bottom of the ocean turns from dark (almost black) to a more warm, comforting aesthetic and we transition to the hope sequence

Hope Dream Sequence in two parts:

Part One

Beautiful shells start to fall around Eleanor and as they fall she tries to reach out to them with her dominant arm but can't. She then starts collecting shells with her other arms. The shells are shaped like parts of puzzles and by using multiple arms she can piece them together to build stronger more efficient armour to protect herself from the shark. This is a large shell that she places over her in order to move freely.. Once the large armor shell is completed and there are no holes so she is safe - the shells morph into fish.. and we transition to the last dream sequence

Part Two

The shells have morphed into fish and Eleanor starts to chase after them to try to play. She tries to reach out to the fish with her previously dominant arm but cannot reach them. They playfully taunt her and she starts to use her other arms to toss one fish back and forth. Another fish wants to join in the fun and Eleanor struggles a bit to toss both up and down. She uses another arm to help her.

Eventually we build the use of her arms into effectively tossing three or four fish at a time and we realize that in fact she's learned to juggle the fish! The number of fish being juggled builds to a frenzy of colors and music until she wakes up feeling more refreshed and hopeful.

Back to Reality Eleanor awakens after weeks of sleeping in her den (this needs to be visual - maybe to show that things are looking pretty scuzzy in the den now that she's been in there by herself for many weeks) She is away from danger and far removed from her very long dream. She discovers that her dominant prized arm has healed and a very tiny arm has started to grow back in its place. She has experienced a newfound reliance on her other arms - in her dream.

Now, with confidence, she ventures out of her den. Once outside of her den, she sees a shadow and knows that a shark has approached her. The shark then attacks.

Instantly all 8 of her arms instinctively work together. She grabs several shells with each arm and forms a fool proof protective shell ball. The shark attacks and rolls the shell ball to try to find a way to kill her. This time, the tight impenetrable armour of shells protects Eleanor from the sharks' attack, and Eleanor is unharmed. She floats over the back of the shark and rides it back toward her den leaving when she chooses to.

Finally whenever Eleanor ventures back out of her den to play with the fish and hunt shells she has the wisdom that her experience has taught her. She can rely

on all of her arms to help her and she can not only survive extreme adversity but discover how to compensate by relying on the skill in her other 7 arms while her eighth arm regenerates.

She will now be even stronger in the future with strong 7 arms and a new 8th one in the making and she will continue to thrive. Eleanor now has the enhanced confidence she needs to confront the challenges outside of her den and enjoy the pleasures and adventures that await her.

Assets

Character Models

1. Eleanor
2. Reality Shark
3. Reality Fish
4. Nightmare Shark
5. Nightmare Fish
6. Hope Sequence Fish
7. Small Shiny Fish

Set Elements

1. Eleanor's Den and surrounding area (Reality)
 - a. Includes
 - i. Eleanor's Den
 - ii. Ground Surface

- iii. Matte Paintings
 - iv. Edge of the kelp forest
- 2. Kelp Forest
- 3. Play area

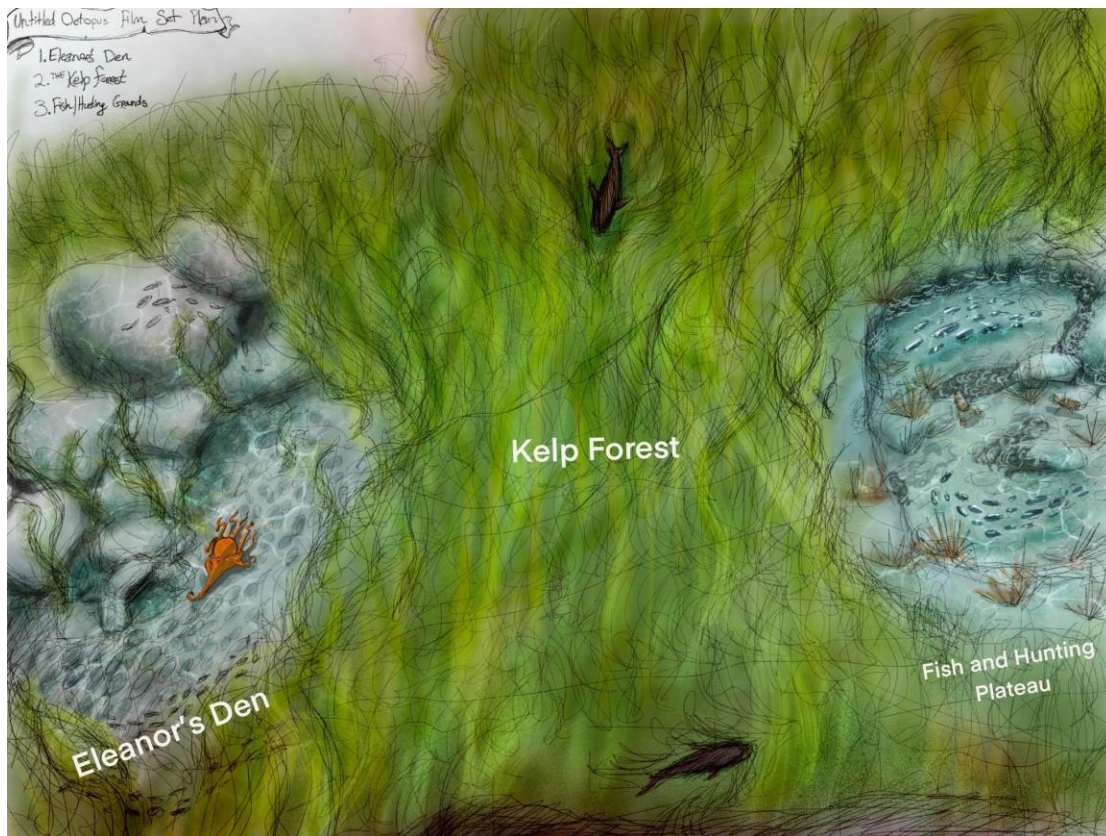
Prop Models

- 1. 5 Types of Shells
 - a. Clam
 - b. Mussel
 - c. Oyster
 - d. Razor Clam
 - e. Small rocks
 - f. Other (Conch, nautilus?)
- 2. Rocks for Den
- 3. Ground Terrain
- 4. At least 2 kinds of Kelp
 - a. Bull Kelp
 - b. Giant Kelp

Sets

- 1) Den
- 2) Play Area
- 3) Kelp Forest
- 4) Nightmare
- 5) Start of Hopeful Dream [The MAW]
- 6) Shell World (Hopeful Dream)

Concept Art (Set Layout)



Signature Shots

1. Title sequence - Sequence_00_title_100

2. Intro shot of den - **Seq_01_untro_100**
3. Shot where her arm gets ripped off - **seq_03_danger_2300**
4. Shot inside the shark's mouth - **seq_04_nightmare_500**
5. Shot inside the shell ball in the dream to the fish - **seq_05_hope_1600**
6. Shot in the hopeful dream where the fish are helping her arms all play together - **seq_05_hope_2100**
7. Reveal of the little arm - **seq_06_unity_50**
8. Scuzzy version of the den, small arm - **seq_06_unity_100**
9. Shot where the other arms are embracing the little arms - **seq_06_unity_150**
10. Shot where she responds to all of the embraced arms (realization that she's not only going to be okay, she's going to be better) - **seq_06_unity_175**
11. Moment where she's jetting to the shells and creating a shell ball in reality - **seq_06_unity_2400**
12. Moment when she jumps off the back of the shark - **seq_07_end_100**
13. End shot - **seq_07_end_400**

Shot List

Sequence_00_Title_100



Approx. Length: 10 seconds, 240 frames

Camera/Shot Type: Medium shot

Shot Description:

- Extreme Close Up of Eleanor's textures changing while she is dreaming/breathing. Most likely - the Title reveal.

Shot Purpose:

- To engage the audience in the magic and mystery of the main character even though they don't know they are seeing a character.

Sequence_01_Intro_100



Approx. Length: 10 seconds, 240 frames

Time of Day: Dawn

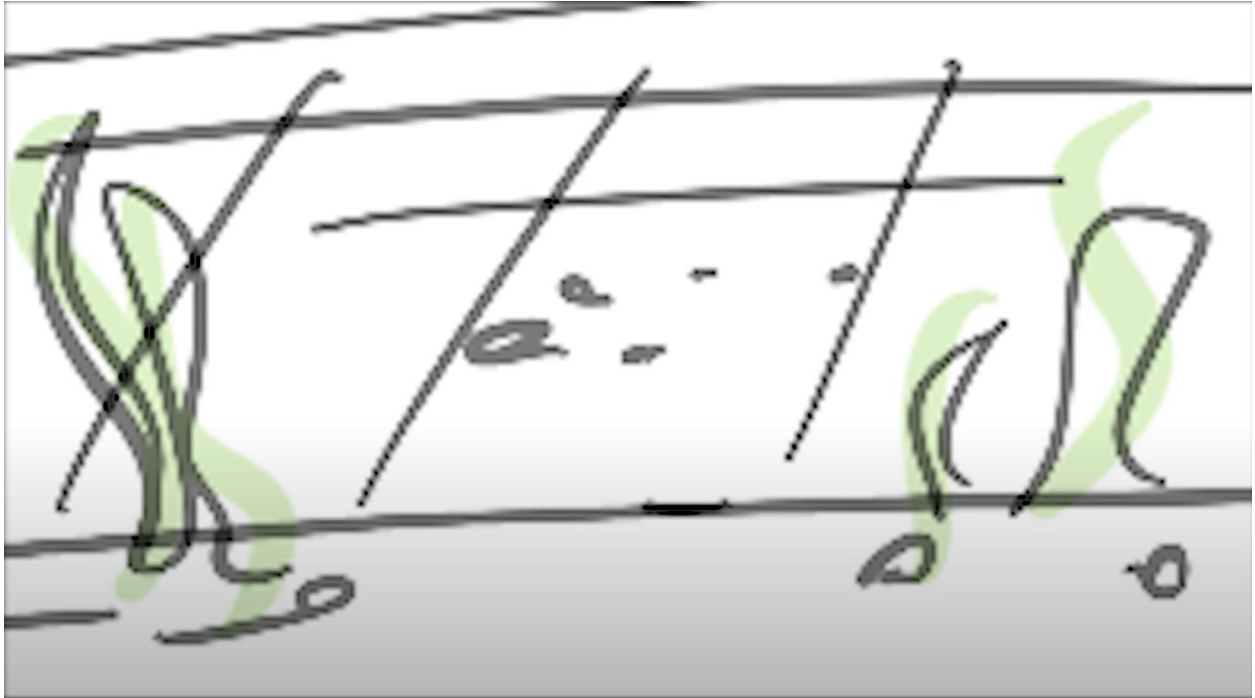
Camera/Shot Type: Medium shot

Shot Description:

- Transition from title sequence to reveal Eleanor in her real world den
- Eleanor is seen sleeping, her skin changes colors to camouflage to her dream state
- Eleanor awakens, opens her eyes and looks outside her den at dawn, to a new day
- Eleanor is in her real world den that happens to be on the ocean floor of the Puget Sound, in the Pacific Northwest of North America

Shot Purpose:

- This is an introduction to our main character Eleanor and her den
- Show that Eleanor (our Octopus) has the ability to camouflage to her surroundings when dreaming and when awake
- Show Eleanor's ability to dream while sleeping as illustrated by the split second shift in her skin color and textures to fit her dream narrative and mood.

Sequence_01_Intro_200

Approx. Length: 1.5 seconds, 46 frames

Camera/Shot Type: Wide Shot

Shot Description:

- View of Eleanor's area outside her den

Shot Purpose:

- Establish the look of the surrounding area around her den
- Show that it is dawn and a beautiful morning
- Show that Eleanor is looking forward to having a new adventure

Sequence_01_Intro_300

Approx. Length: 1 second, 24 frames

Camera/Shot Type: Close-Up

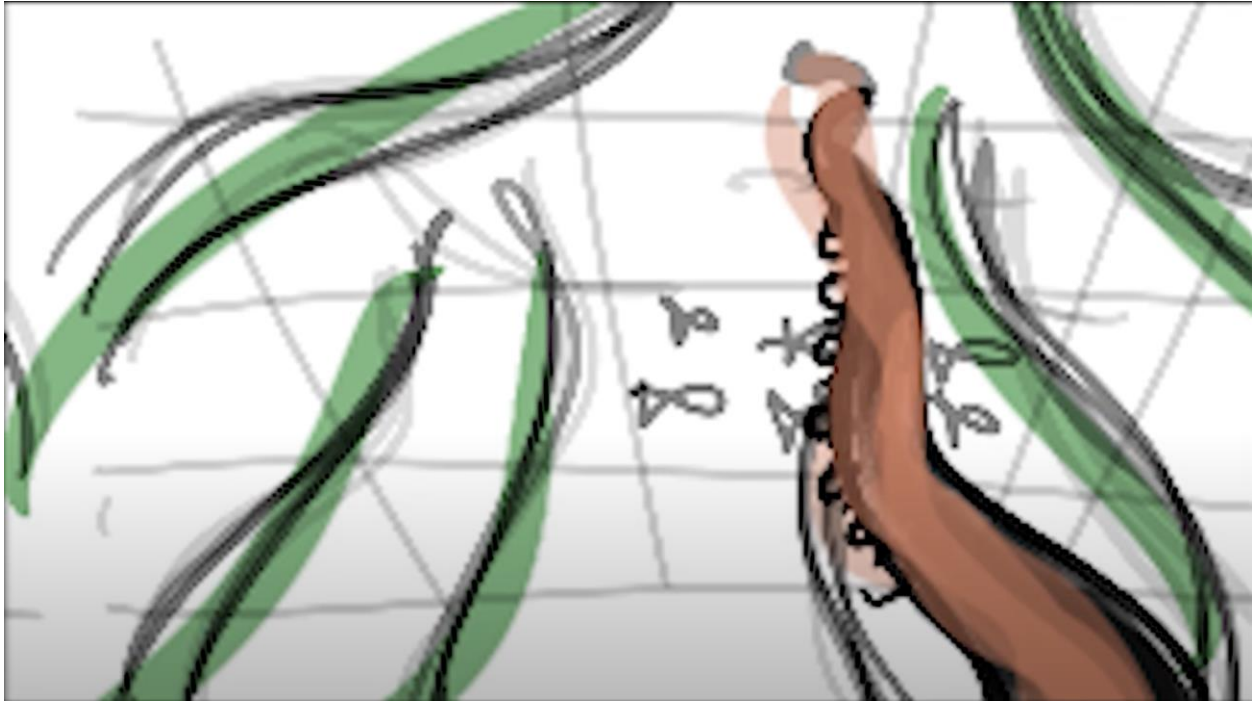
Shot Description:

- Close up of Eleanor, focus on joyful facial expression

Shot Purpose:

- Show a joyful expression on Eleanor, she appreciates her surroundings and is looking forward to enjoying the new day

Sequence_01_Intro_400



Approx. Length: 5.5 seconds, 130 frames

Camera/Shot Type: Medium Shot

Shot Description:

- Eleanor gracefully reaches out towards the kelp to play with fish
- Her arm sways with the kelp back and forth

Shot Purpose:

- Show the beauty of the environment and its inhabitants
- Introduce Eleanor's "dominant" arm

Sequence_01_Intro_500



Approx. Length: 3.6 seconds, 87 frames

Camera/Shot Type: Medium Long Shot

Shot Description:

- Eleanor takes a moment to observe what is going on around her
- She jets out towards the play area

Shot Purpose:

- Show Eleanor's curiosity and her excitement to go outside of her den and enjoy her day

Sequence_01_Intro_600



Approx. Length: 1.5 seconds, 36 frames

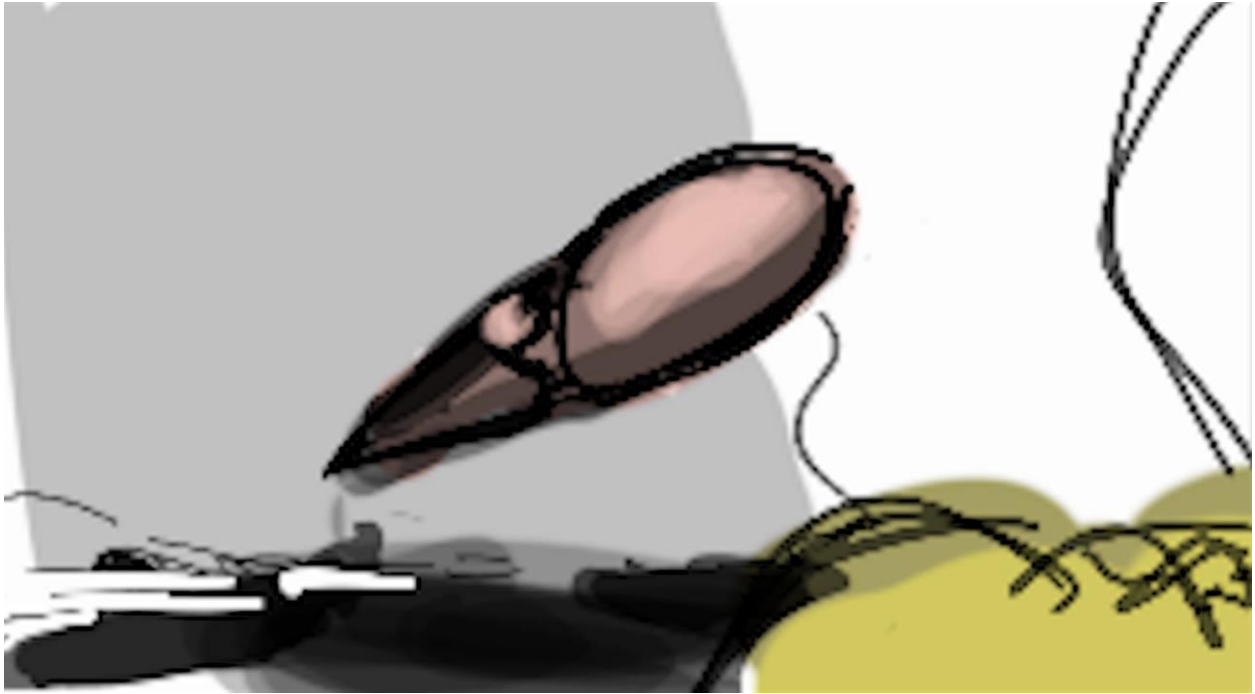
Camera/Shot Type: Extreme Long Shot

Shot Description:

- Wide view of her den area, Eleanor jetting away from her den

Shot Purpose:

- Show how smart and agile Eleanor is
- Show Eleanor's home environment

Sequence_01_Intro_700

Approx. Length: 1 second, 25 frames

Camera/Shot Type: Wide Shot

Shot Description:

- Camera view change, see Eleanor head on
- Shadow comes into view at the end of the shot to foreshadow the introduction of a deadly predator, a shark.

Shot Purpose:

- To show that Eleanor is quite comfortable in the water and clearly enjoys being able to swim freely in her neighborhood. She is also careful as she is vulnerable to the predators who also live there.

Sequence_01_Intro_800

Approx. Length: .75 second, 20 frames

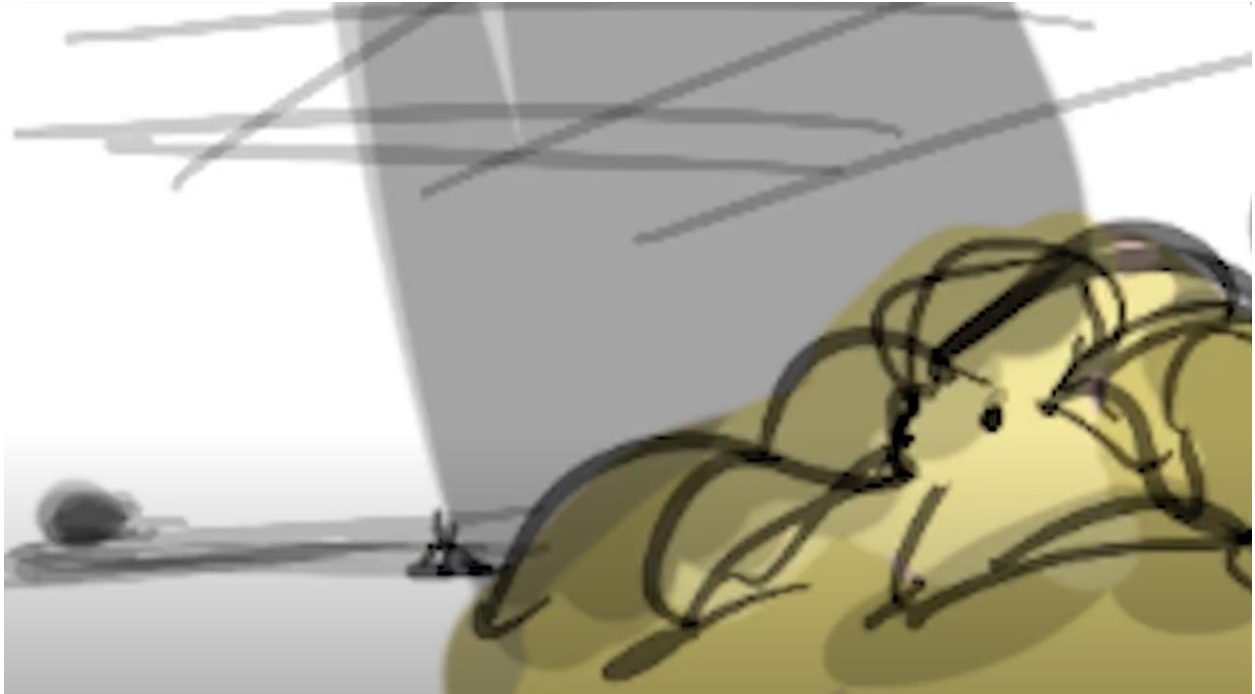
Camera/Shot Type: Wide Shot

Shot Description:

- An ominous Shadow appears above Eleanor
- Eleanor notices the shadow

Shot Purpose:

- Shows that at least one predator (Shark) is also living nearby in her neighborhood
- Shows that Eleanor is aware that predators (Sharks) live in the neighborhood
- Shows that Eleanor needs to be alert and she knows she needs to be careful when she sees this shadow.

Sequence_01_Intro_900

Approx. Length: 5.6 seconds, 136 frames

Camera/Shot Type: Extreme Long Shot

Shot Description:

- Eleanor shape shifts and camouflages into the rock and coral near her

Shot Purpose:

- Show how Eleanor decides to react to the predator and acknowledges her vulnerability. Shows that she has some special capabilities and instincts she uses to survive.

Sequence_01_Intro_1000

Approx. Length: 4.4 seconds, 105 frames

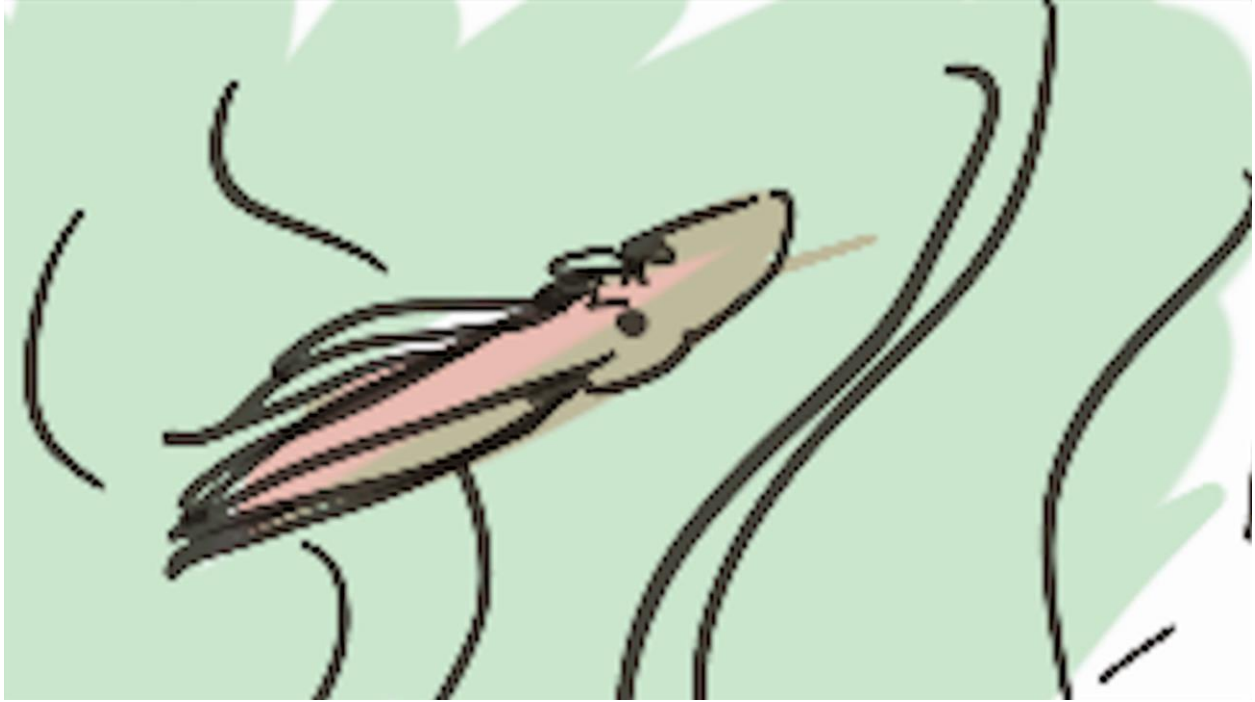
Camera/Shot Type: Wide Shot

Shot Description:

- Eleanor changes texture and shape shifts to blend in with the kelp
- Eleanor walks as kelp and then shift to jet into kelp forest

Shot Purpose:

- Show Eleanor's ability to camouflage when needed in order to keep herself alive and safe

Sequence_02_Play_100

Approx. Length: 4.3 seconds, 103 frames

Camera/Shot Type: Wide Shot

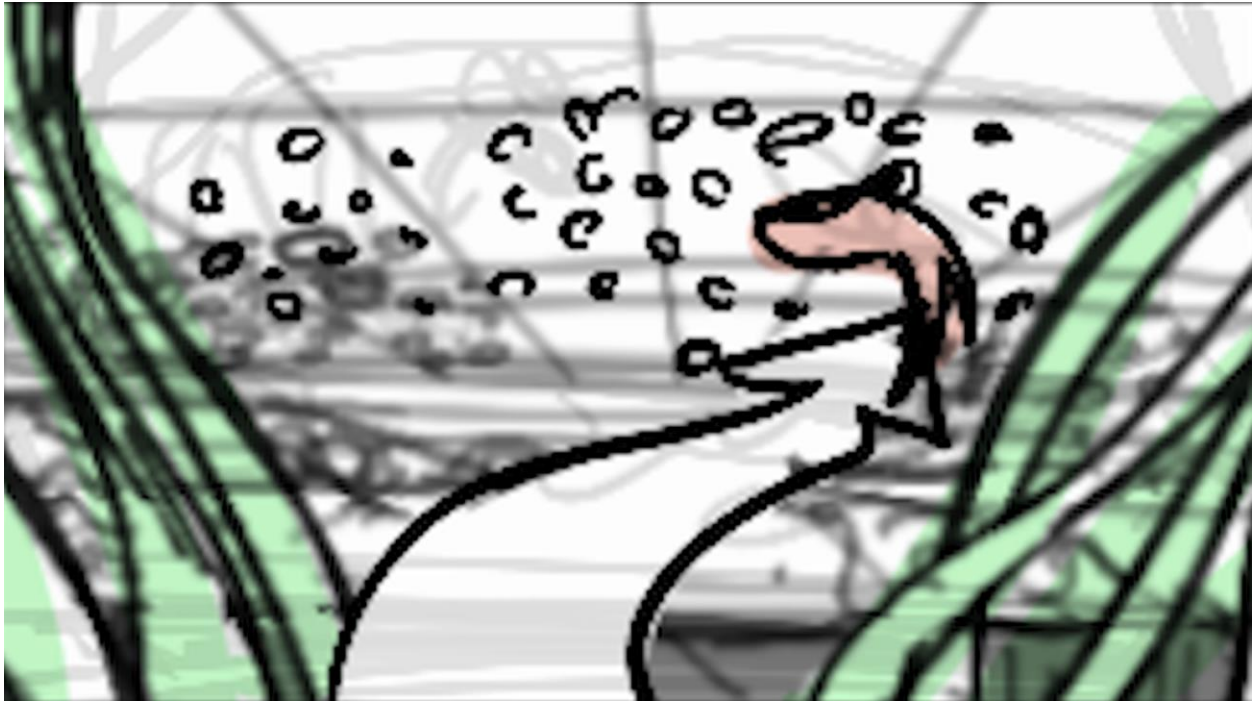
Shot Description:

- Safely past the danger, we see Eleanor enjoying swimming through kelp forest
- She is joined by the local school of fish

Shot Purpose:

- Introduce the fish she will interact with, and her playful energy
- Show Eleanor's capacity for joy and total freedom and abandon, even though the audience has seen that danger lurks nearby

Sequence_02_Play_200



Approx. Length: 3.5 seconds, 84 frames

Camera/Shot Type: Medium Shot → Wide Shot

Shot Description:

- [Medium Shot] Eleanor is using her dominant arm (along with her other arms) to move herself to the play area where she sees her friends, the local fish. Her Dominant Arm is in view.
- [Transition to Wide Shot] Eleanor is clearly enjoying the beginning of her daily adventure as she plays with her friends, the local fish
- Eleanor enters the play area and begins to play with the local fish

Shot Purpose:

- Eleanor uses all of her arms, but she sometimes depends on her dominant arm because that arm is more skilled than the others. She has discovered really interesting and engaging interactions with the fish using her dominant arm to play with the fish, reintroducing the dominant arm. We see Eleanor lost in the moment — we see her feeling alive and free lost in the play and and totally having fun and feeling completely energized with the local fish.
- This shot reveals that the area near her den is a "play area" for Eleanor and the local fish to interact.

Sequence_02_Play_300



Approx. Length: 5.6 seconds, 133 frames

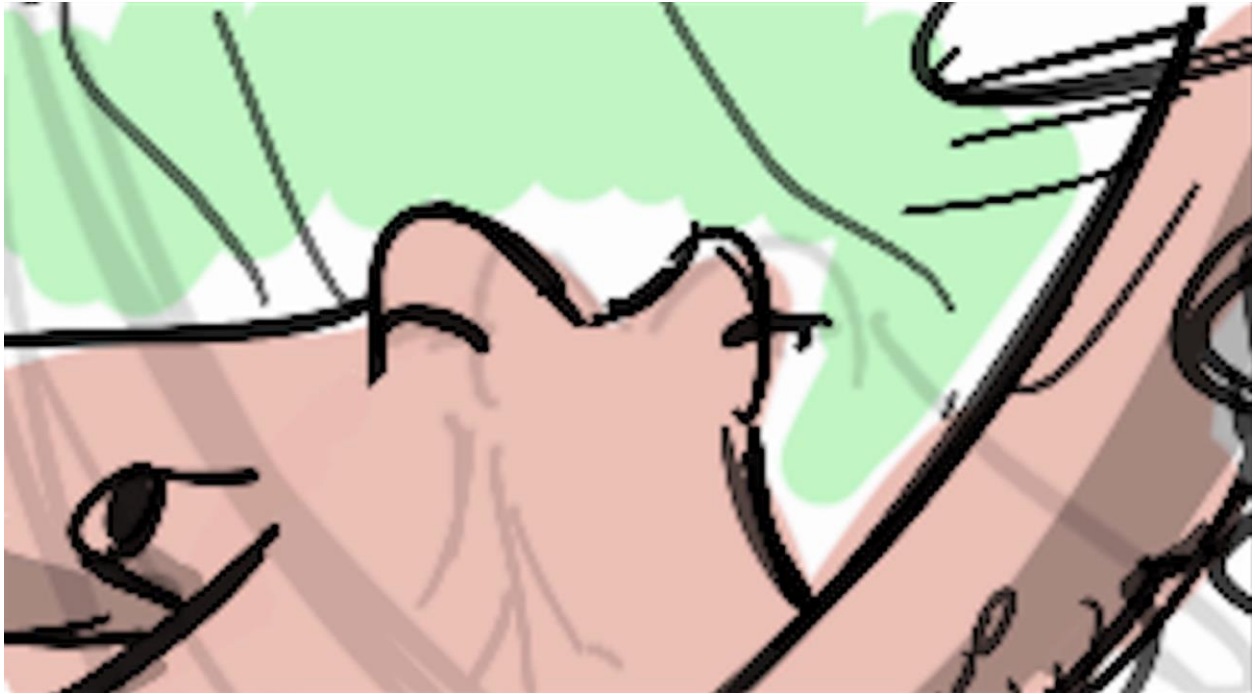
Camera/Shot Type: Wide Shot

Shot Description:

- Eleanor is playing with the local school of fish, following and sometimes directing their movements.
- She is having a terrific time, she and the fish are clearly enjoying playing what looks like an elaborate choreographed dance together and both the octopus and the fish are moving together in sync and gracefully.

Shot Purpose:

- Reveal Eleanor's ability to feel joy in her home and to play with her friends, the local fish.
- To show that Eleanor is smart and responsive to her environment and can let go and enjoy herself - she is inquisitive and responsive.
- Reveal how nimble and graceful Eleanor is.

Sequence_02_Play_400

Approx. Length: 2.5 seconds, 60 frames

Camera/Shot Type: Close-Up

Shot Description:

- Eleanor's facial expressions reveal pure joy and happiness
- The school of fish swim by, covering the camera
- They leave the shot revealing Eleanor's joyful expression

Shot Purpose:

- Show how much she enjoys playing with fish and how content she is in this moment,

Sequence_02_Play_500

Approx. Length: 2.6 seconds, 64 frames

Camera/Shot Type: Wide Shot

Shot Description:

- The local school of fish swim around a very content Eleanor
- Eleanor uses her arms to reach out to the fish

Shot Purpose:

- Show how playing with fish makes her feel free and very happy. She is feeling free and totally lost in the moment.

Sequence_02_Play_600



Approx. Length: 4.9 seconds, 117 frames

Camera/Shot Type: Wide Shot

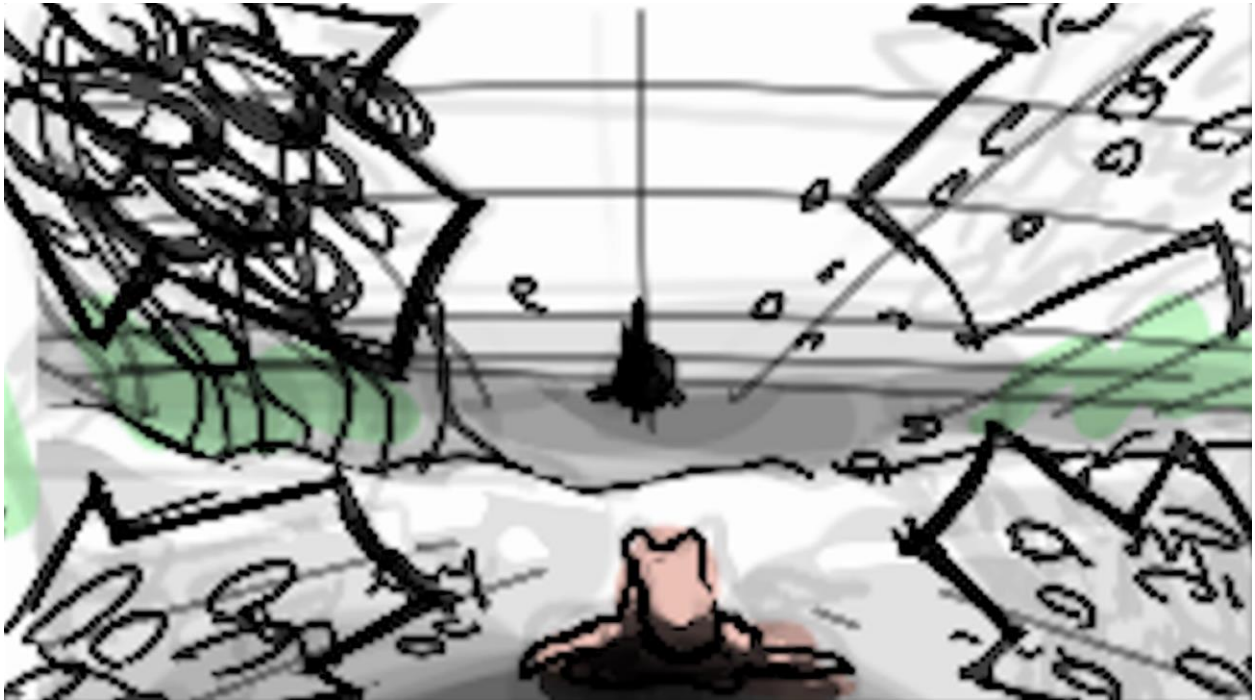
Shot Description:

- Eleanor continues to enjoy playing with the fish and the play becomes more complex until..
- The local school of fish suddenly stop playing and then abruptly swim away

Shot Purpose:

- To show that the mood has suddenly shifted. To show that the fish are spooked by something that Eleanor didn't see. To show the audience that something important is about to happen.

Sequence_02_Play_700



Approx. Length: 2.7 seconds, 63 frames

Camera/Shot Type: Extreme Long Shot

Shot Description:

- Eleanor is facing the shark
- The shark is swimming towards her

Shot Purpose:

- Show that Eleanor is now aware of why the fish left abruptly and sees the threat the shark poses to her. Eleanor has to act fast as the shark is threatening her survival and she is all by herself with no help.

Sequence_02_Play_800

Approx. Length: .6 seconds, 15 frames

Camera/Shot Type: Close-Up

Shot Description:

- To defend herself Eleanor grabs shells near her while she jets away from the shark

Shot Purpose:

- Show Eleanor's ability to troubleshoot quickly in a crisis and do the best she can under extreme pressure. She grabs shells quickly so we know that she can think of creative solutions when needed.

Sequence_02_Play_900

Approx. Length: 4.4 seconds, 25 frames

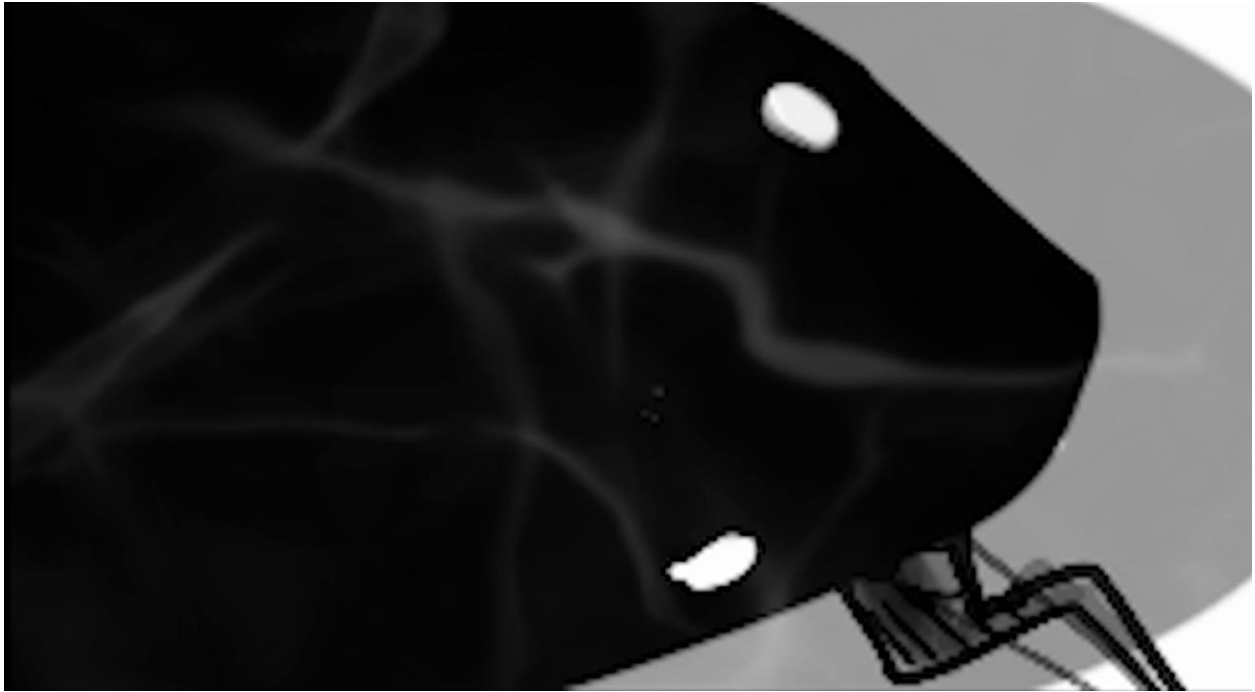
Camera/Shot Type:

Shot Description:

- Desperate for cover, Eleanor quickly finds a place to hide so she fits herself into a very small crack in a nearby rock where she knows the Shark will have a hard time reaching her.
- She camouflages into the rocks to make it even harder for the shark to find and hurt her.

Shot Purpose:

- Shows that Eleanor is very smart and adaptable and has many options to select from when trying to flee her predators. Eleanor's has developed sophisticated survival instincts. Note: we show several times when we see Eleanor troubleshoot and respond with appropriate behavior using the many tools she has evolved to survive.

Sequence_02_Play_1000

Approx. Length: 7 seconds, 163 frames

Camera/Shot Type: Wide Shot

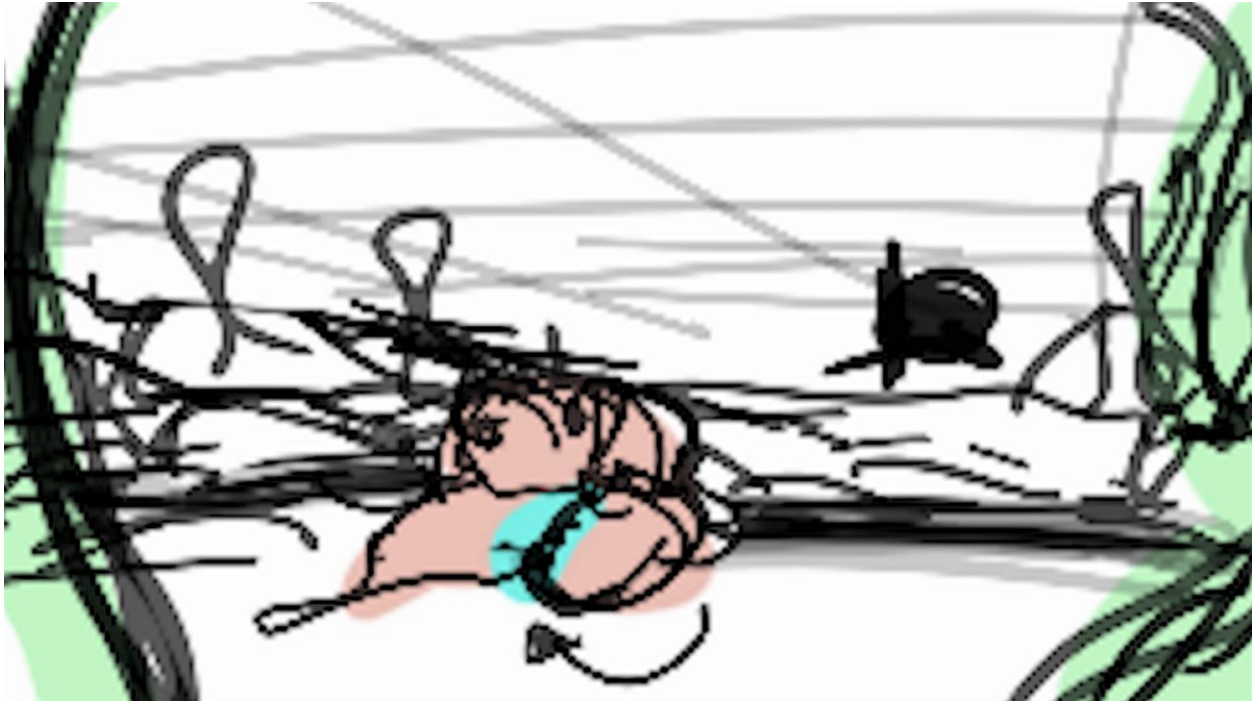
Shot Description:

Note: Make sure that there's a pause after the shark is off screen at the end of the shot.

- We see the shark swims over Eleanor's hiding spot. Eleanor uses her dominant arm to grab and raise the shells she collected above her, to protect her head and to try to form a protective space between her and the shark
- The shark continues to swim over her hiding spot, the shark's skin texture fills the shot and when gone we see Eleanor who is safe in her hiding spot.
- Once the shark is completely gone - Eleanor quickly leaves her hiding spot, while holding the shells

Shot Purpose:

- Show Eleanor using her impressive survival instincts to escape the shark

Sequence_02_Play_1100

Approx. Length: 3.3 seconds, 80 frames

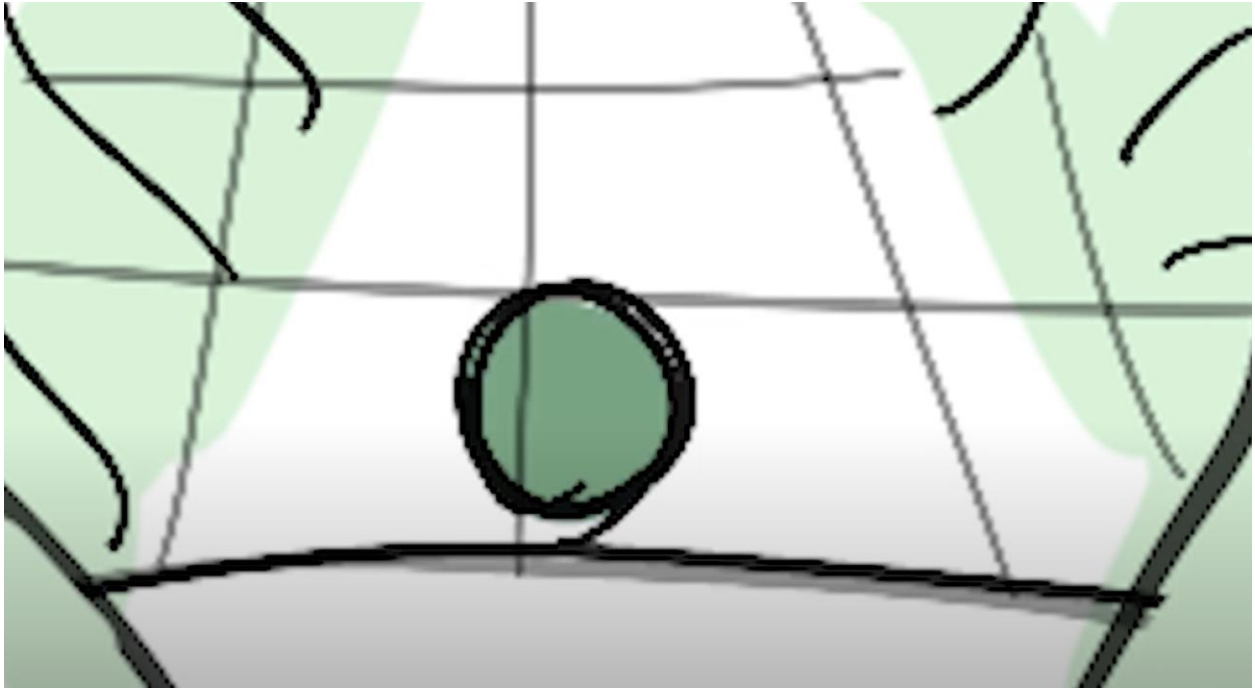
Camera/Shot Type: Wide Shot

Shot Description:

- We see the shark swim away from Eleanor and into the kelp forest in the background
- Eleanor quickly swims out of the play area and shape shifts/disguises herself as kelp while swimming away from the shark.

Shot Purpose:

- Eleanor continues to use her impressive survival techniques to protect herself. She uses her uncanny ability to shapeshift into Kelp and "walk" and also change colors while escaping the play area.

Sequence_02_Play_1200

Approx. Length: 3.9 seconds, 93 frames

Camera/Shot Type: Wide Shot

Shot Description:

- Eleanor shifts into a kelp ball
- She “walks” a few steps and then jets into kelp forest

Shot Purpose:

- Emphasize Eleanor’s shapeshifting capabilities. Prove that she is keenly aware of her surroundings. We see how well Eleanor navigates through her environment when she is in danger

Sequence_03_Danger_100

Approx. Length: 2.8 seconds, 68 frames

Camera/Shot Type: Wide Shot

Shot Description:

- Eleanor is trying to escape and throws the shark off her track. Eleanor jets through the kelp forest quickly so that she can try to get back to her den where she will be safe.

Shot Purpose:

- Show that Eleanor is using her impressive survival and swimming abilities to escape the shark

Sequence_03_Danger_200

Approx. Length: 2.8 seconds, 68 frames

Camera/Shot Type: Close-Up

Shot Description:

- While Eleanor is jetting away from the shark, she is focused on her escape. Eleanor is only thinking about staying safe.
- She senses something so she looks up to see if the shark is there

Shot Purpose:

- Show Eleanor's determination to stay safe and survive

Sequence_03_Danger_300

Approx. Length: 2.5 seconds, 60 frames

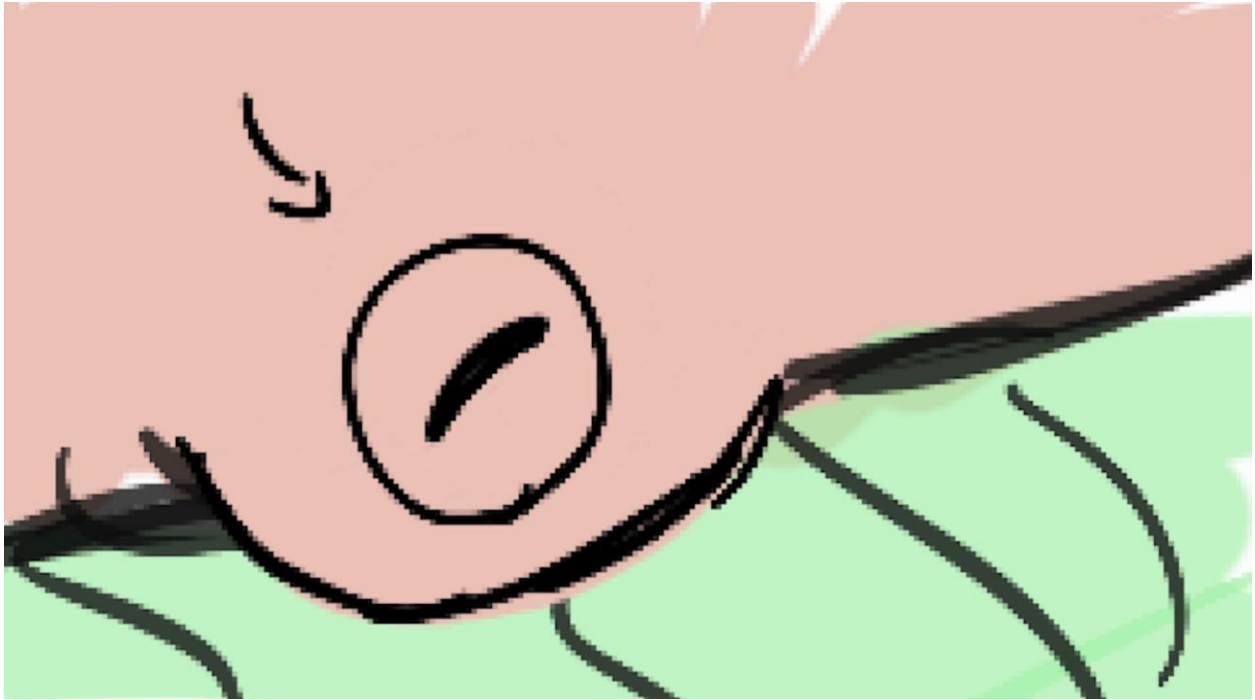
Camera/Shot Type: Wide Shot

Shot Description:

- While swimming through kelp forest, Eleanor looks up and sees a shadow above her. She is concerned that this might signify danger and the shark.

Shot Purpose:

- To show that Eleanor is making decisions to help guide her away from the danger that she senses.

Sequence_03_Danger_400

Approx. Length: 2 seconds, 48 frames

Camera/Shot Type: Extreme Close-Up

Shot Description:

- Eleanor is able to see the shadow, but not the source of the shadow, so she squints to take a better look.

Shot Purpose:

- Eleanor feels that she is in danger and needs to gather more information before she makes her next decision.

Sequence_03_Danger_500

Approx. Length: 1.6 seconds, 39 frames

Camera/Shot Type: Wide Shot

Shot Description:

- Eleanor quickly realizes that the source of the danger is a shark. Eleanor begins to swim faster, trying to get out of kelp forest and back to her den safely. The shark approaches her and then attacks her.
- The shark tries to bite/kill Eleanor.

Shot Purpose:

- Show the Eleanor is still in grave danger
- Show that the shark is still after Eleanor.
- Eleanor has to utilize her creative skill to keep herself safe.

Sequence_03_Danger_600

Approx. Length: 1.6 seconds, 42 frames

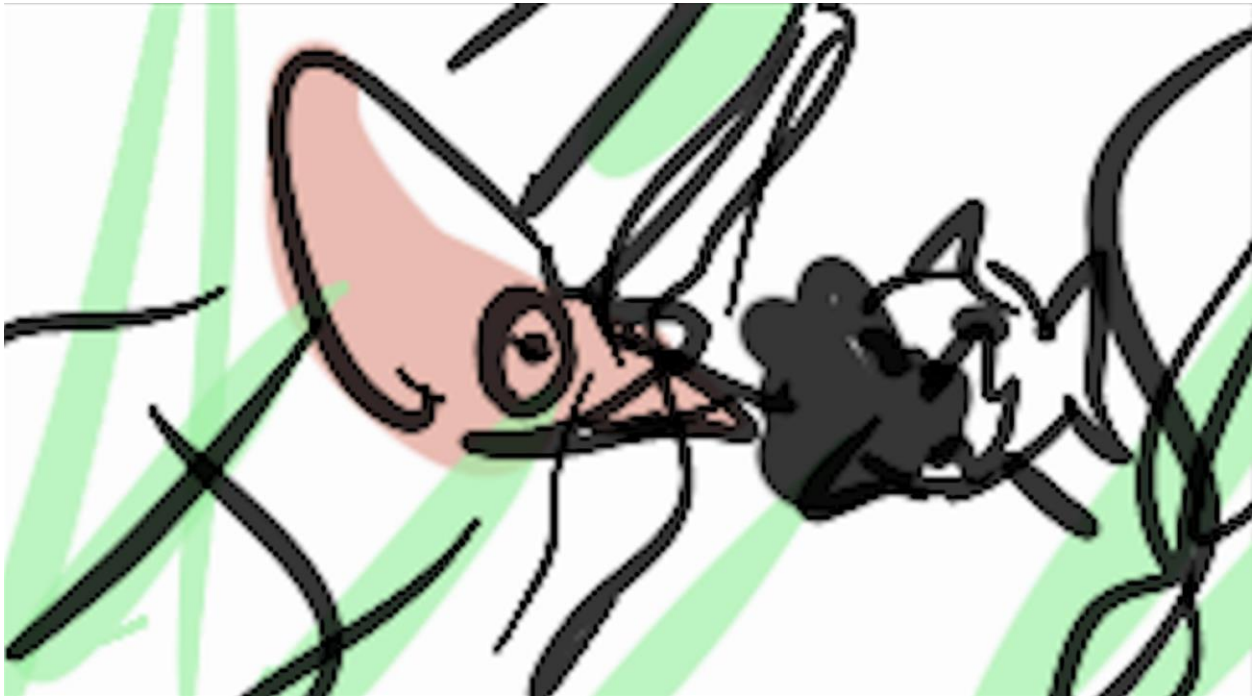
Camera/Shot Type: Wide Shot

Shot Description:

- The shark approaches Eleanor. Eleanor is terrified, but she uses her instincts to ink the shark, therefore, buying herself some time to escape

Shot Purpose:

- Show how Eleanor is using her natural instincts and intelligence to escape and remove herself from danger

Sequence_03_Danger_700

Approx. Length: 1.6 seconds, 42 frames

Camera/Shot Type: Wide Shot

Shot Description:

- The shark continues to pursue Eleanor, swimming toward her.
- Eleanor inks again, to buy herself more time, but the shark barrels through the ink

Shot Purpose:

- Eleanor is showing her intelligence by inking towards the shark in order to confuse it and throw it off her track.

Sequence_03_Danger_800



Approx. Length: 2.1 seconds, 52 frames

Camera/Shot Type: Wide Shot

Shot Description:

- The shark is still after Eleanor, so she tries inking once more.
- Eleanor blasts an immense amount of ink on the shark (as much as she can) , and propels forward, creating needed distance between her and the shark

Shot Purpose:

- Eleanor's determination and confidence is revealed by her ability to ink her predator even though she failed to throw the shark off her track the first two times. This is her last ditch effort to escape before being forced to try a different solution

Sequence_03_Danger_900



Approx. Length: 1.4 seconds, 33 frames

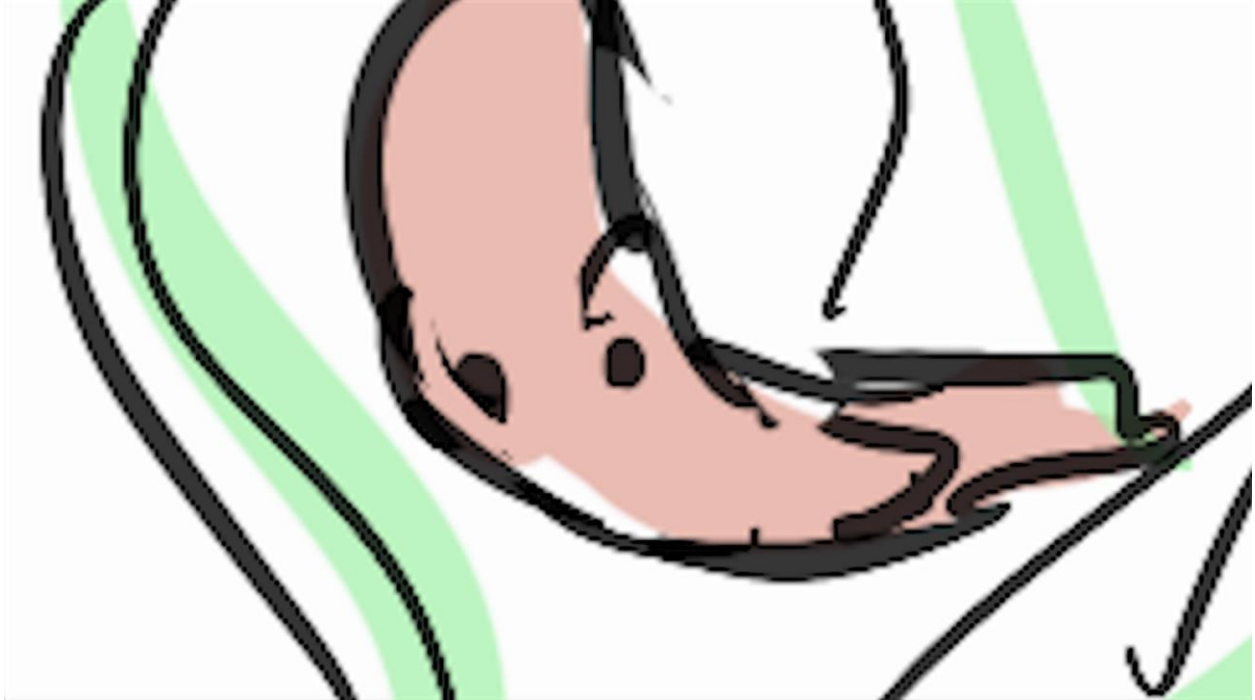
Camera/Shot Type: Wide Shot

Shot Description:

- Eleanor's ink blast covers the shark.
- The ink floods [the area around the shark](#) and the shot ends with the ink covering the entire screen

Shot Purpose:

- Show how capable Eleanor is to respond to predators' threats

Sequence_03_Danger_1000

Approx. Length: 1.8 seconds, 44 frames

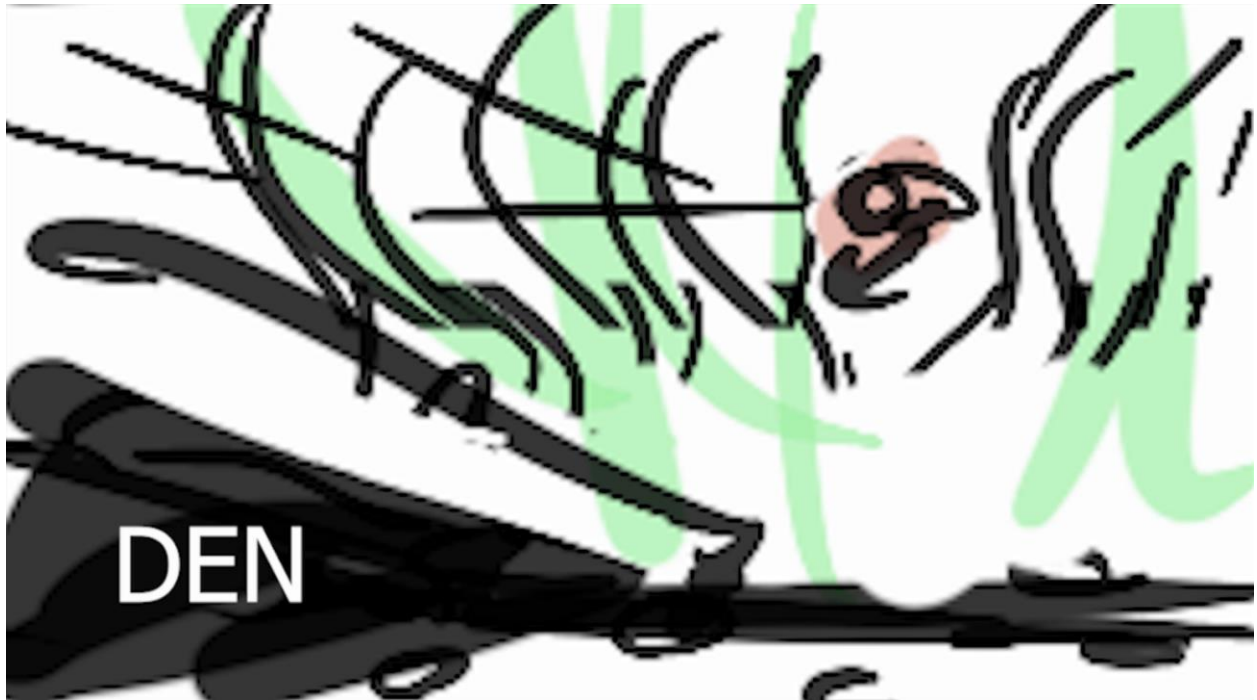
Camera/Shot Type: Wide Shot

Shot Description:

- Eleanor begins to relax, thinking that she has escaped the shark.
- She continues to swim through the kelp forest towards her den and safety.

Shot Purpose:

- Eleanor believes that she is able to escape the shark and that she will finally be able to return to her den safe and sound.

Sequence_03_Danger_1100

Approx. Length: 1.5 seconds, 37 frames

Camera/Shot Type: Extreme Long Shot

Shot Description:

- Eleanor sees that her den is in sight. She swims out of kelp forest, and towards her den to safety.

Shot Purpose:

- Show that Eleanor is close to her den and is on her way to safety.

Sequence_03_Danger_1200

Approx. Length: 1.8 seconds, 54 frames

Camera/Shot Type: Wide Shot

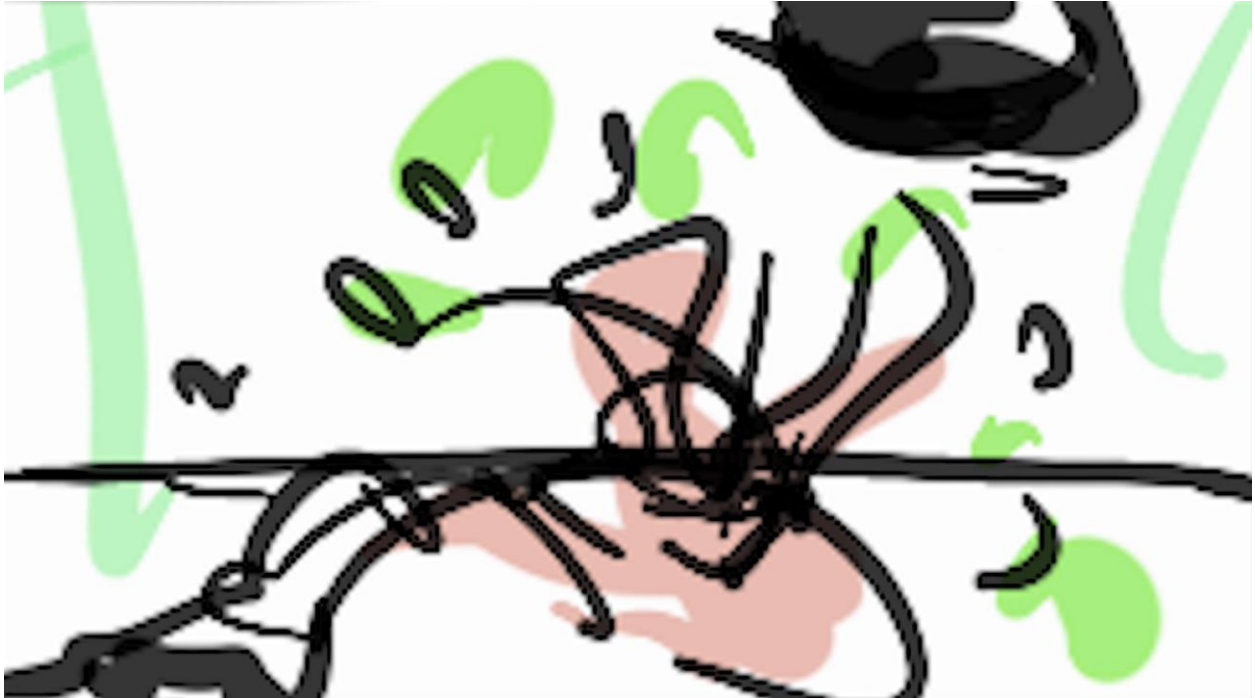
Shot Description:

- Eleanor swims towards her den, unaware that the shark is right behind her
- The shark bites down and barely misses Eleanor

Shot Purpose:

- Illustrate the persistence of the shark and the Shark's danger to Eleanor.

Sequence_03_Danger_1300



Approx. Length: 1.1 seconds, 27 frames

Camera/Shot Type: Wide Shot

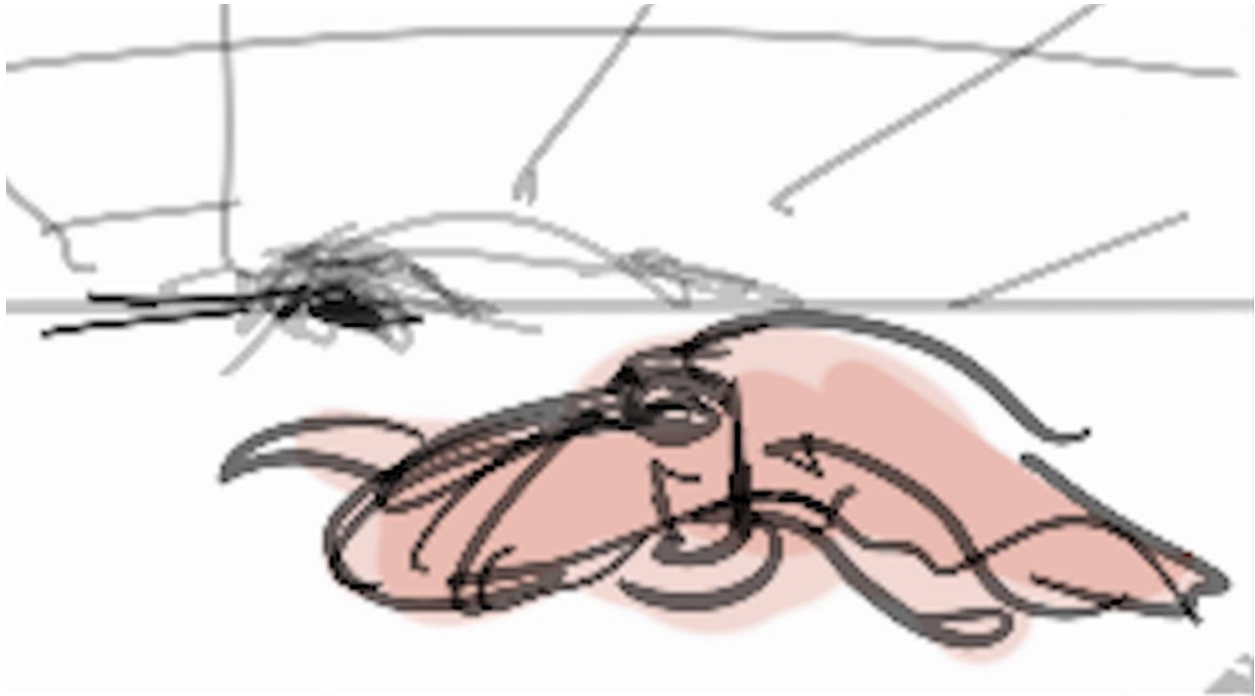
Shot Description:

- As the shark tries to bite her, Eleanor dives down to the Ocean floor. Her arms are flailing and her shells are flying everywhere. She is uncoordinated, scared and shocked.
- The shells she collected when she hid in the crevice are thrown into the space around her because she has been taken off guard and attacked.

Shot Purpose:

- Show Eleanor in a frantic and vulnerable state.

Sequence_03_Danger_1400



Approx. Length: 1.1 seconds, 27 frames

Camera/Shot Type: Wide Shot

Shot Description:

- We see Eleanor on the ground and she looks unbalanced and uncoordinated. Although her den is in view, she is unable to get back there in time to avoid the attack
- She looks up and sees the shark swimming towards her.

Shot Purpose:

- Show that Eleanor has run out of time and that an attack is unavoidable

Sequence_03_Danger_1500

Approx. Length: .63 seconds, 15 frames

Camera/Shot Type: Wide Shot

Shot Description:

- Eleanor is on the ground, the shells are spread out unevenly on the ground around her. She looks up and sees that the shark is swimming towards her.

Shot Purpose:

- Eleanor now knows that she is in real and immediate danger

Sequence_03_Danger_1600

Approx. Length: 1 second, 24 frames

Camera/Shot Type: Wide Shot

Shot Description:

- Eleanor is horrified. She has to come up with a solution quickly or the shark will kill her. Eleanor uses her dominant arm to grab the shells she collected before hiding in the crevice earlier and she starts to create a shield with her shells attached to her arms, hoping that the shell shield will protect her.

Shot Purpose:

- Eleanor continues to use her impressive survival techniques to protect herself from danger- this time she uses the shells to create a shield.

Sequence_03_Danger_1700

Approx. Length: 1.58 seconds, 38 frames

Camera/Shot Type: Wide Shot

Shot Description:

- Eleanor is facing the shark. Her shell shield is propped above her head for protection
- The shark bites down on Eleanor, but hits the shell shield first.

Shot Purpose:

- Eleanor uses the shield of shells as her last defense against the shark

Sequence_03_Danger_1800

Approx. Length: .4 seconds, 10 frames

Camera/Shot Type: Extreme Close-Up

Shot Description:

- Eleanor is shocked and scared. The shell shield is protecting Eleanor.
- There should be an emphasis on her facial expressions, specifically her eye and how that communicates fear.

Shot Purpose:

- Show how scared Eleanor is in the moment.

Sequence_03_Danger_1900



Approx. Length: 1.4 seconds, 33 frames

Camera/Shot Type: Medium Shot

Shot Description:

- As the shark bites down on Eleanor, the shell shield protecting Eleanor remains intact.
- The camera shakes- mimicking the shark's aggression trying to shake Eleanor off her shell shield.

Shot Purpose:

- Show the shark's aggression towards Eleanor and how the shell shield Eleanor creates is holding up.. but barely.

Sequence_03_Danger_2000



Approx. Length: .4 seconds, 10 frames

Camera/Shot Type: Extreme Close-Up

Shot Description:

- Eleanor realizes the shell might not hold together any longer. Eleanor is still shocked and scared and doesn't know what to do if the shell shield fails to protect her.

Shot Purpose:

- Illustrate how scared Eleanor is in the moment. Note: There should be an emphasis on her facial expressions, specifically her "eye fear expression" and how that communicates her inner emotional condition.

Sequence_03_Danger_2100



Approx. Length: 2.1 seconds, 50 frames

Camera/Shot Type: Wide Shot

Shot Description:

- The shells continue to hold together, protecting Eleanor. The shark becomes more aggressive and bites even harder after which the shell shield breaks.
- The shark gets a hold of Eleanor's arm.

Shot Purpose:

- Show the failure of the shell shield and that Eleanor is about to lose her arm.

Sequence_03_Danger_2200



Approx. Length: 1.1 seconds, 27 frames

Camera/Shot Type: Extreme Close Up

Shot Description:

- Eleanor is in complete shock.

Shot Purpose:

- Show how shocked Eleanor is that the shark has grabbed her arm knowing that she is in grave danger
- Note: Emphasize how shocked she looks when the shark grabs her arm through facial expressions.

Sequence_03_Danger_2300



Approx. Length: 3.3 seconds, 80 frames

Camera/Shot Type: Wide Shot

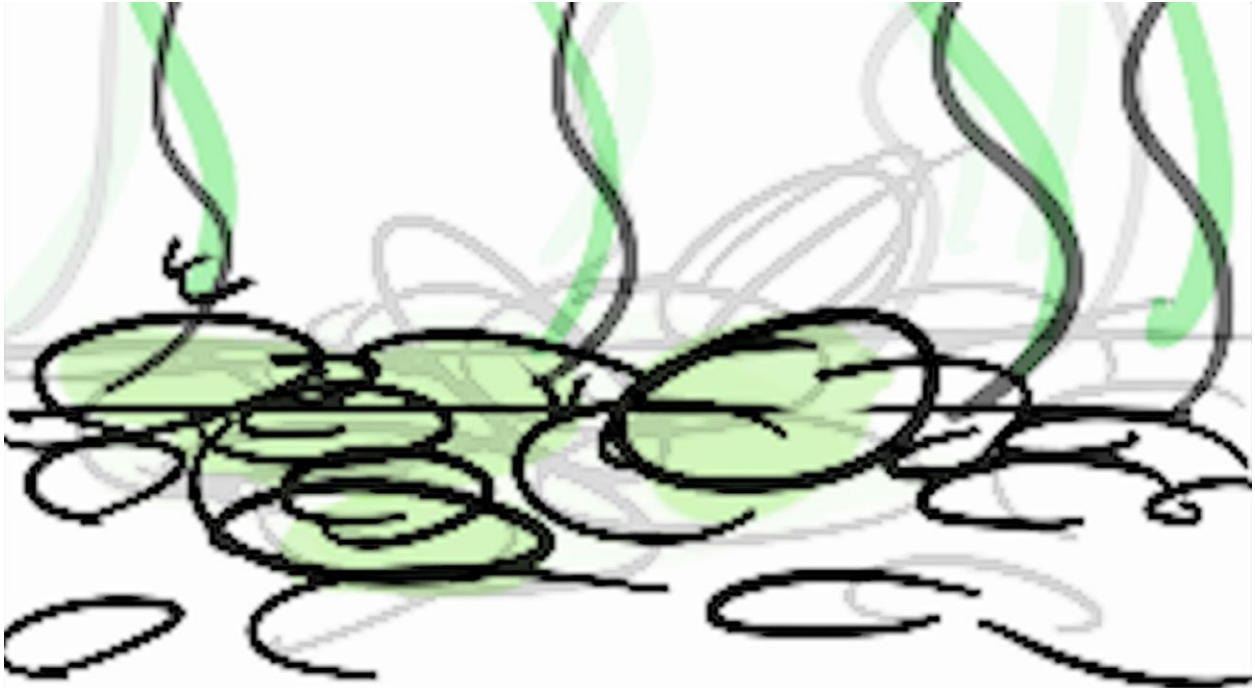
Shot Description:

- Eleanor is trying to back away, but the shark continues to pull on her arm. The shark tears her arm off and the shells that were once on her arm from the shell shield fly everywhere from the impact.

Shot Purpose:

- Show the loss of her arm, and the shells flying off as they failed to protect her

Sequence_03_Danger_2400



Approx. Length: 6 seconds, 144 frames

Camera/Shot Type: Wide Shot

Shot Description:

- The shells that were used for the shield fly everywhere and begin to fall on the sea floor. They continue to fall and create a pile of shells. The shells are cracked and broken, symbolizing the shell shields failure to protect [Eleanor](#).

Shot Purpose:

- Having the shells fall gently illustrates their failure, but how Eleanor chooses to use them creatively is important for the story later.

Sequence_03_Danger_2500



Approx. Length: 2.75 seconds, 66 frames

Camera/Shot Type: Wide Shot

Shot Description:

- Eleanor stumbles toward the ground from the impact. She is terrified, in shock and her arms that were so graceful are now awkward and uncoordinated.

Shot Purpose:

- Show Eleanor shocked and terrified that she has lost her arm to the shark.

Sequence_03_Danger_2600



Approx. Length: 4 seconds, 96 frames

Camera/Shot Type: Wide Shot → Extreme Long Shot

Shot Description:

- Eleanor looks at the shark holding her arm. The shark turns and swims into the kelp forest as Eleanor watches.

Shot Purpose:

- Show how Eleanor has lost something invaluable to her - part of her being! She has to watch her arm leave with the shark knowing that she will never see it again

Sequence_03_Danger_2700

Approx. Length: 3.75 seconds, 90 frames

Camera/Shot Type: Wide Shot

Shot Description:

- Eleanor is in excruciating pain and is unable to balance herself now that her dominant arm is gone. Her remaining arms are discoordinated and flailing around her. Eleanor is completely off balance and not in control of herself and is traumatized.

Shot Purpose:

- Show how disoriented and traumatized Eleanor is as a result of the shark attack and loss of Eleanor's own arm

Sequence_03_Danger_2800

Approx. Length: 4 seconds, 95 frames

Camera/Shot Type: Medium Shot

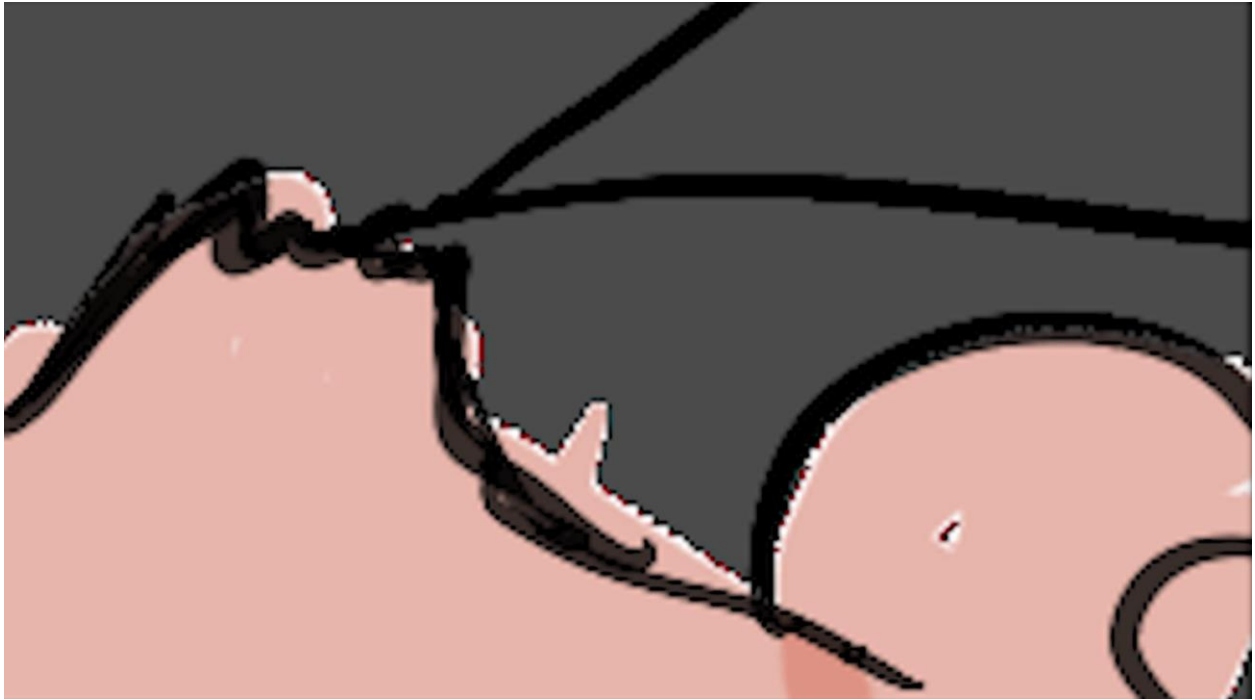
Shot Description:

- Eleanor is now in survival mode and she drags herself back to her den. She is in terrible pain and is in shock about the loss of her arm.

Shot Purpose:

- Show how disoriented and terrified Eleanor is to have lost her arm to the shark

Sequence_03_Danger_2900



Approx. Length: 5.3 seconds, 127 frames

Camera/Shot Type: Extreme Close-Up → Medium Shot

Shot Description:

- Looking from Eleanor's perspective- we see her look at her severed arm.
- The impact and trauma are too much for Eleanor and she begins to fade into a deep sleep, and the image of her severed arm is no longer in her view. She fades into a deep sleep.

Shot Purpose:

- Eleanor has lost a part of herself. She is confused, scared, and traumatized and begins to drift to sleep.

Sequence_03_Danger_3000

Approx. Length: 9 seconds, 217 frames

Camera/Shot Type: Medium Shot

Shot Description:

- Eleanor begins to fall asleep. We can see the pain in her eyes as she drifts into her dream state. While she sleeps, Eleanor changes colors and camouflages while she experiences her dream. She continues to to change colors as the shot fades to black and we move on to her dream state.

Shot Purpose:

- Eleanor, traumatized by the attack and exhausted, drifts off to sleep.

Sequence_04_Nightmare_0100



Approx. Length: 5 seconds, 115 frames

Camera/Shot Type: Long Shot

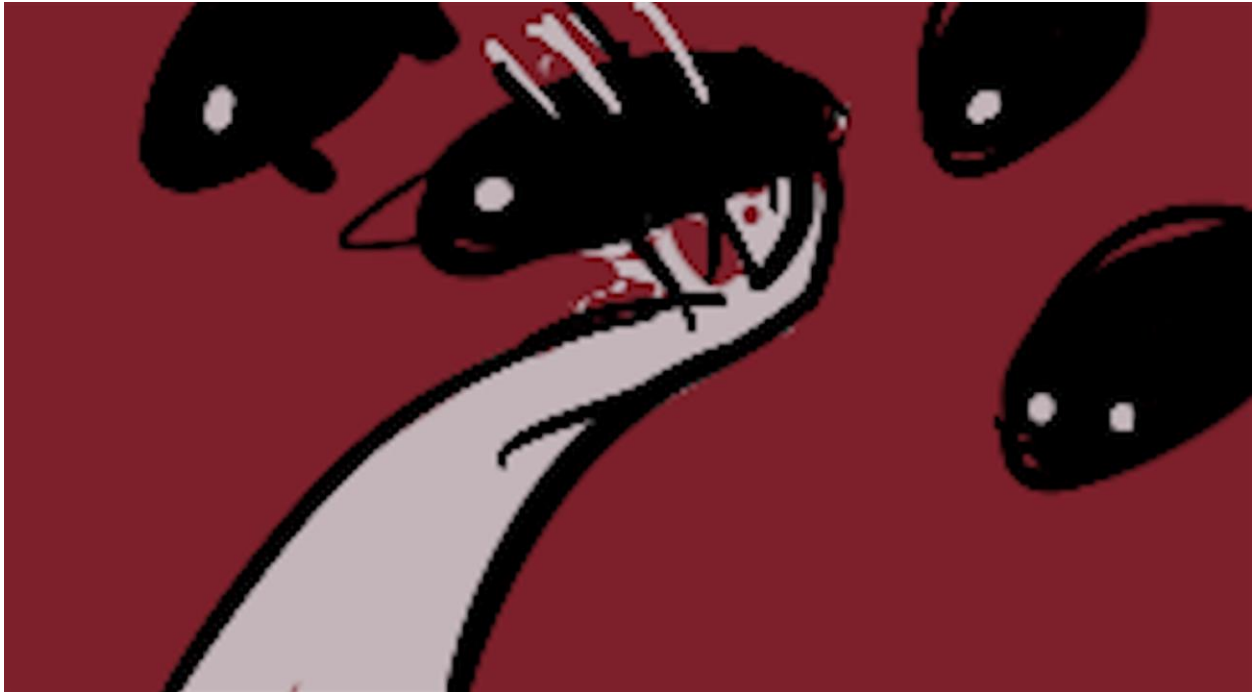
Shot Description:

- The setting turns red/nightmarish
- Eleanor sees a group of fish in front of her and her instinct is to want to play with them

Shot Purpose:

- This shot establishes the dream world Eleanor finds herself in.
- Eleanor enters the world of her nightmare.
- Eleanor follows her instinct and wants to play with the fish she sees

Sequence_04_Nightmare_0200



Approx. Length:

Camera/Shot Type: Medium Shot

Shot Description:

- Eleanor's arm passes through the fish
- The fish do not react because they do not see Eleanor

Shot Purpose:

- Eleanor's instinct is to play with her friends, the fish
- It becomes clear to Eleanor that she can no longer play with the fish like she normally does
- The shot clarifies that the fish do not acknowledge Eleanor illustrating that she is in a strange new place where the rules are not clear.

Sequence_04_Nightmare_0300



Approx. Length: 2 seconds, 45 frames

Camera/Shot Type: Close-Up

Shot Description:

- Eleanor holds up her arm to take a closer look

Shot Purpose:

- Eleanor is acknowledging something is different about her arm in the dream
- Eleanor is confused and disturbed that she cannot touch the fish like she normally would

Sequence_04_Nightmare_0400



Approx. Length: 5.5 seconds, 130 frames

Camera/Shot Type: Close-Up

Shot Description:

- Eleanor sees that her arm is missing
- Eleanor reaches out her severed arm towards the fish so that she can play with them but is unable to reach them and they do not respond

Shot Purpose:

- Eleanor realizes that her arm has been severed.
Because the fish do not acknowledge Eleanor she believes that she will no longer be able to play with the fish
- The fish do not acknowledge her presence which is disturbing to Eleanor

Sequence_04_Nightmare_0500

Approx. Length: 3 seconds , 70 frames

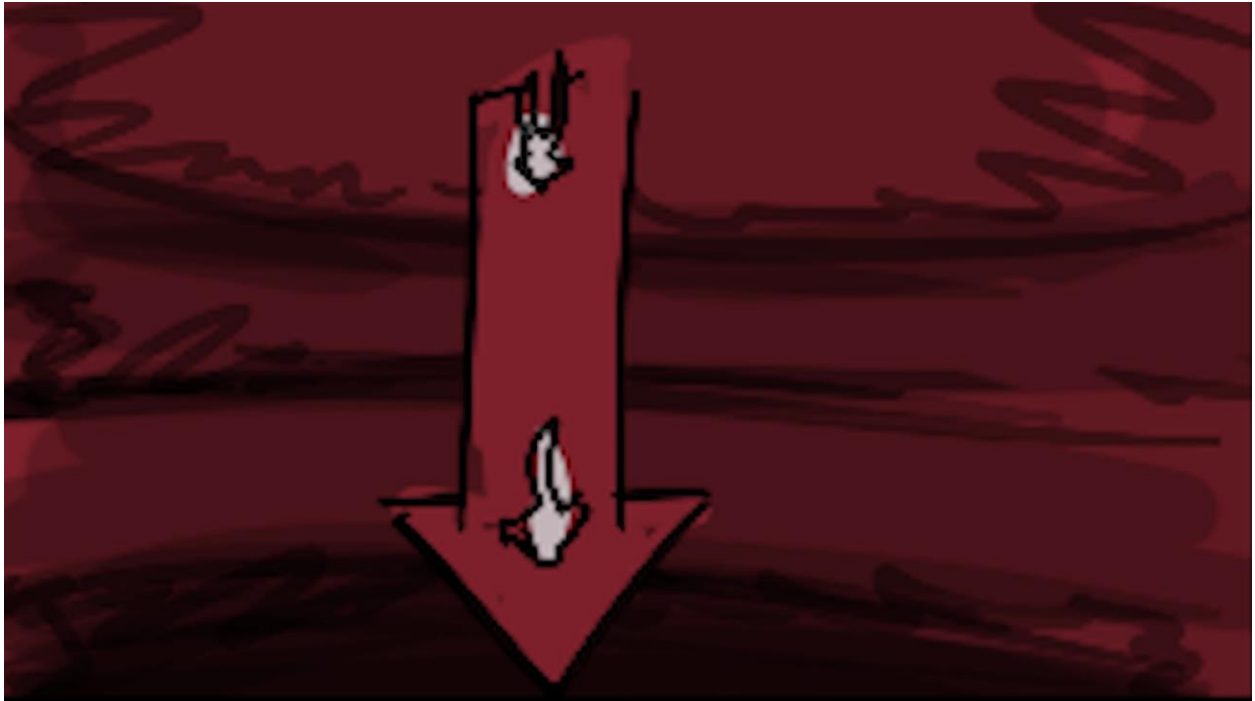
Camera/Shot Type: Long Shot

Shot Description:

- A nightmarish shark immediately appears out of nowhere and swallows her whole

Shot Purpose:

- Eleanor gets swallowed whole by a shark
- Eleanor's worst fear has come true - the shark swallows her and she should be dead.

Sequence_04_Nightmare_0600

Approx. Length: 2.5 seconds, 60 frames

Camera/Shot Type: Extreme Long-Shot

Shot Description:

- Eleanor plummets through the shark's cavernous nightmare-mouth/body that seems endless and terrifying

Shot Purpose:

- We see Eleanor helplessly fall through her worst fear in her nightmare
- There is nothing that Eleanor can do to stop herself from falling

Sequence_04_Nightmare_0700



Approx. Length: 2.5 seconds, 60 frames

Camera/Shot Type: Long Shot

Shot Description:

- Eleanor continues to fall through the mouth of the shark are seen from above her

Shot Purpose:

- Eleanor feels helpless as she falls through the shark's mouth into the vast emptiness below and we see the nightmarish details of her worst fears
- She grows smaller and smaller as she falls as she feels less and less significant, losing her sense of herself and her body

Sequence_04_Nightmare_0800

Approx. Length: 2 seconds, 48 frames

Camera/Shot Type: Long Shot

Shot Description:

- Eleanor hits the ground with a thud

Shot Purpose:

- After her long fall through the sharks mouth, Eleanor lands hard on the seafloor which sudden and painful
- Landing on the seafloor leaves Eleanor dazed and confused

Sequence_04_Nightmare_0900



Approx. Length: 3 seconds, 65 frames

Camera/Shot Type: Wide Shot

Shot Description:

- Eleanor lands on the seafloor unable to move. She tries to discern where she is in this foreign and barren landscape

Shot Purpose:

- Eleanor is alone and hurt with no one in sight to help. She is at her lowest emotional point in the story
- The environment is void of anything recognizable to her and she feels completely lost and alone

Sequence_04_Nightmare_1000



Approx. Length: 120 frames

Camera/Shot Type: Extreme Close-Up

Shot Description:

- Eleanor's eyes open and she perks up as she notices something

Shot Purpose:

- Eleanor opens up her eyes and looks around her
- Eleanor notices something in this barren landscape that is familiar to her
- She sees the shells that she found in the real world appear in the darkness. Finding something familiar is reassuring to her and perks up her spirits a bit.

Sequence_04_Nightmare_1100



Approx. Length: 1.5 seconds, 35 frames

Camera/Shot Type: Long Shot

Shot Description:

- The shells are seen in the formation of a pattern that looks like an extension of Eleanor's arm that she lost to the shark

Shot Purpose:

- We see the familiar shells from Eleanor's perspective - The shell configuration seems out of place to Eleanor in this strange environment but is reassuring to Eleanor because she sees the shells form an extension of her stub arm into her full sized arm

Sequence_04_Nightmare_1200



Approx. Length: 2 seconds, 45 frames

Camera/Shot Type: Medium Shot

Shot Description:

- Eleanor reaches out her severed arm toward the shells in the sand

Shot Purpose:

- Eleanor puts an enormous amount of effort to reach out to the rocks
- This formation of shells encourages her to feel hopeful that she will survive the pain and trauma.

Sequence_04_Nightmare_1300

Approx. Length: 2 seconds, 45 frames

Camera/Shot Type: Medium

Shot Description:

- She reaches out her arm toward the shells and imagines the pile of shells as her missing arm

Shot Purpose:

- Eleanor envisions the shells as being an extension of her missing arm.
- Eleanor feels hopeful that after losing her arm in the real world that she will survive

Sequence_04_Nightmare_1400



Approx. Length: 2 seconds, 50 frames

Camera/Shot Type: Long Shot

Shot Description:

- Eleanor gathers the shells closer to her body

Shot Purpose:

- Weakened by her previous encounter, Eleanor remains curious and checks out the location of the shells and starts to gather them.

Sequence_04_Nightmare_1500



Approx. Length: 5.5 seconds, 140 frames

Camera/Shot Type: Long Shot

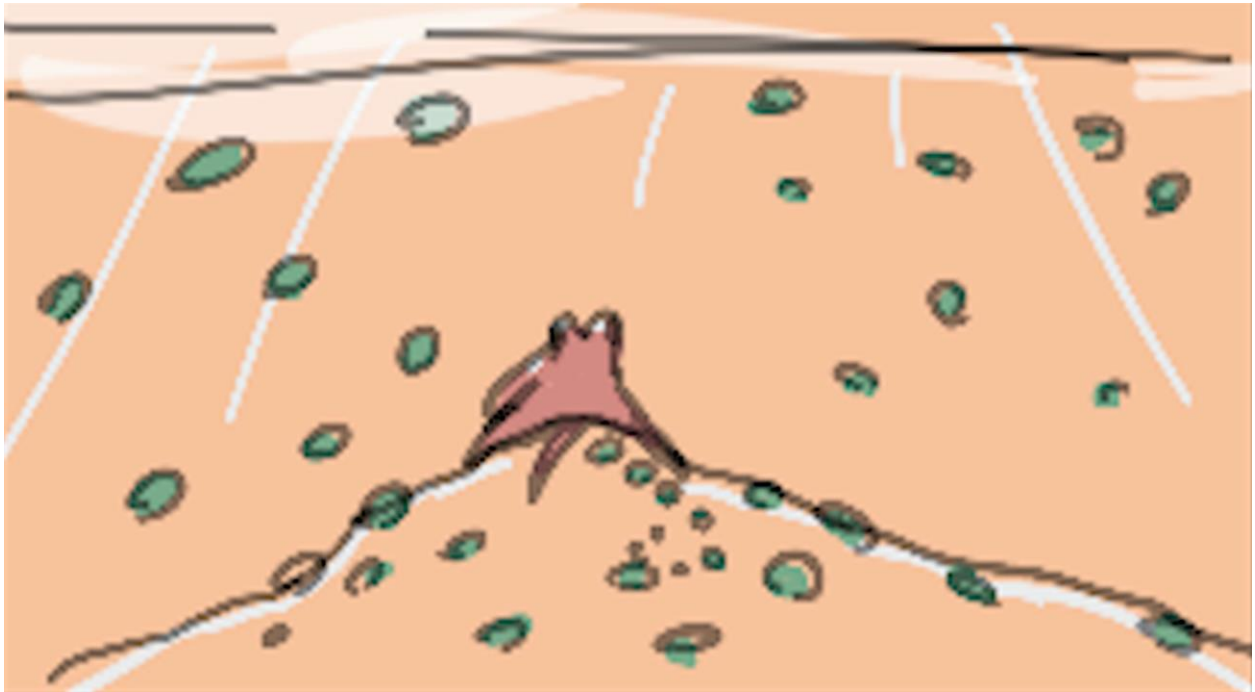
Shot Description:

- Eleanor's dream shifts out of the nightmare and into a new environment. Eleanor is seen shifting into a new dream
- Eleanor picks up one of the shells near her and looks up to find out what is creating a shadow nearby

Shot Purpose:

- Her nightmarish dream is transitioning into a more positive and hopeful dream

Sequence_05_Hope_0100



Approx. Length: 2 seconds, 40 frames

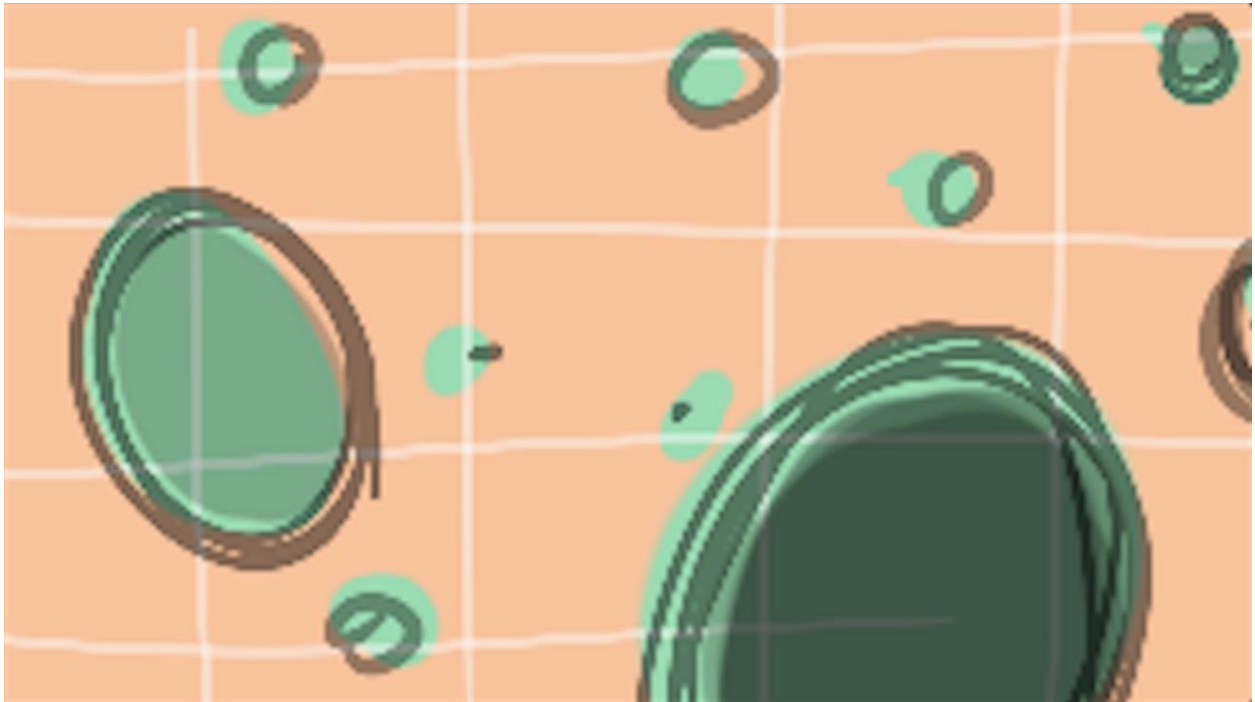
Camera/Shot Type: Wide/Establishing Shot

Shot Description:

- Eleanor looks up (in her dream world) and sees beautiful and diverse shells gently falling toward and around her. Suddenly she is in a bright new magical colorful dream world and she has left her nightmare world and emerged into a new dream world

Shot Purpose:

- Her favorite shells from the real world have arrived from the surface of the water above her and are gently falling around her.
- This gives Eleanor a feeling hope, peace and joy

Sequence_05_Hope_0200

Approx. Length: 3 seconds, 70 frames

Camera/Shot Type: Medium Shot

Shot Description:

- A close-up of the shells falling down from the surface of the water toward Eleanor

Shot Purpose:

- The shot illustrates how beautiful and magical and abundant the shells are in this part of Eleanor's dream.

Sequence_05_Hope_0300

Approx. Length: 1.5 seconds, 35 frames

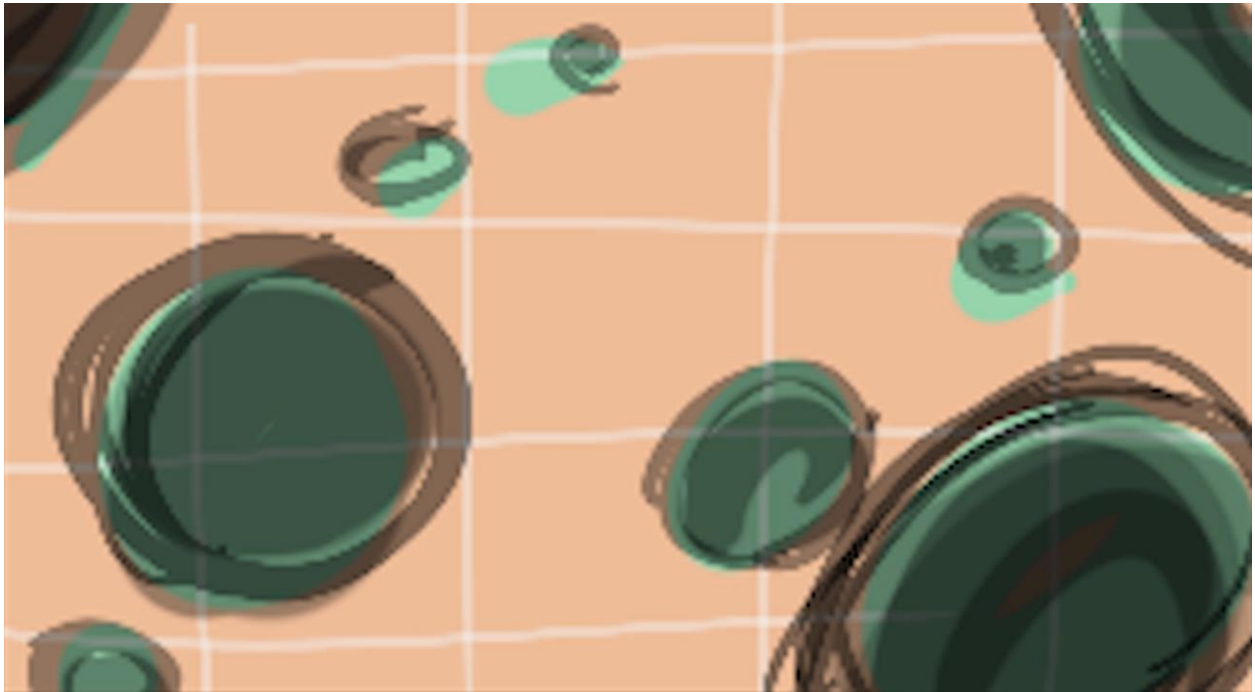
Camera/Shot Type: Close-Up Shot

Shot Description:

- The shells gently fall onto Eleanor and gently surround her
- Eleanor is surrounded by this beautiful display of shells in this wild new place

Shot Purpose:

- Eleanor is entranced by the shells and is now feeling more relaxed, happy, peaceful and safe.

Sequence_05_Hope_0400

Approx. Length: 3.5 seconds, 80 frames

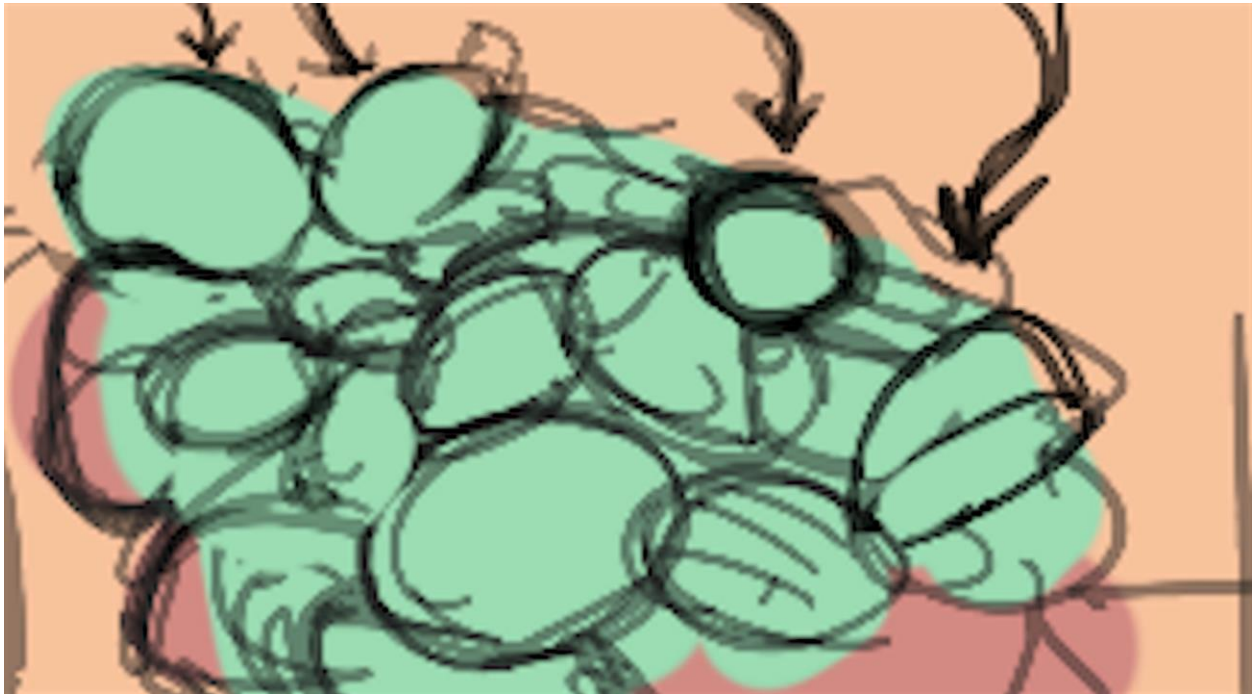
Camera/Shot Type: Medium Shot

Shot Description:

- The shells continue to fall gently around and onto Eleanor

Shot Purpose:

- These shells are magical, beautiful, peaceful, reassuring and abundant in her dream and she starts to feel safe.

Sequence_05_Hope_0500

Approx. Length: 1.5 seconds, 30 frames

Camera/Shot Type: Medium Shot

Shot Description:

- The shells continue to gently land on top of Eleanor, surrounding her as if they are shielding and protecting her and she is feeling protected and safe

Shot Purpose:

- Eleanor is enjoying the shells that are gently landing on top of her as they bring a sense of peace, hope, relief, joy and safety.
- Eleanor is feeling the gentle weight and support of these shells as they fall and she starts to feel their power to protect her from harm.

Sequence_05_Hope_0600

Approx. Length: 4 seconds, 90 frames

Camera/Shot Type: Close-Up

Shot Description:

- Eleanor is now covered with shells and they completely surround her - she is inside a mound of shells
- Eleanor is growing more relaxed and the light grows softer and dimmer, more inviting , peaceful, and relaxing as the mound of shells grows on top of Eleanor and we see her inside the mound of shells

Shot Purpose:

- Eleanor feels safe and protected inside this "armor" created by the shells

Sequence_05_Hope_0700

Approx. Length: 5 seconds, 120 frames

Camera/Shot Type:

Shot Description:

- Eleanor peers through the shells to see what is around her
- She selects one shell that has landed on her body using of her arms to grab it

Shot Purpose:

- Eleanor is starting to feel curious and more proactive and hopeful because the shells are now protecting and soothing her.

Sequence_05_Hope_0800

Approx. Length: 9 seconds, 215 frames

Camera/Shot Type: Wide Shot → close up → Wide Shot

Shot Description:

- Eleanor grabs the shell, compares it to a completely different type of shell and then finds that she can get them to fit together because they are different shapes that conform to each other on her arm.
- She shakes the shells to test to see if they will stay together on her arm and finds that they fit well.

Shot Purpose:

- Eleanor is noticing that if she selects the correct types of shells and places them in the correct arrangement on her arm that the shells hold together to create a protective armor made from the shells and that the shells will protect her

Sequence_05_Hope_0900



Approx. Length: 3 seconds, 74 frames

Camera/Shot Type: Wide Shot

Shot Description:

- One at a time, Eleanor reaches out to grab shells with her arms
- She uses the shells to construct a "shell shield dome" by attaching shells to her arms.
- Eleanor continues to collect and arrange the shells that continue to fall from the water's surface and she continues to feel relaxed, safe and protected

Shot Purpose:

- Eleanor explores her shell dome creation and finds that it helps her feel safe.
- She is pleased that she can protect herself with a 'dome of shells' that she's created

Sequence_05_Hope_1000

Approx. Length: 3.75 seconds, 90 frames

Camera/Shot Type: Extreme Long Shot

Shot Description:

- Eleanor now understands what she needs to do is to complete the protective shell dome
- As shells continue to fall around her Eleanor uses her arms to coordinate and catch the shells and complete her special protective dome where she feels safe

Shot Purpose:

- Eleanor is now able to coordinate all her arms to work together to complete a protective shell dome.

Sequence_05_Hope_1100

Approx. Length: 1.1 seconds, 27 frames

Camera/Shot Type: Close-Up

Shot Description:

- Eleanor's arms continue to move - now very gracefully and with precision - to move the shells to the exact location that they are needed to complete her protective shell dome.

Shot Purpose:

- Eleanor is actively using her inventive and creative potential to learn how to protect herself and feel more hopeful, peaceful, energetic and constructive. She is immersed in the act of creating her protective shell dome where she feels safe.

Sequence_05_Hope_1200

Approx. Length: 1.1 seconds, 29 frames

Camera/Shot Type: Close-Up

Shot Description:

- Eleanor's expression reveals that she is completely immersed in the activity and is enjoying the process of creating a beautifully engineered and protective shell dome.

Shot Purpose:

- Eleanor is a marvel of intelligence, immersion, creativity, and engineered precision as she completes her protective shell dome

Sequence_05_Hope_1300

Approx. Length: 3.5 seconds, 83 frames

Camera/Shot Type: Wide Shot

Shot Description:

- Eleanor is now in her creative zone and is able to utilize all of her talents, and as she pieces the shells together she uses all of her arms gracefully with precision to assist her to reach her goal

Shot Purpose:

- Illustrate how all her arms are now working together like a well oiled machine to one purpose which is to create her protect shell dome where she can feel safe

Sequence_05_Hope_1400

Approx. Length: 3.75 seconds, 90 frames

Camera/Shot Type: Close-Up

Shot Description:

- Eleanor uses one arm to place the last shell into her engineered protective shell dome.

Shot Purpose:

- Show how Eleanor is nimble, intelligent and creative and is able to successfully construct a protective shell dome using all her arms

Sequence_05_Hope_1500

Approx. Length: 1.8 seconds, 44 shots

Camera/Shot Type: Medium Shot

Shot Description:

- Eleanor stares at the shell dome that she has made, proud of her engineered masterpiece
- Eleanor feels happy, whole, peaceful and safe

Shot Purpose:

- Illustrate how happy she is that she's created a wonderful structure that is protective and relaxing for her because she feels safe.

Sequence_05_Hope_1600



Approx. Length: 6.7 seconds, 161 frames

Camera/Shot Type: Close-Up

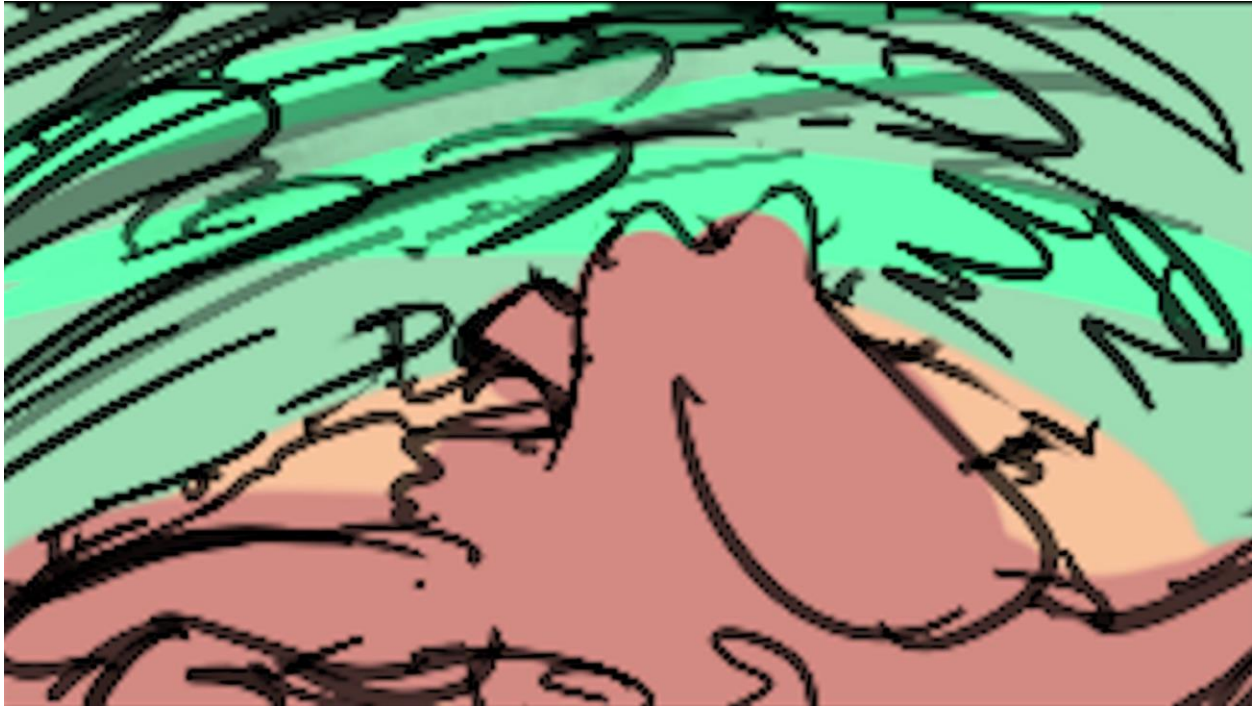
Shot Description:

- The shells Eleanor looks at begin to transform into an abstract moving ball around her that she can't identify but is entranced and it feels magical to her

Shot Purpose:

- Eleanor sees the shell dome that she made turn into a beautiful moving pattern - something magical - and feels joyful.

Sequence_05_Hope_1700



Approx. Length: 1.9 seconds , 45 frames

Camera/Shot Type: Wide shot

Shot Description:

- The beautiful pattern that forms around her transform slowly to become a school of fish swimming around her

Shot Purpose:

- Eleanor is mystified by how beautiful the colors and patterns are and is happy to see the beautiful shells become beautiful fish swimming around her and completely enveloping her. Eleanor is mesmerized by the motion and color and a feeling of protection and peace surrounds her.

Sequence_05_Hope_1800

Approx. Length: 1.7 seconds, 41 Frames

Camera/Shot Type: Medium Shot

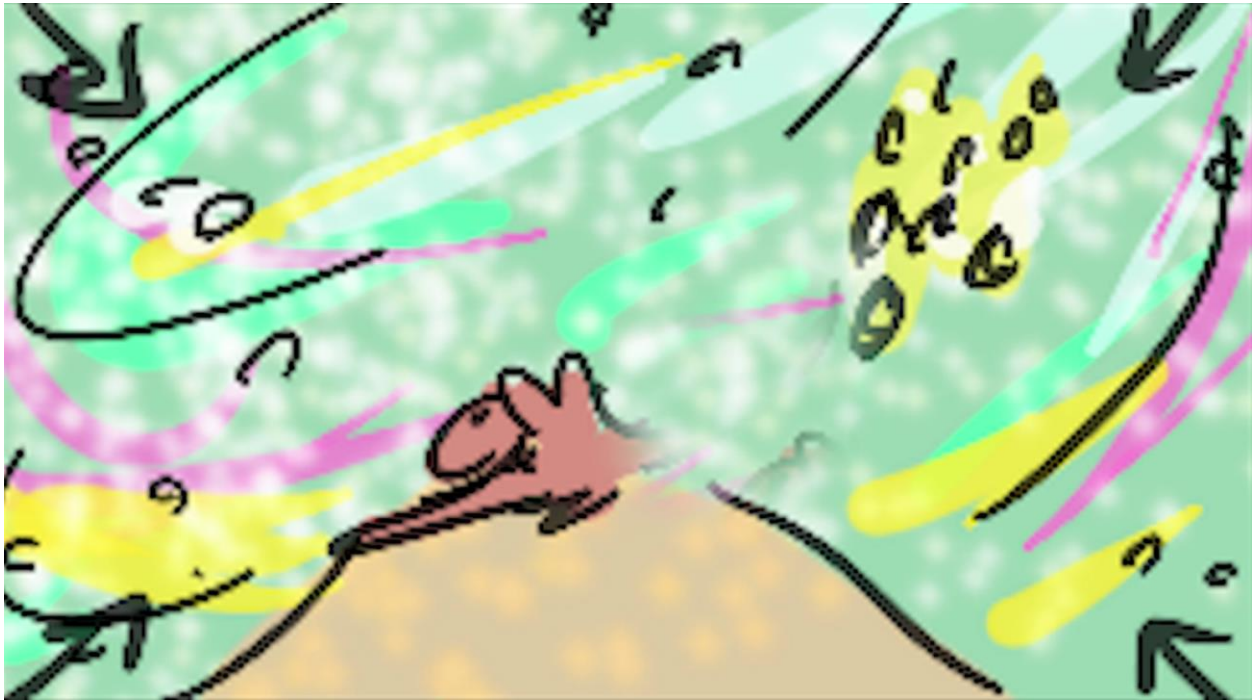
Shot Description:

- She looks around mesmerized by what emerges to be a school of fish.

Shot Purpose:

- Show how happy Eleanor is to be surrounded by a playful and beautiful school of fish

Sequence_05_Hope_1900



Approx. Length: 1.8 seconds, 41 Frames

Camera/Shot Type: Wide Shot

Shot Description:

- Eleanor finds herself inside a vibrant world of color. The school of fish swim toward her to welcome and support her

Shot Purpose:

- Eleanor feels more confident and happy and hopeful and enjoys the magic and the beauty of the protective fish around her

Sequence_05_Hope_2000

Approx. Length: 2.1 seconds, 52 shots

Camera/Shot Type: Medium Shot

Shot Description:

- Eleanor is mesmerized by her surroundings. The school of fish and vibrant colors around Eleanor are inspiring her.
- Eleanor's facial expressions show that she is full of joy!

Shot Purpose:

- Illustrate Eleanor's happiness and inside the world of her dream

Sequence_05_Hope_2100

Approx. Length: 9.6 seconds, 230 frames

Camera/Shot Type: Close-Up

Shot Description:

- The Fish begin to encourage Eleanor's arms to get involved and play. Each arm begins to join, one at a time and play with the enticing fish.

Shot Purpose:

- All of Eleanor's arms now work together easily without pain or hesitation to accomplish the things she used to be able to do prior to the loss of her arm

Sequence_05_Hope_2200

Approx. Length: 4 seconds , 98 frames

Camera/Shot Type: Wide Shot

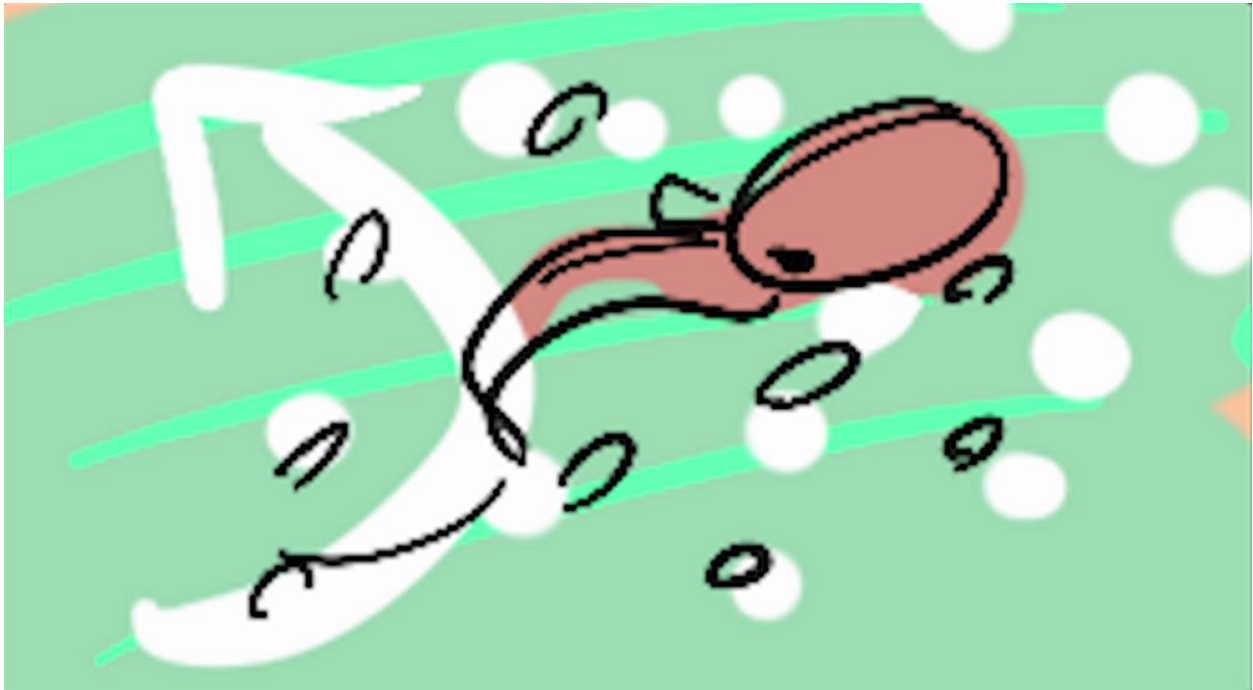
Shot Description:

- Eleanor is playing with the school of fish with all her arms now and she thoroughly enjoys playing with the fish the way she remembers that she used to!

Shot Purpose:

- All of Eleanor's arms are now working together effortlessly and playing with fish. She can again feel whole like she did before she lost her arm.

Sequence_05_Hope_2300



Approx. Length: 7.2 seconds, 173 frames

Camera/Shot Type: Wide shot → Close-Up

Shot Description:

- Eleanor is elated and swims and jets with abandon in order to play with all the fish. She swirls and swims gracefully. She is truly happy. The shot fades out as Eleanor is enjoying the freedom of her dreamworld. She then begins to awaken from her dream

Shot Purpose:

- Eleanor is feeling hopeful, happy and stronger and more resilient. As she awakens she is feeling refreshed - and feeling prepared to face the reality she sees in the real world around her.

Sequence_06_Unity_0050

Approx. Length: 6.4 seconds, 157 frames

Camera/Shot Type: Close-Up

Shot Description:

- As we transition back to reality, we see that Eleanor has a perfect little arm where the old torn off arm one was

Shot Purpose:

- Eleanor's previously torn off arm has started to grow back as a perfect little replica.
- The audience sees that the perfect replica of the large arm means that she has lost an arm but gained a perfect new replica back along with some experience.

Sequence_06_Unity_0100

Approx. Length: 4,45 seconds, 107 frames

Camera/Shot Type: Extreme close-up

Shot Description:

- Eleanor awakens and is covered in algae as it has been a long time that she has been sleeping in her den
- As Eleanor awakens she shifts her gaze and becomes curious and alert.

Shot Purpose:

- Eleanor has been asleep for a long time (three weeks!) and that the time in her den was used to help her survive and recover.

Sequence_Unity_0125



Approx. Length: 3.7 seconds, 89 frames

Camera/Shot Type: Medium Shot

Shot Description:

- Eleanor is awake now. She looks down and sees her perfect little arm. She is pleasantly surprised to see the relics of her lost arm starting to grow back.

Shot Purpose:

- Eleanor is happy to discover that her lost arm is growing back as a perfect little replica of the original.

Sequence_06_Unity_0150

Approx. Length: 7.75 seconds, 186 frames

Camera/Shot Type: Extreme Close-Up

Shot Description:

- Eleanor's other arms touch the little arm one by one ending in a collective embrace with all eight arms beautifully coordinating a reunion. Eleanor feels complete again with all arms acknowledging the new little replica arm and the arms each showing strength and independence and resilience and maturity

Shot Purpose:

- Show Eleanor's arms uniting and showing "love" to the arm that is growing back and forming a unified Eleanor now that all of the arms are now back together but change for the better.

Sequence_06_Unity_0175

Approx. Length: 3.2 seconds, 77 frames

Camera/Shot Type: Close-Up

Shot Description:

- Eleanore acknowledges to herself that she feels complete with all of her arms back together and is feeling whole again and strong and ready to take on the life outside of her den again.

Shot Purpose:

- Show how happy Eleanore is now that she knows that in addition to her perfect new little arm she also has her other stronger seven arms to rally with her. She is now more experienced and vibrant and wise than she was before the shark bit off her dominant arm

Sequence_06_Unity_0200

Approx. Length: 2.5 seconds, 60 frames

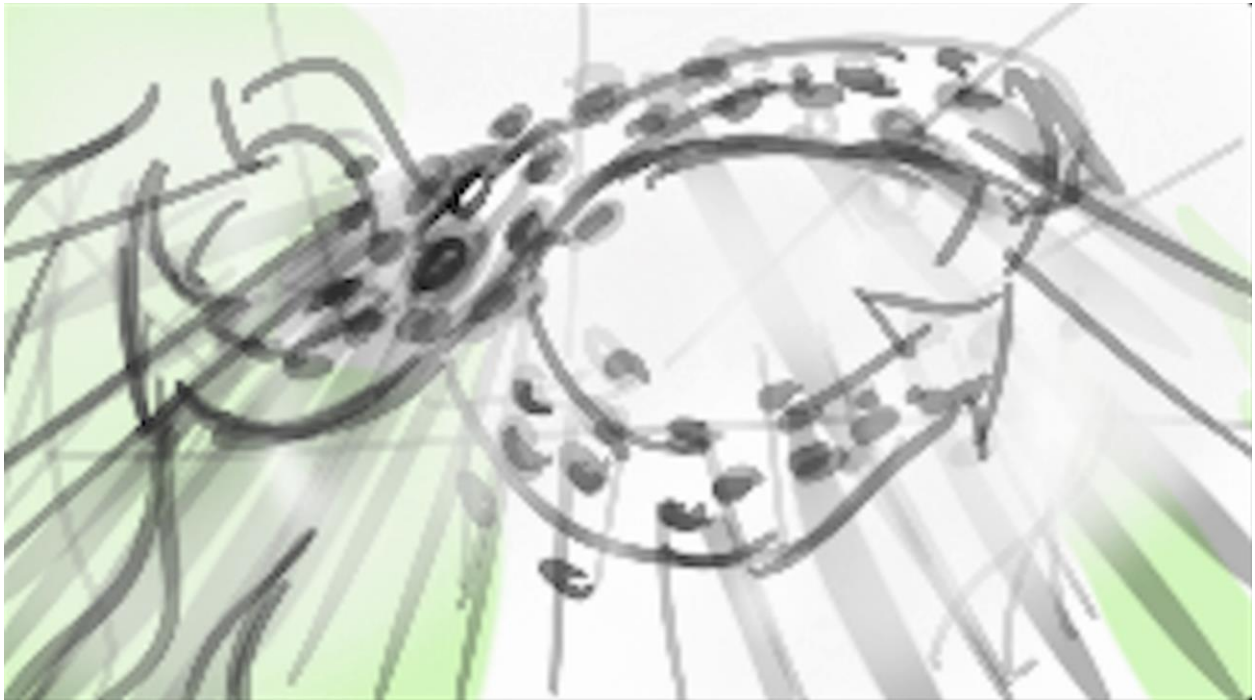
Camera/Shot Type: Extreme close-up

Shot Description:

- Eleanor looks outside her den to assess the world outside her den - including the time of day.

Shot Purpose:

- She is curious about what is happening in the world outside of her den. It has been a very long time. She is unsure of how much time has passed but knows that her surroundings look different.

Sequence_06_Unity_0300

Approx. Length: 2.5 seconds ,60 frames

Camera/Shot Type: Wide shot

Shot Description:

- She sees the beautiful and playful local fish playing above her - closer to the water surface

Shot Purpose:

- She sees fish peacefully playing which is reassuring and this brings her happiness and joy
- This reminds of her previous play adventures and times with the local fish.

Sequence_06_Unity_0400

Approx. Length: 2 seconds, 50 frames

Camera/Shot Type: Extreme close-up

Shot Description:

- She looks up at the active school of fish
- Eleanor decides to leave her den and experience the world outside the safety of the den

Shot Purpose:

- Eleanor wants to join the local fish to play again like she used to before she lost her dominant arm
- Seeing the fish for the first time after her long sleep and dreams is reassuring and a beautiful sight for her

Seq_06_unity_0425

Approx. Length: 1.4 seconds, 33 frames

Camera/Shot Type: Wide Shot

Shot Description:

- Eleanor decides to play with the local school of fish so she jets out her den to go join them

Shot Purpose:

- Eleanor is excited to play with the fish and is feeling joyful again after knowing that her little arm is growing back and all of her arms can now coordinate her movements.

Sequence_06_Unity_0450

Approx. Length: 2.5 seconds, 60 frames

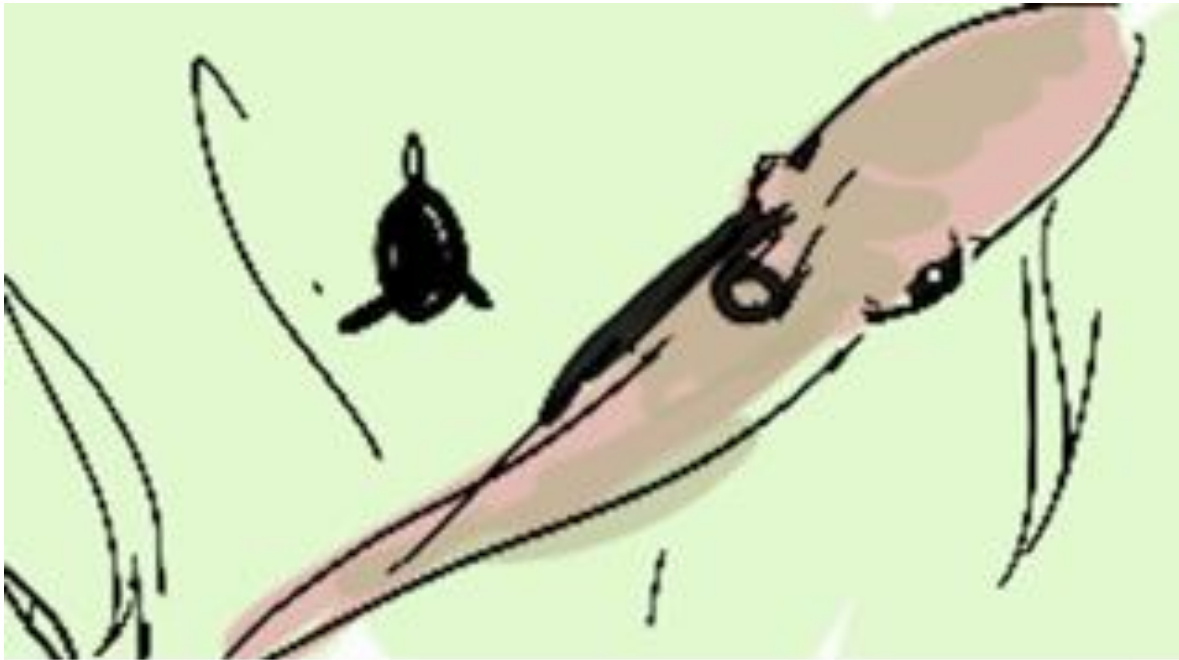
Camera/Shot Type: Close-Up

Shot Description:

- Eleanor is very happy to again swim to see her local school of fish.

Shot Purpose:

- Show how pleased and happy Eleanor is to finally be able to play with the local school of fish again! She is feeling happy to be alive

Sequence_06_Unity_0500

Approx. Length: 1.8 seconds, 42 frames

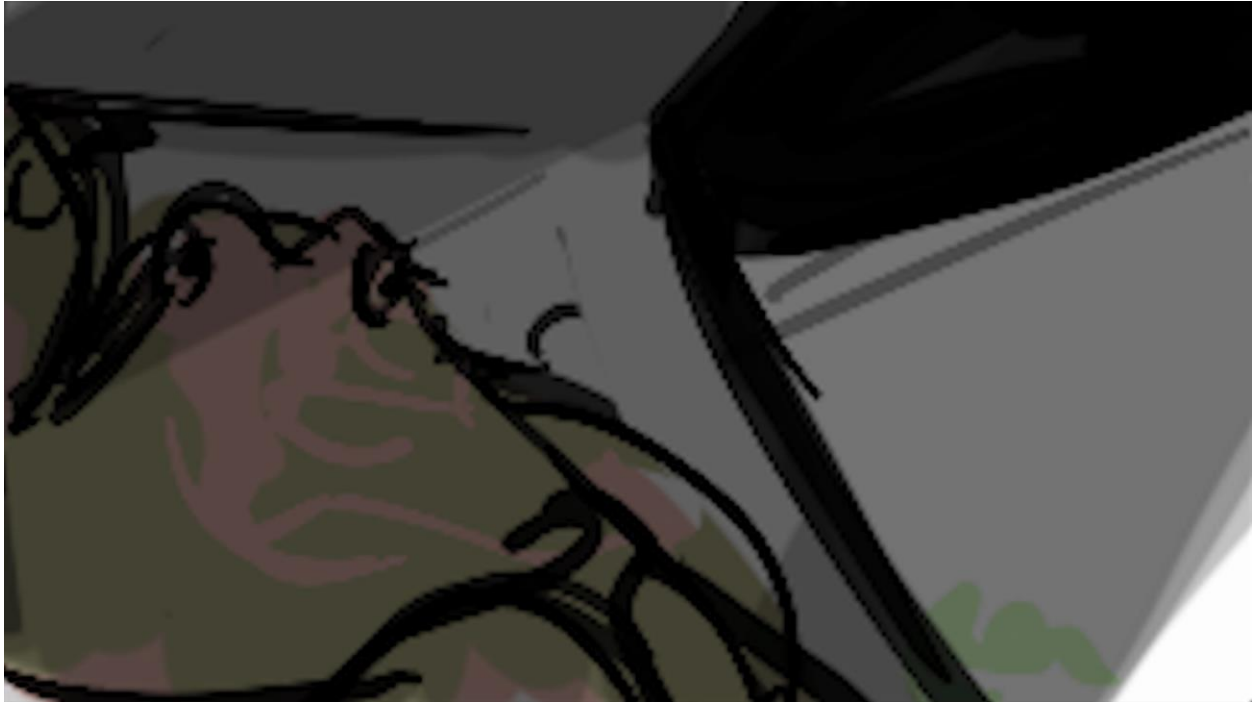
Camera/Shot Type: Wide Shot

Shot Description:

- Eleanor swims towards the local school of fish but before she gets to the school of fish to play -she notices a shark swimming toward her

Shot Purpose:

- Show that Eleanor sees that she is in danger

Sequence_06_Unity_0600

Approx. Length: 6.25 seconds, 150 frames

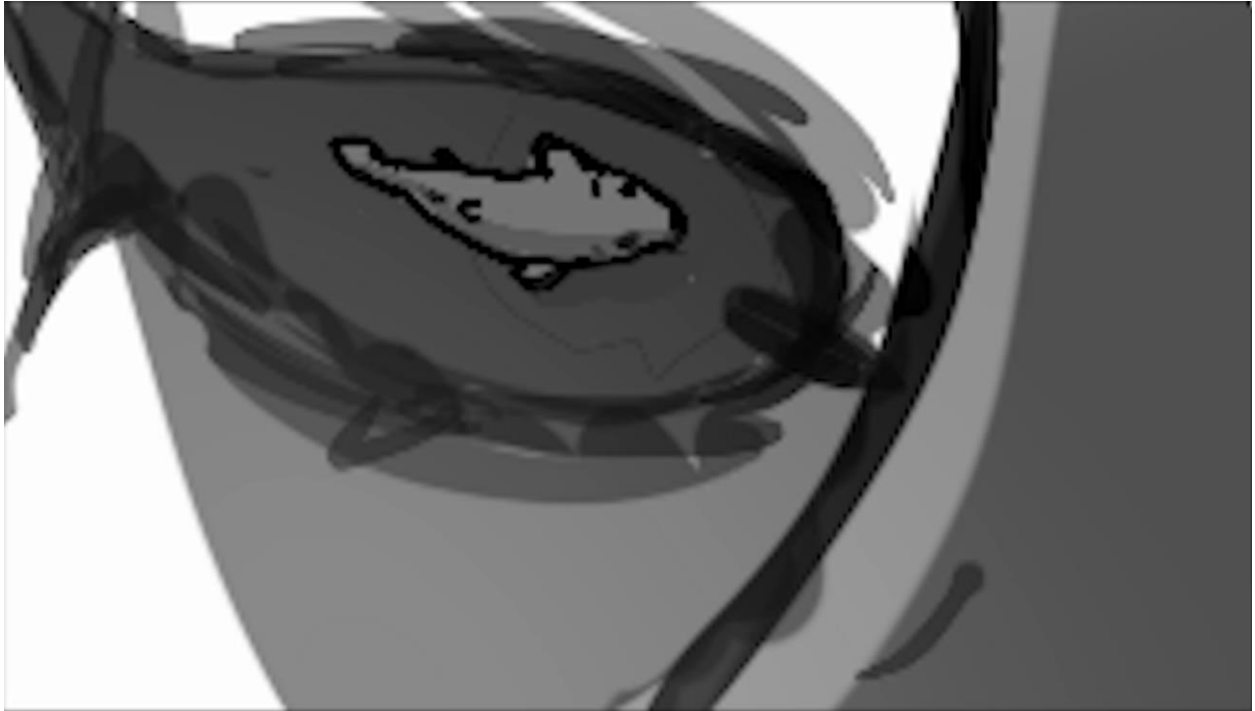
Camera/Shot Type: Close/Medium shot

Shot Description:

- Eleanor jets back to her den where she can feel safe
- Eleanor stays in her den to be safe from the shark as the shadow of the shark passes by her

Shot Purpose:

- Eleanor is aware of the danger around her and is afraid of the shark. Eleanor is smart and waits to for the shark to pass her den before leaving it to go enjoy the rest of the day

Sequence_06_Unity_0700

Approx. Length: 2.5 seconds, 60 frames

Camera/Shot Type: Long shot

Shot Description:

- Eleanor spots a Remora fish, attached to the side of the shark

Shot Purpose:

- There is something about the shark that Eleanor notices that she may feel might be helpful

Sequence_06_Unity_0800

Approx. Length: 1.5 seconds, 35 frames

Camera/Shot Type: Medium/CloseUp

Shot Description:

- Eleanor is looking at the Remora riding the shark from the safety of her den

Shot Purpose:

- Eleanor is thinking, processing this information and observing the safety of the Remora. She sees that even though the Remora is traveling with the shark, it is safe.

Sequence_06_Unity_0900

Approx. Length: 2 seconds, 40 frames

Camera/Shot Type: Close-Up

Shot Description:

- The Remora is seen riding on the shark's back, safely and peacefully attached to the shark

Shot Purpose:

- Eleanor realizes that a fish can stay safely attached to and riding on the shark without being eaten by the shark and the shark doesn't even seem to notice the fish

Sequence_06_Unity_1000

Approx. Length: 4 seconds, 90 frames

Camera/Shot Type: Medium shot

Shot Description:

- Eleanor looks down at her small but perfect replica of the arm the shark ripped off - her dominant arm

Shot Purpose:

- Eleanor looks at her small but perfect replica of her lost dominant arm, and she feels immense pleasure to know that she will not only be whole again but stronger and more resilient than she was before so she can leave her den with confidence

Sequence_06_unity_1300

Approx. Length: 3.1 seconds, 76 frames

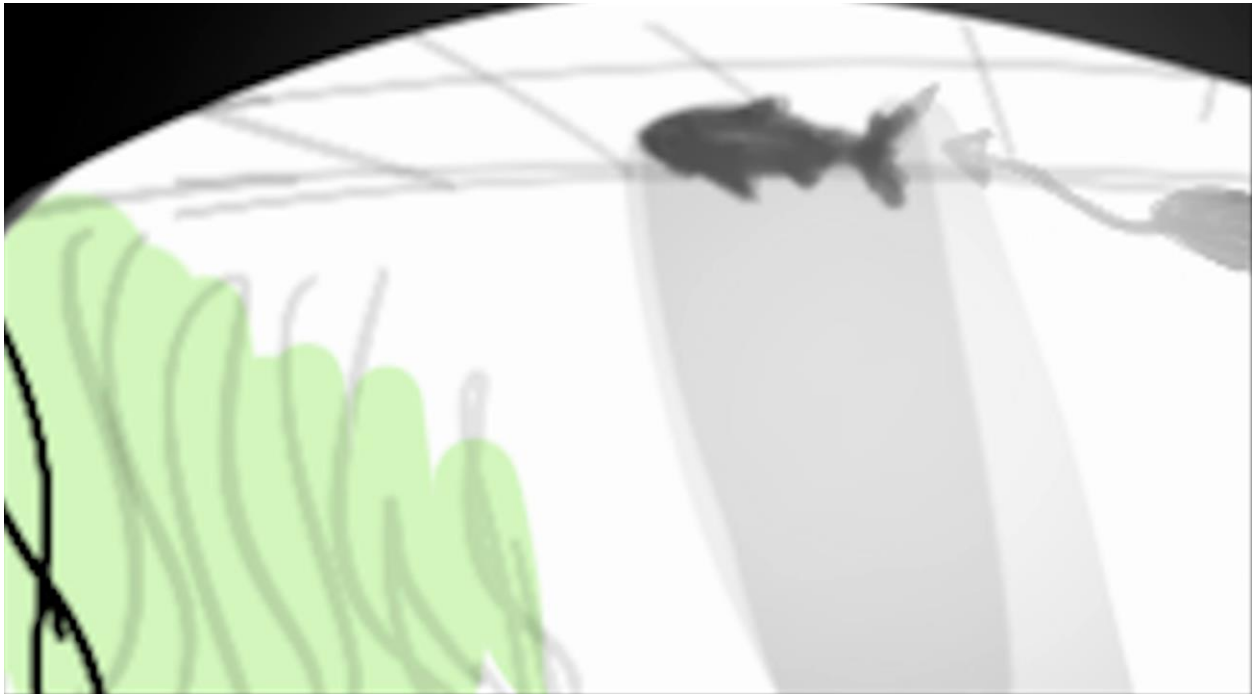
Camera/Shot Type: close-up

Shot Description:

- Eleanor is looking up as the shark passes by and is thinking about what she is seeing
- Eleanor turns her head to look at something else that could be helpful

Shot Purpose:

- Eleanor remembers the Remora fish on the shark and is thinking about how she could also stay safe even though the shark is in her midst.

Sequence_06_Unity_1500

Approx. Length: 3 seconds, 75 frames

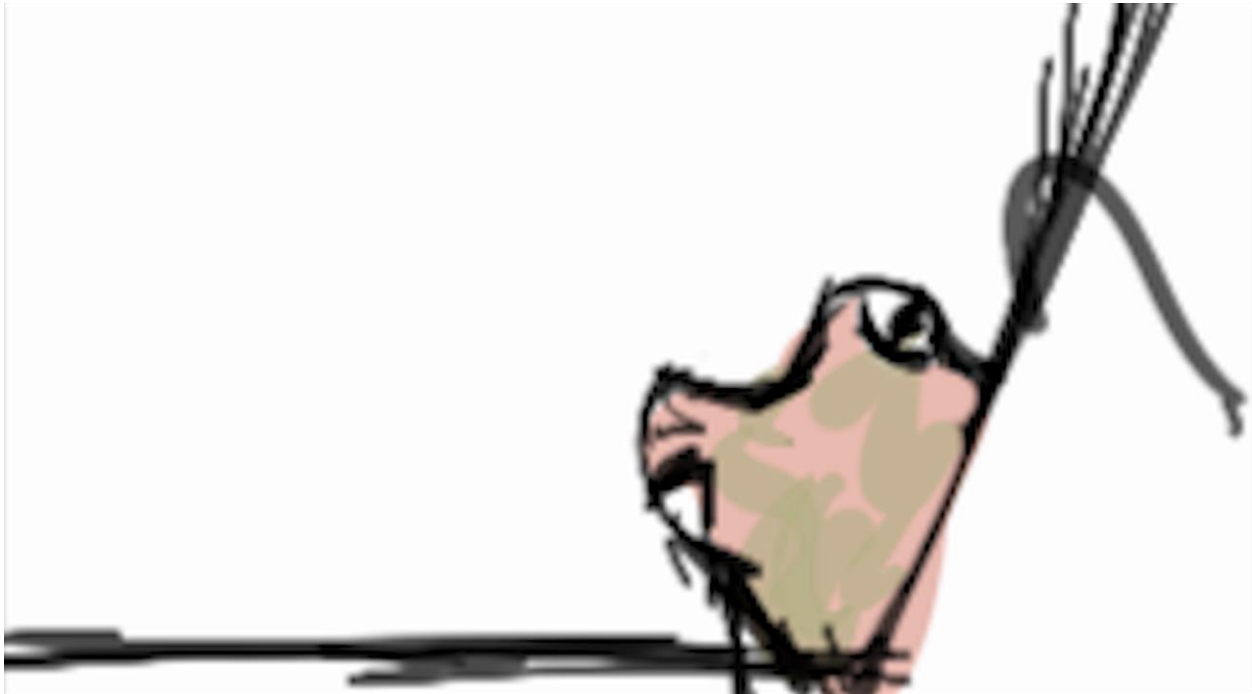
Camera/Shot Type: Wide Shot

Shot Description:

- Eleanor then sees the shark swimming outside of her den

Shot Purpose:

- Eleanor knows that there's danger lurking once more - a shark is swimming outside of Eleanor's den

Sequence_06_Unity_1600

Approx. Length: 3 seconds, 75 frames

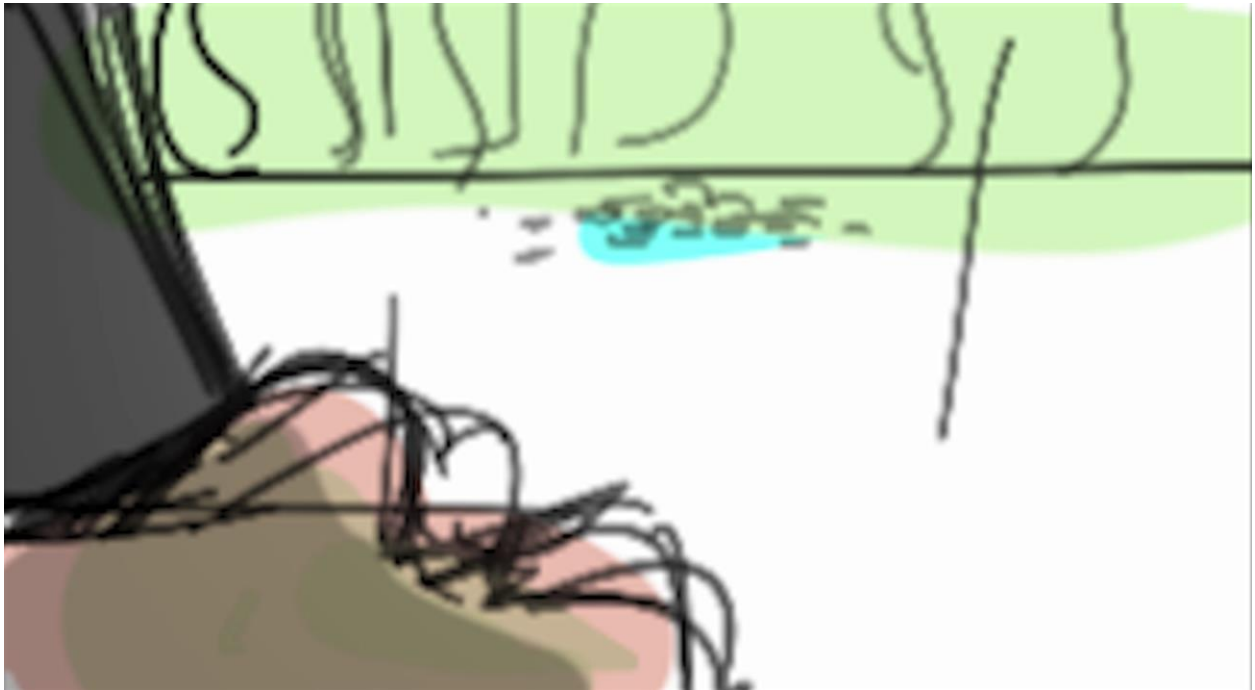
Camera/Shot Type: Medium shot

Shot Description:

- Eleanor is curious and peeks outside of the den again

Shot Purpose:

- Eleanor is ready to leave the safety of her den so she cautiously peers outside to make sure the coast is clear. Eleanor sees that there are no sharks near her den

Sequence_06_Unity_1650

Approx. Length: 3 seconds, 72 frames

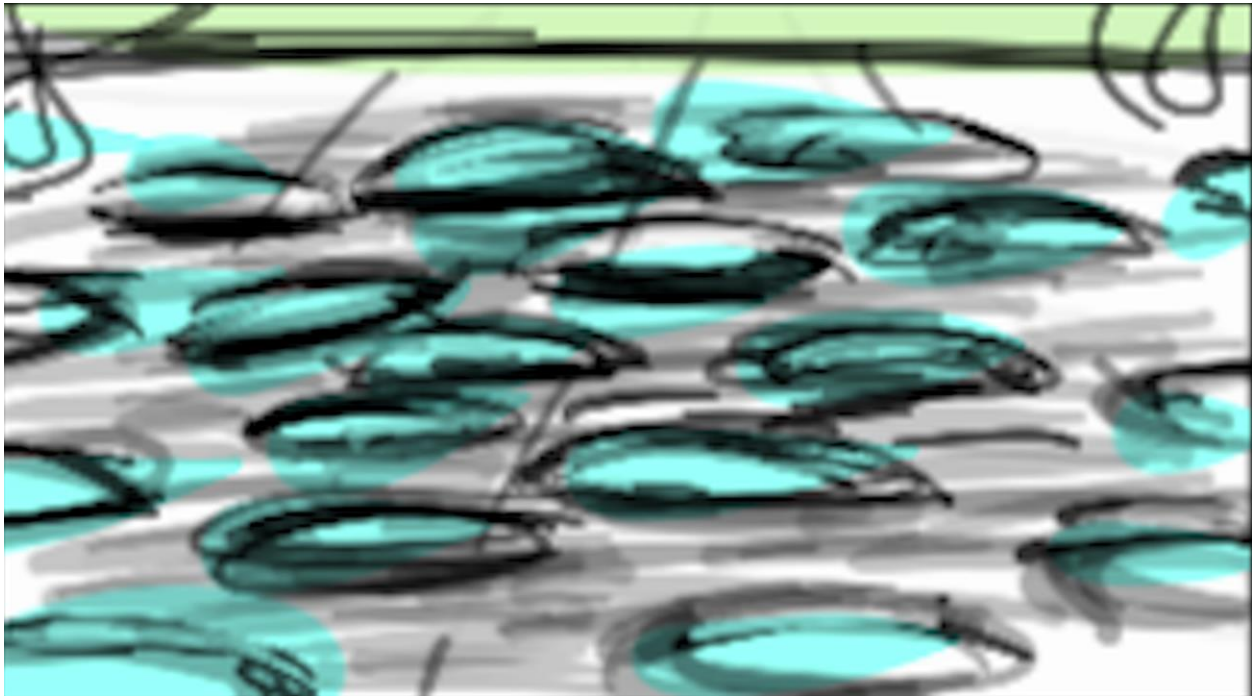
Camera/Shot Type: Wide shot???

Shot Description:

- Eleanor looks over at the pile of shells

Shot Purpose:

- Eleanor wants to investigate the shells on the seafloor

Sequence_06_Unity_1700

Approx. Length: 2 seconds, 40 frames

Camera/Shot Type: Wide

Shot Description:

- There is a pile of beautiful shells that are similar to the ones in her dream

Shot Purpose:

- Eleanor notices the beauty and utility of the shells, seeing similar shells to the ones she saw in her hopeful dream

Seq_06_Unity_1800

Approx. Length: 1.5 seconds, 30 frames

Camera/Shot Type: Close-Up

Shot Description:

- Eleanor continues to think about how to be able to leave her den safely given that the shark is nearby

Shot Purpose:

- Eleanor goes back into her den to come up with a plan in order to protect herself from the shark.

Sequence_06_Unity_1900

Approx. Length: 1.6 seconds, 41 frames

Camera/Shot Type: Close-Up

Shot Description:

- Eleanora pauses for a moment in her den so that she can think

Shot Purpose:

- Eleanora thinks of a plan so that she can avoid the shark when she leaves her den

Sequence_06_Unity_2000



Approx. Length: 2 seconds, 50 frames

Camera/Shot Type: Long Shot

Shot Description:

- Eleanor one-by-one gently and gracefully places her arms - little arm first followed by her other arms - on the front surface of the rock in her den and prepares to jet into the outside world.

Shot Purpose:

- Eleanor's arms are gracefully working together in harmony and communicating with each other to precisely position themselves to give her the best trajectory to jet from her den and miss the shark. Note: She is not a superhero..she is a more mature and wiser version of herself.. she's a smart survivor..

Sequence_06_Unity_2100

Approx. Length: 1.5 seconds, 30 frames

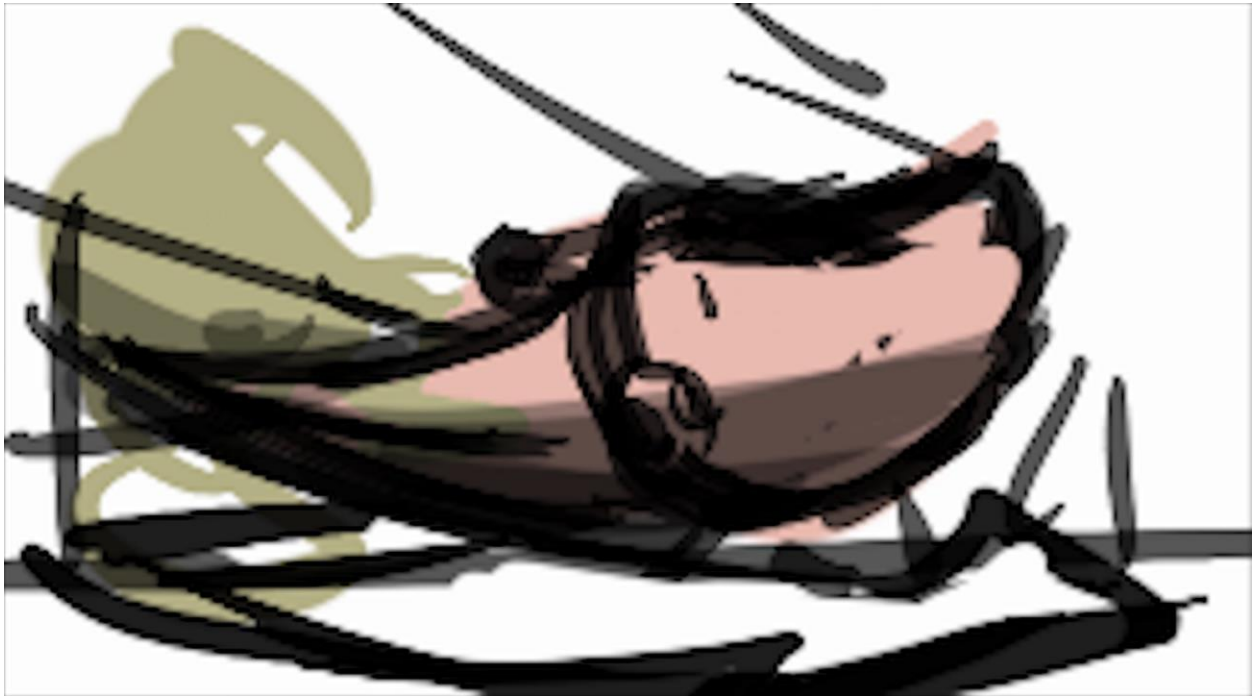
Camera/Shot Type: Extreme Close-Up

Shot Description:

- Eleanor closes her eyes and pauses

Shot Purpose:

- Eleanor is determined - mentally prepared to leave her den and potentially face danger because she is more confident now than she was before she lost her prized arm

Sequence_06_Unity_2200

Approx. Length: 1 second, 25 frames

Camera/Shot Type: Long Shot

Shot Description:

- Eleanor quickly and gracefully jets out of her den

Shot Purpose:

- She jets out of her den, showing her power, renewed confidence, and grace as she glides through the water

Sequence_06_Unity_2300

Approx. Length: 2 seconds, 50 frames

Camera/Shot Type: Wide Shot

Shot Description:

- As Eleanor is happily swimming through the water, a shark notices and starts to swim toward her

Shot Purpose:

- The shark notices Eleanor, pursuing Eleanor as she glides swiftly through the water to avoid another shark confrontation

Sequence_06_Unity_2400

Approx. Length: 6.5 seconds, 160 frames

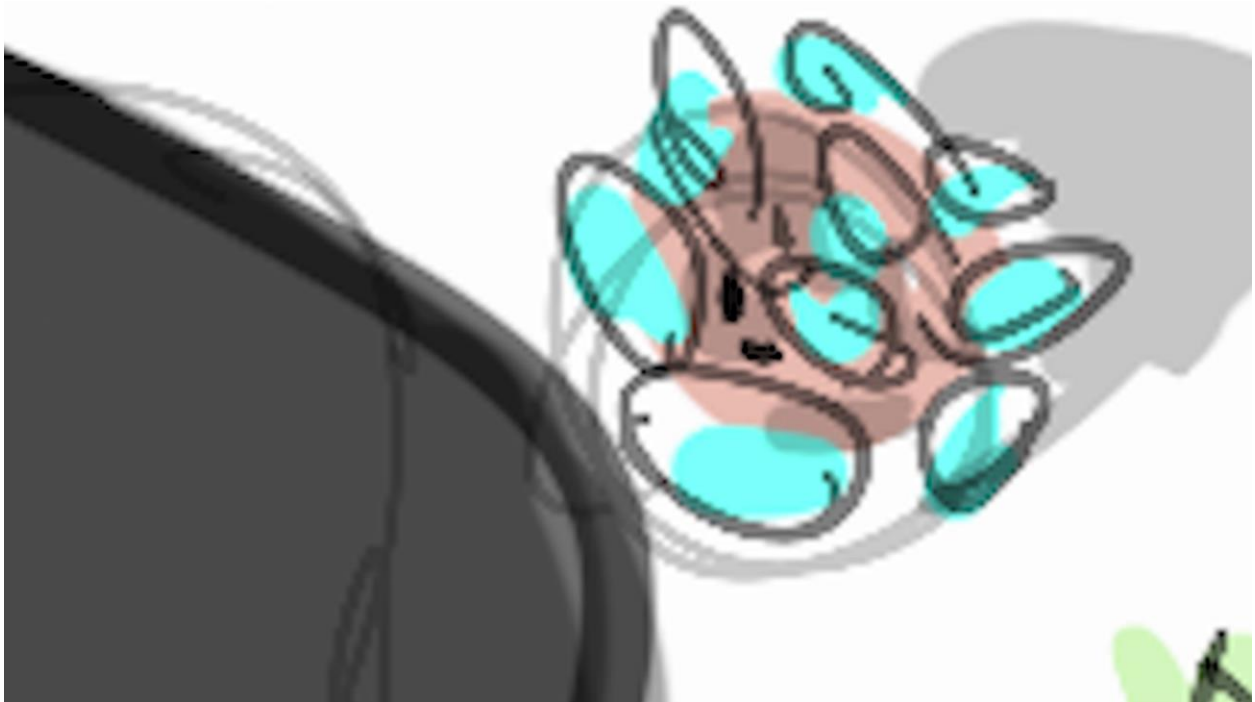
Camera/Shot Type: Dolly shot around her - Wide/Long

Shot Description:

- Eleanor quickly and skillfully lands on the ground next to the shells she wants to collect
- Eleanor immediately creates a protective shell ball around her body using ALL of her arms to protect her

Shot Purpose:

- Eleanor confidently creates the shell ball, using all of her arms skillfully and precisely to pick up the shells and create the ball before the shark reaches her

Sequence_06_Unity_2500

Approx. Length: 3 seconds, 75 frames

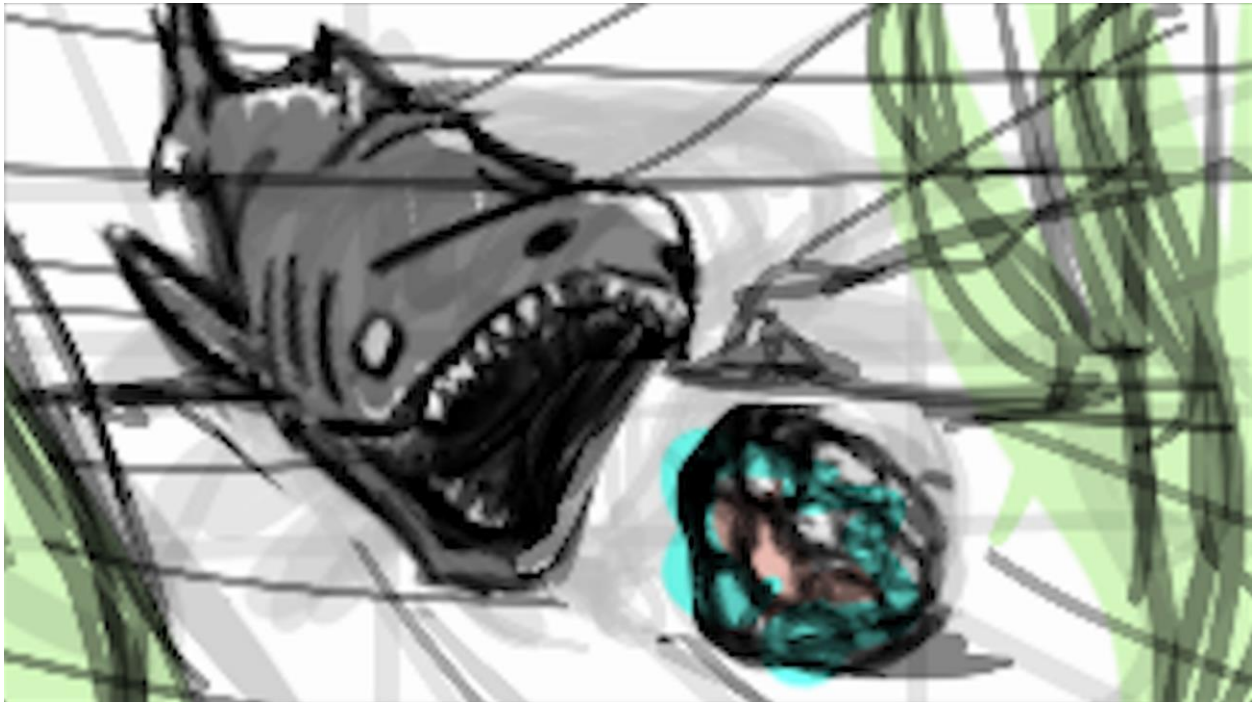
Camera/Shot Type: Zoom-In Shot

Shot Description:

- The shark speeds toward his target, Eleanor. Eleanor is now in her protective shell ball and prepared for the attack.

Shot Purpose:

- Eleanor is feeling confident, focused and staying strong and unfazed.
- Inside the shell ball, Eleanor is prepared for the shark's attack.

Sequence_06_Unity_2600

Approx. Length: 0.5 seconds, 15 frames

Camera/Shot Type: Long Shot

Shot Description:

- The shark powerfully bites down on Eleanor who is prepared for the attack in her protective shell ball

Shot Purpose:

- The shark attacks Eleanor with as much ferocity as her last encounter

Sequence_06_Unity_2700

Approx. Length: 0.5 seconds, 15 frames

Camera/Shot Type: Extreme Close-Up

Shot Description:

- Eleanor is being squeezed inside her shell ball

Shot Purpose:

- Eleanor is alert and confident this time. Eleanor is alert and determined and prepared and confident and the shells are protecting her.

Sequence_06_Unity_2800

Approx. Length: 3 seconds, 70 frames

Camera/Shot Type: Wide Shot

Shot Description:

- The shark shakes Eleanor back and forth while clamping down hard on the shell ball

Shot Purpose:

- The shark is focused on destroying Eleanor
- The shark is a formidable opponent

Sequence_06_Unity_2900

Approx. Length: 2 seconds, 40 frames

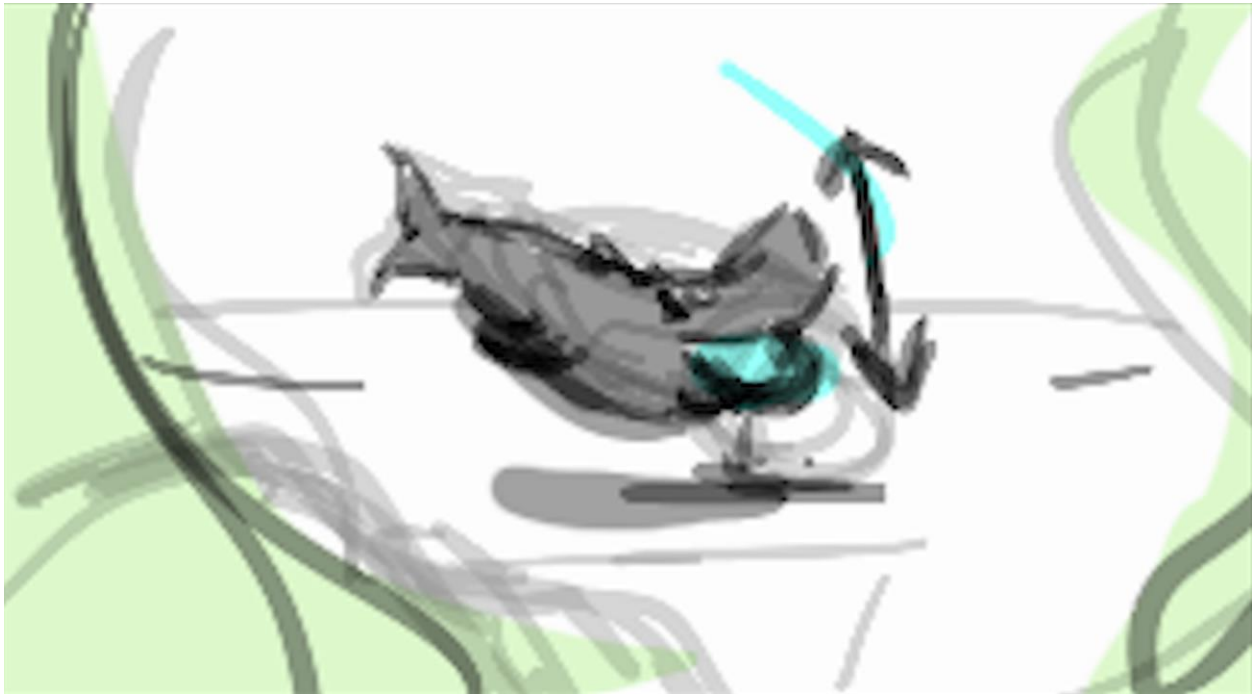
Camera/Shot Type: Medium/Close-Up Shot

Shot Description:

- Eleanor is rolling around and squashed inside the shell ball

Shot Purpose:

- The shark is not letting up on her, but Eleanor remains strong, focused and vigilant

Sequence_06_Unity_3000

Approx. Length: 2 seconds, 40 frames

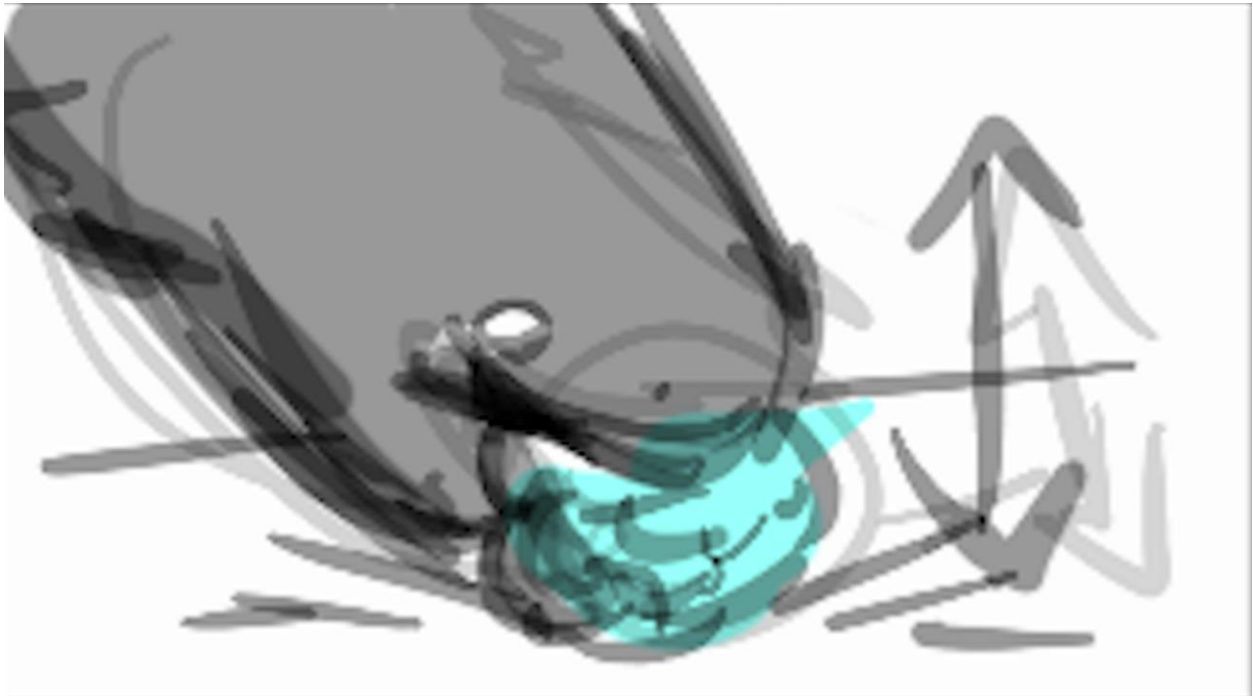
Camera/Shot Type: Wide Shot

Shot Description:

- The shark is seen from a distance smacking the shell ball (Eleanor) against the sea floor

Shot Purpose:

- The shark is moving its whole body and using all of its might to try to break Eleanor's Shell ball - her defense

Sequence_06_Unity_3100

Approx. Length: 1 second, 20 frames

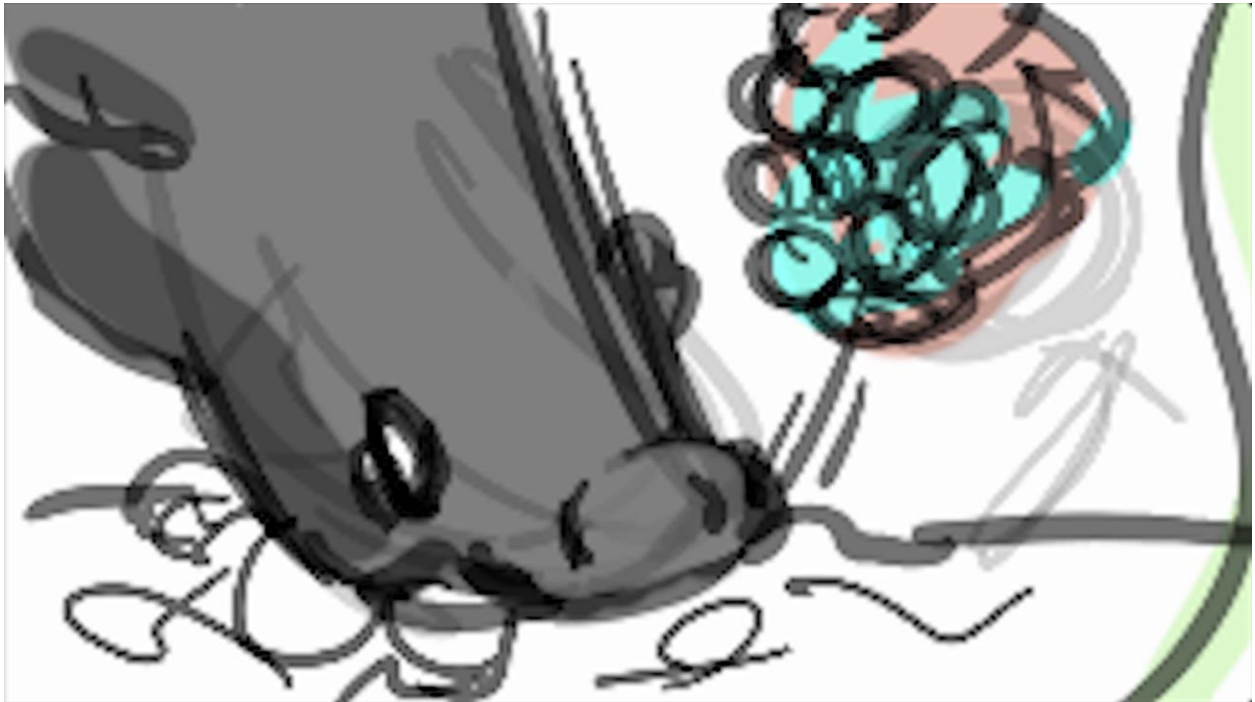
Camera/Shot Type: Medium Shot

Shot Description:

- The shark (closer up) is smacking Eleanor against the ground

Shot Purpose:

- The shell ball hits the ground hard multiple times, and Eleanor appears to suffer
- Every assault to Eleanor makes it unclear as to whether Eleanor will survive

Sequence_06_Unity_3200

Approx. Length: 3 seconds, 70 frames

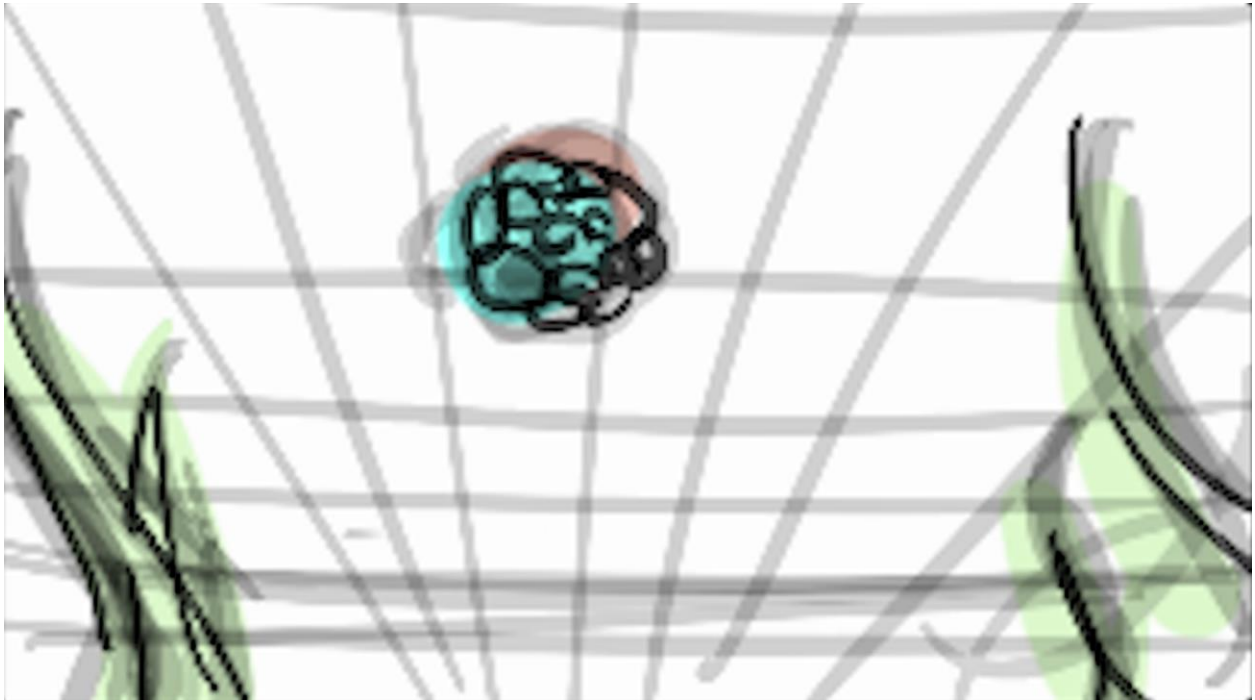
Camera/Shot Type: Medium Shot

Shot Description:

- The shark throws Eleanor against the ground one last time, harder this time than all the rest
- Eleanor, who is still inside the shell ball, is forcefully thrown out of the shark's mouth and upwards in the water toward the surface

Shot Purpose:

- The shark uses so much force to break the protective shell ball that the ball releases from it's mouth and throws Eleanor and the ball up toward the water surface. Eleanor has finally escaped the shark's mouth.

Sequence_06_Unity_3300

Approx. Length: 2 seconds, 51 frames

Camera/Shot Type: Zoom in

Shot Description:

- Eleanor is flying up through the water
- She uses her knowledge of the water currents to steer the shell ball to the safest place she can find.

Shot Purpose:

- While Eleanor is flying upwards, she has a plan.
- She is prepared to maneuver the shell ball

Sequence_06_Unity_3400

Approx. Length: 3 seconds, 75 frames

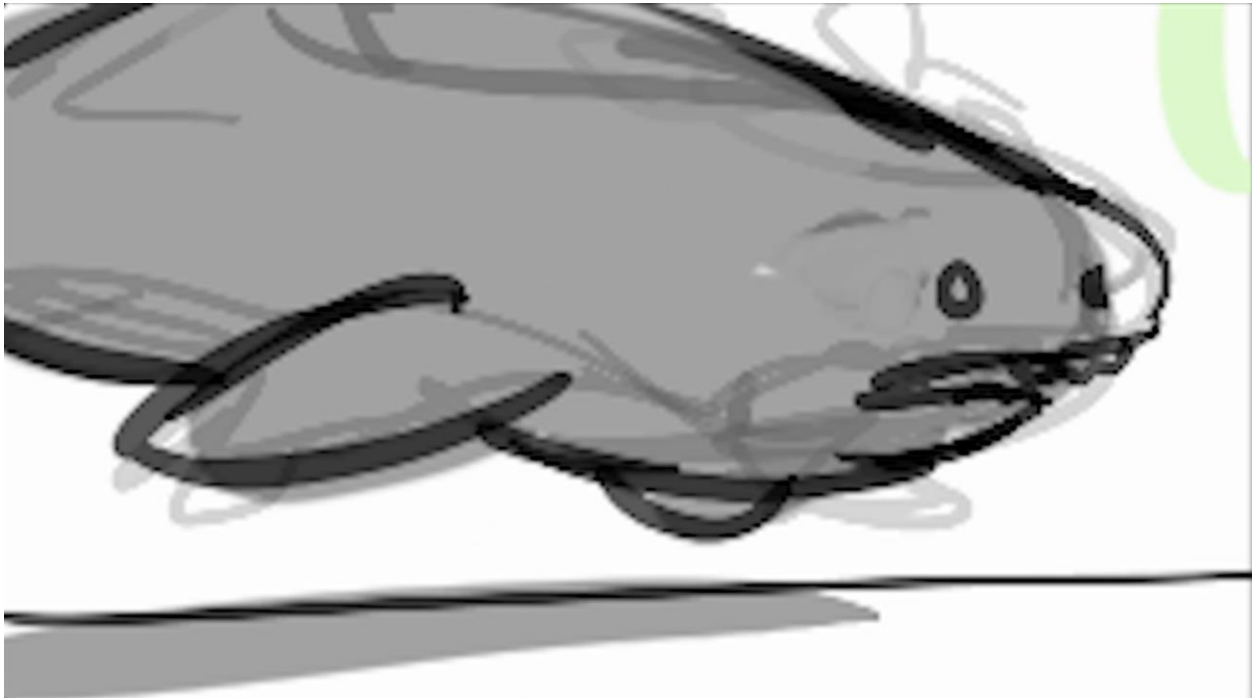
Camera/Shot Type: From Eleanor's perspective: long shot

Shot Description:

- Eleanor's perspective
- She aims and steers the shell ball to land on the shark's back. Like the Remora she will ride the shark and the shark won't even know. Eleanor and the remora will both ride the shark.

Shot Purpose:

- Eleanor is using her experience in the water with the shark to ensure that she will engineer her landing exactly where she wants it on the shark's back. She doesn't let the current take her wherever it goes but traverses the current to land. Exactly where she wants to.

Sequence_06_Unity_3500

Approx. Length: 3.5 seconds, 115 frames

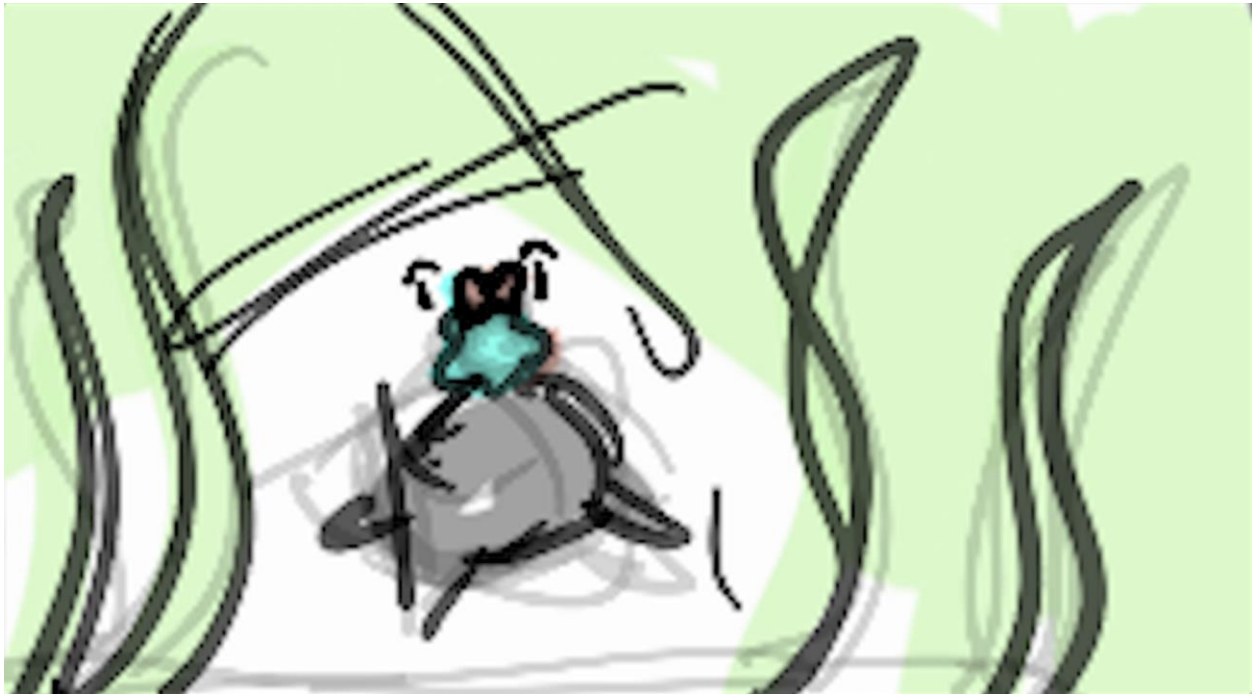
Camera/Shot Type: Medium

Shot Description:

- The shark continues to swim but doesn't see Eleanor - the shark searches the seafloor, swimming ahead and minimally moving its head back and forth but finds nothing

Shot Purpose:

- The shark is searching for Eleanor. The shark can smell her but cannot find her
- The audience cannot see where Eleanor landed.

Sequence_06_Unity_3600

Approx. Length: 5.5 seconds, 140 frames

Camera/Shot Type: Wide Shot

Shot Description:

- The shark swims on, continuing to search for Eleanor
- Eleanor is seen on the shark's back

Shot Purpose:

- Eleanor safely lands on the shark's back: the one place it cannot attack her and here she is safe
- The shark does not notice her as proved by the Remora who we see is also safely riding on the shark

Sequence_07_End_100

Approx. Length: 8 seconds, 190 frames

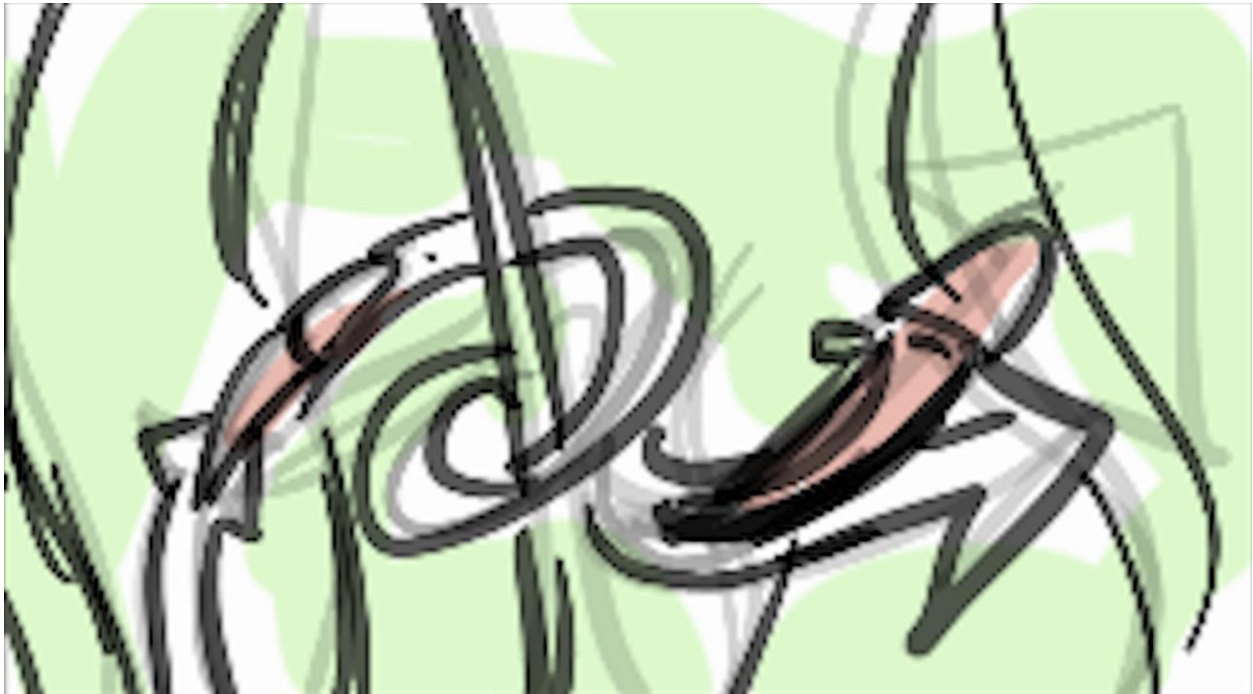
Camera/Shot Type: Wide -> Medium

Shot Description:

- The shark is looking for Eleanor. The camera zooms in on the shell ball which is on the sharks back. Eleanor moves her arm down revealing to drop the shells and reveal her body. She looks around trying to find the exact best moment to escape. Eleanor finds that moment and makes the decision to jet away from the shark. Eleanor is finally free.

Shot Purpose:

- Eleanor has succeeded against the shark and is free, able to escape without being hunted by the shark again

Sequence_07_End_200

Approx. Length: 3.3 seconds, 80 frames

Camera/Shot Type: Wide/Long Shot

Shot Description:

- Eleanor has successfully figured out how to defeat her predator and opponent and keep herself safe. She is happy and joyful and twirls gracefully around the kelp. Eleanor is a stronger version of herself now.

Shot Purpose:

- Show how she is joyfully celebrating her accomplishment

Sequence_07_End_300

Approx. Length: 3 seconds, 70 frames

Camera/Shot Type: Long Shot

Shot Description:

- Eleanor is rejoined by the local school of fish to play and frolic together and she jets up out of the kelp forest towards the bright light above

Shot Purpose:

- Eleanor is able to play with the local school of fish, and is full of joy

Sequence_07_End_400



Approx. Length: 3.75 seconds, 90 frames

Camera/Shot Type:

Shot Description:

- Eleanor feels completely free, is full of joy and heads back to the play area to play with fish where she knows she can enjoy her home in the puget sound with more insight and confidence in her ability to survive and outwit her many predators.

Shot Purpose:

- Eleanor has grown so much from her experience. She has always been an intelligent creature, but she has gained more confidence and feels that she can take on anything.

CAMERA ANGLES

Watch for too many medium shots



far shot



med



close



extreme close

enter - Screen Direction, Posing, acting out silhouette



O.T.S.



upshot



downshot



Worms Eye View



low angle shot



high angle shot



short shot, in foreground upshot



Eagle's Eye View



shot to camera



away from camera



composition foreground, mid background



conversation for - bit front



position



more over camera - toward or from



from inside element



Diagonals

OLD The Horizontal Line -

CAMERA MOVES



Horiz. pan into BG



vert.



dolly



Truck in



Truck out



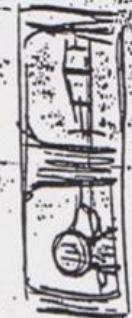
CAM DOLLY



Rotating truck



Worm eye view pan



Compositions!



4 layout



Run Pass camera



Bounce Pan



twisting dolly



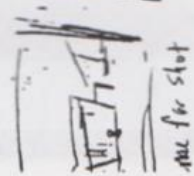
Dolly Pan



Ground as

CAMERA ANGLES

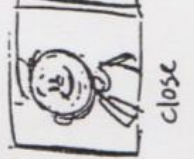
Watch for too many medium shots



far shot



med



close



extreme close

Remember - Screen Direction, Posing, acting out silhouettes



D.T.S.
over
time
silhouettes



upshot



downshot



Worm's Eye View



vision shot
downshot



shot size
chairs, upshot



shot size
in foreground
upshot



Eagles Eye View



to camera



away from camera



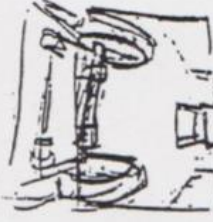
Composition
foreground, mid
background



Conversation
for - bk ground



position



mirror, over
Toward or from



From inside
element



Diagonals

CAMERA MOVES



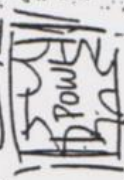
Horiz. pan



Truck in



Truck out



CAM DOLLY



Rotating truck



Worm eye view pan



Compositions!



Play 4 layout



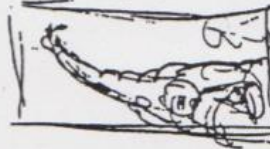
Run Pass camera



Bounce Pan



twisting dolly



Day Pan



Grand os

OLD Title Horizontal line

SCREEN DIRECTION

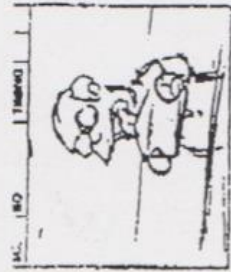
PART ONE: STAYING ON THE GOOD SIDE OF THE CAMERA LINE

ing the 'camera' from jumping the 'camera' s the easiest thing to learn, easiest mistake ot, but is still the most common mistake d artists make!



hever direction the characters are FACING e beginning of a scene...the invisible eyeline een them is the CAMERA LINE. Crossing that and seeing the characters from the site side is a JUMP CUT (a bad thing).

re action...this line can be formed just by irections the person's eyes are looking... ecause animation deals with abstract imensional characters, the direction FACE is the key factor.



This scene starts with the man behind the counter facing LEFT.



Then SUDDENLY he's facing RIGHT!

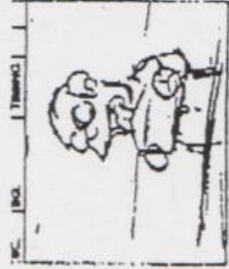


Jailbird comes in, making Homer turn to the LEFT.



But we cut to him SUDDENLY facing RIGHT!

In this sequence, the camera's jumping all over the place! Even though no one actually moves anywhere in the room, it's harder for the viewer subconsciously to keep everything straight with the camera randomly jumping around.



By simply flipping the two middle panels, we keep the man behind the counter and Homer facing the right way...and it makes the scene much more comprehensible.



AN EASIER WAY TO REMEMBER THIS:
If the character is facing one direction in one shot, keep them facing that way in EVERY SHOT (unless you see them turn).



SCREEN DIRECTION

PART TWO: STAYING ON THE SAME SIDE OF THE SCREEN

isn't as much a rule as crossing the CAMERA LINE, but it's just as helpful in keeping things CLEAR in your staging and storytelling.



As you can see, my original idea was to cut from this shot with

Homer and Marge

in the background, to a shot where

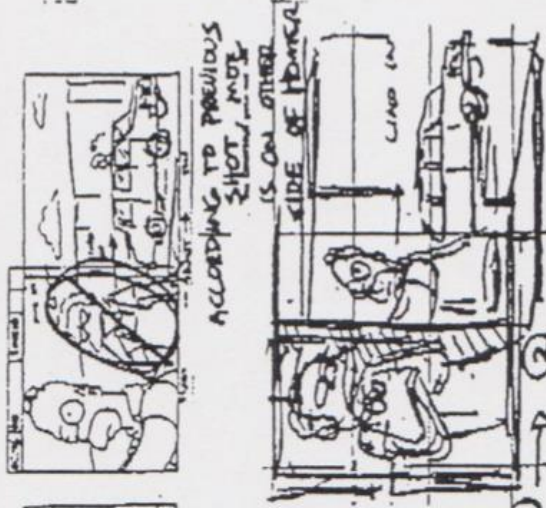
the Security Salesman stands

between them. IN theory, this

would put him psychologically

between them as well... BUT

The scene would be better served by keeping the Homer and Marge TOGETHER, since the Sec. Salesman is playing against BOTH of them.



This scene starts out with Moe on the left and Homer on the right...and the next shot DOES work in the context of the scene. Homer is still facing left, and Moe doesn't start out in the scene. This allows for him to enter the frame now facing screen left...

BUT

The cutting is smoother if we STAY on both Moe and Homer, keeping them both in the same spots in the frame relative to one another.

KEEP THE CUTTING CLEAN BY KEEPING THE CHARACTERS IN THE SAME RELATIVE SPACE IN SEQUENTIAL SHOTS... (NOT THE SAME SIZE (WHICH WOULD CREATE JUMP CUTS)).

SCREEN DIRECTION

PART THREE: CONTINUITY IN MOVING DIRECTIONS

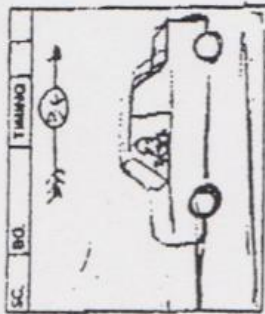


Psychologically Speaking...
LEFT TO RIGHT is more
natural to the eye (we
read that way).

Compositionally, keep some
space in FRONT of the car
or character in the direction
they're moving; the viewer
subconsciously needs to feel
the character has someplace
to go.



We cut to inside the
car. The BG continues
in the same direction-
Right to Left...keeping
Homer travelling
LEFT TO RIGHT.



After a few scenes, Homer's
on his way home. To
emphasize that he's going
home, the OPPOSITE of
where he was going, he
should now be travelling
RIGHT TO LEFT.



Homer's back, and he's
outside his house going
in. He's STILL moving
LEFT TO RIGHT,
continuing the emphasis
that he's going AWAY
from wherever he'd been.



Inside, you keep Homer
going LEFT TO RIGHT
...not just to continue
the 'going home' feel,
but also because Homer
creates a

CAMERA LINE ALONG
THE DIRECTION
HE'S TRAVELLING!

IN THIS SHOT, the car is
moving left to right shown
by the ARROW CALLING FOR
THE BACKGROUND (BG) TO
AN BEHIND THE CAR FROM
RIGHT TO LEFT.



MORE TYPES OF SHOTS



INSERTS

Full screen close-ups of actions, objects, text, or character's reactions. As used as if inserted over a longer scene, or over another character's dialogue.



Inserted close-up of important action within a wider shot scene.



Inserted close-up of important object linking two separate shots in the same location.



Inserted close-up of important object with text to be read.



Inserted close-up of Bart's reaction to what Homer is saying.

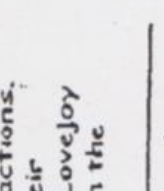
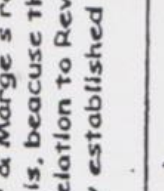
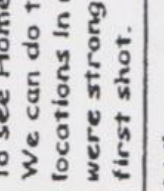
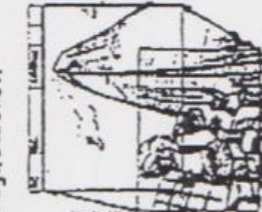
(Homer's dialogue continues over shot of Bart)

UPSHOTS and DOWNSHOTS

Upshots place the viewer beneath the focal and downshots place the viewer above, physically AND psychologically. Since most shots are straight on, upshots and downshots add variety and drama to scenes.



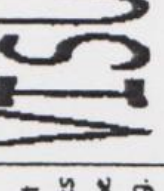
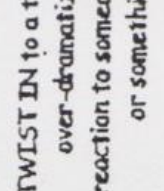
From the next long shot we cut to a DOWNSHOT of Lisa, Marge's POV, which sets up the UPSHOT of Marge, Lisa's POV.



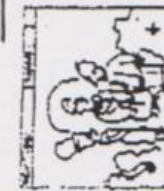
This UPSHOT accentuates the height of the World Trade Center, and the distance Homer must go. The DOWNSHOT on Homer, the virtual POV of the viewer, indicates Homer and makes him even more pathetic.

TILT/ DUTCH ANGLE

Used when weird, violent, unstable, impressionistic or other novel views are needed.



REVERSE SHOT



Normally, it's a bad idea to cross the CAMERA LINE...but sometimes rules can be broken, like in this scene. Here, we cut to a REVERSE ANGLE to see Homer & Marge's reactions. We can do this, because their locations in relation to Rev. Lovejoy were strongly established in the first shot.

When you choose your shots, think in terms of both the

DRAMATIC IMPACT
on the audience, and
VISUAL VARIETY!

FRAMING GUIDE

