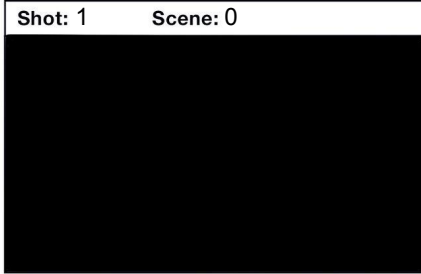

Storyboard: Exploring Camera Work and Theme

Bianca Enriquez
EXAN-2002-502
February 8, 2023

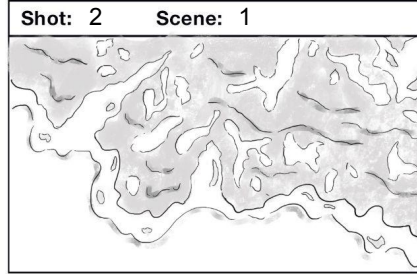
Assignment/ Workshop:**Date:****Creator(s):**

B. Enriquez



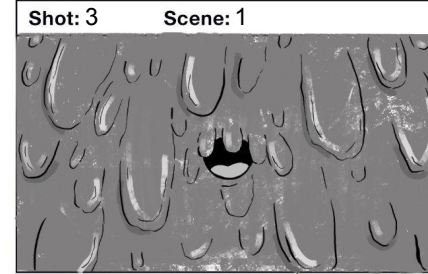
Action: Scene opens with black screen

Audio: VFX: waves brushing on shore.



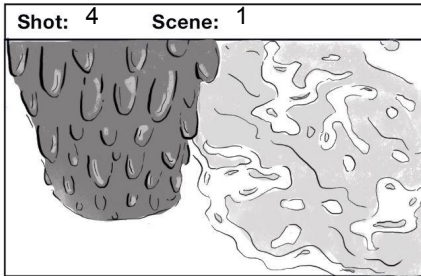
Action: Fade to CU of water washing up on sand.

Audio: VFX: waves brushing on shore.



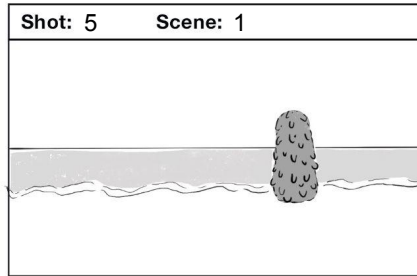
Action: Cut to CU of a half a creature's face. It's covered in slimy clumps.

Audio: Heavy mouth breathing.
VFX: waves brushing on shore.



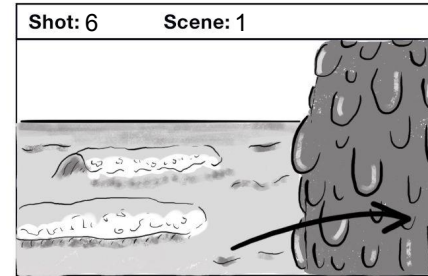
Action: Cut to DS of water almost approaching its feet.

Audio: VFX: waves brushing on shore.



Action: Cut to EWS of the creature looking out at the vast water.

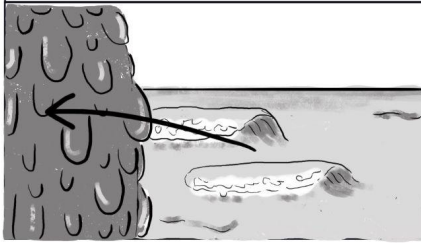
Audio: VFX: waves brushing on shore.



Action: Cut to OTS view of creature taking in the view and observing its environment, searching the waters for anything floating in there. Camera panning side to side.

Audio: VFX: waves brushing on shore.

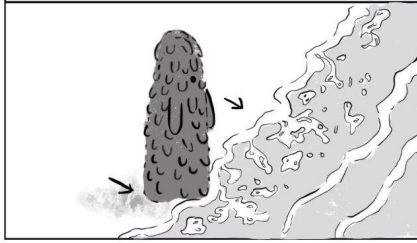
Shot: 6 Scene: 1



Action: OTS panning shot continued of creature taking in the view and observing its environment.

Audio: VFX: Waves brushing on shore.

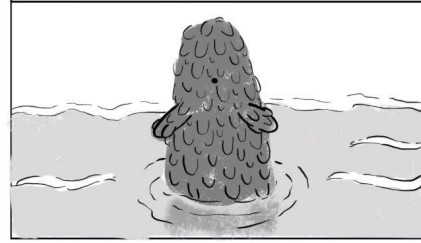
Shot: 7 Scene: 1



Action: Cut to Full Down shot of creature slowly walking towards the water

Audio: VFX: Waves brushing on shore. Waves splashing.

Shot: 8 Scene: 1



Action: Cut to MS of water covering a quarter of its body

Audio:

Shot: 9 Scene: 1



Action: Cut to ECU of creature feeling someone odd happening.

Audio:

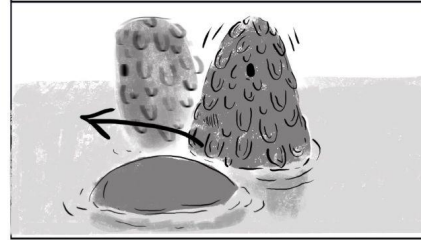
Shot: 10 Scene: 1



Action: Cut to CU of a clump leaving its body.

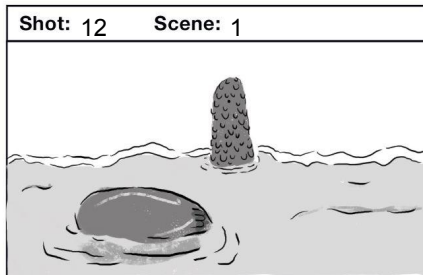
Audio: VFX: Clump moving in water

Shot: 11 Scene: 1



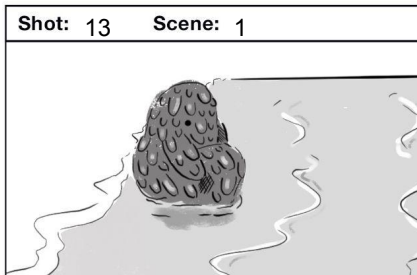
Action: Cut to CU of clump. Camera racks focus from clump to MS of creature, shocked at the clump, running away.

Audio: VFX: Water splashing as creature runs through it.



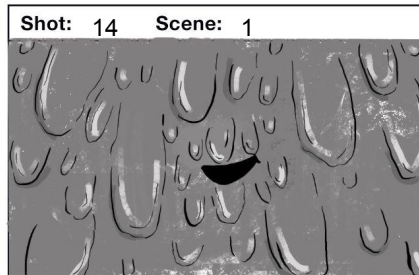
Action: Cut to WS of creature staring at the clump unfocused in forefront of the frame.

Audio:



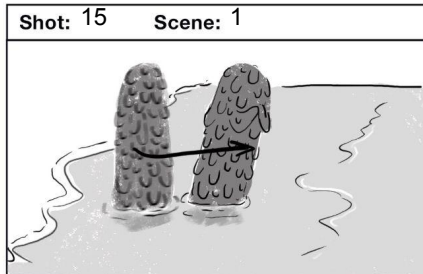
Action: Cut to FS of creature touching bald spot.

Audio:



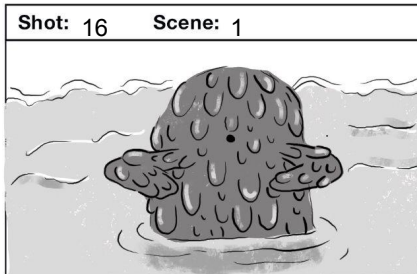
Action: Cut to ECU of creature feeling some relief and joy realizing what the water is doing.

Audio: Creature quietly chuckles.



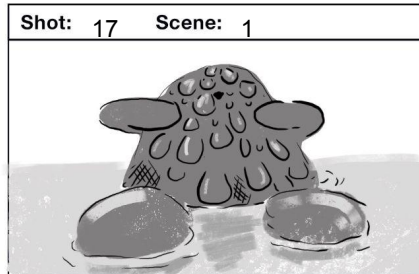
Action: Cut to FS of creature curiously going back into the water.

Audio: VFX: Walking in water splashes



Action: Cut to MS of creature halfway submerged in water.

Audio:

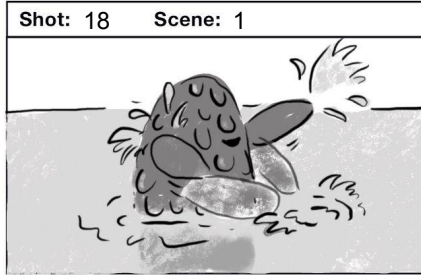


Action: Cut to US of creature staring at more clumps coming off in the water.

Audio: VFX: Clumps moving in water

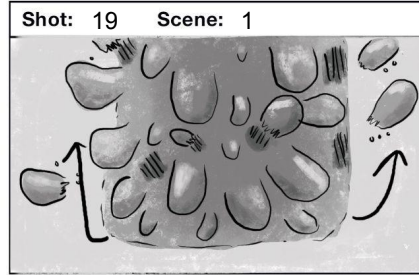
Assignment/ Workshop:**Date:****Creator(s):**

B. Enriquez



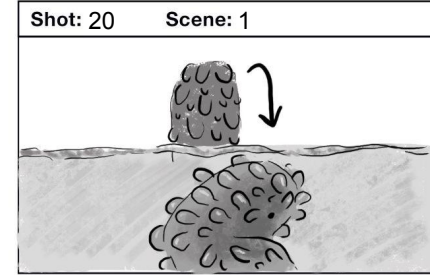
Action: Cut to MS of creature splashing and playing in the water.

Audio: VFX: Rapid and loud splashing



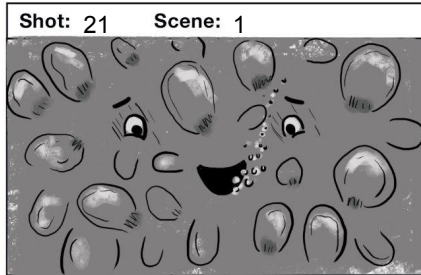
Action: Cut to CU of clumps leaving the creature's body that's submerged in water

Audio: VFX: Underwater movement



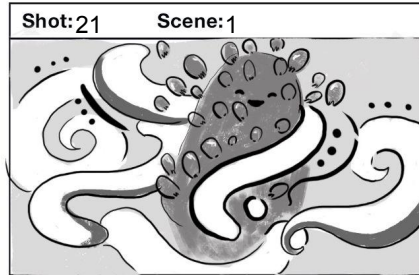
Action: Cut to FS of creature going fully underwater

Audio: Creature takes big breath. VFX: Submerging into water.



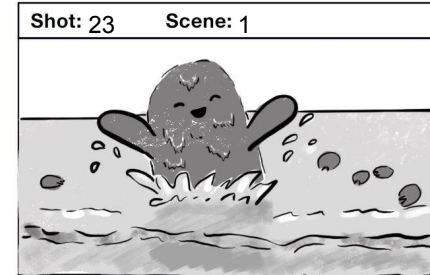
Action: Cut to ECU of creature feeling immense joy.

Audio: VFX: Underwater bubbles and muffled laughter.



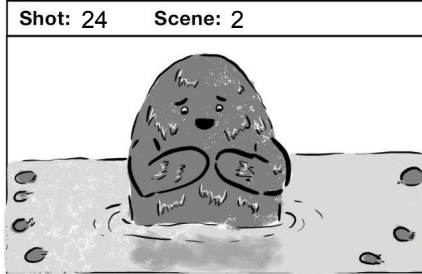
Action: Cut to FS of the creature feeling magically transported when in the water. Not real swirls, simply a visual of how it feels.

Audio: VFX: Swashing underwater.



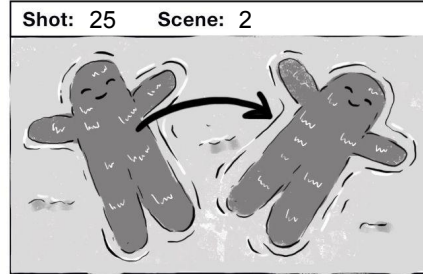
Action: Cut to MS of creature popping back up and playing with the water again.

Audio: VFX: Coming out of water. More splashing.

Assignment/ Workshop:**Date:****Creator(s):** B. Enriquez

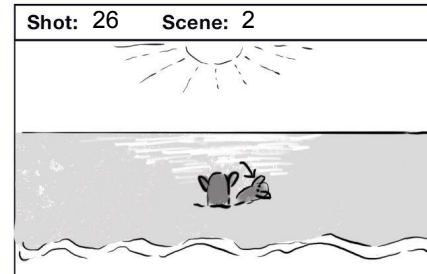
Action: Cut to MS of creature feeling true relief with its clumps all off

Audio: Creature laughing.



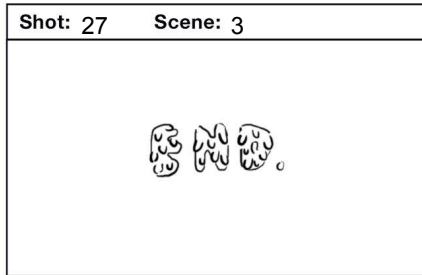
Action: Fade to FS of creature floating in water.

Audio: VFX: Light water movement.



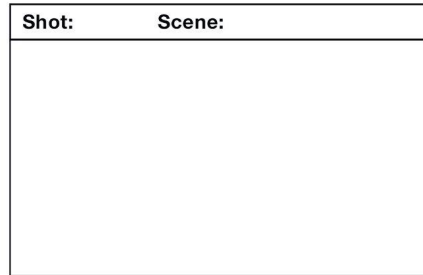
Action: Cut to EWU of creature continuing to play in water.

Audio: VFX: Splashing and laughing.



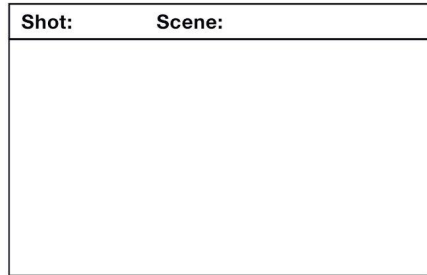
Action: Cut to END screen.

Audio:



Action:

Audio:



Action:

Audio: