

DATE	TIMES	CHUNK	AVAILABILITY?					
			Spencer	Ethan	Carson	Will	Ahad	Richard
Thu 1-23	4:00 to 5:30 (1.5 hrs)	4	until 5:30pm					1B
Fri 1-24	4:00 to 6:00 (2 hrs)	3/2			until 6pm			
Sat 1-25	9:00 to 12:30 (3.5 hrs)	1	until 12:30pm				NOT from 12pm to 6pm	
Sun 1-26	9:00 to 11:00 (2 hrs)	4	until 11am	until 5pm				
Mon 1-27	4:00 to 7:00 (4 hrs)	5						
Tue 1-28	4:00 to 6:00 (2 hrs)		until 6pm	until 7pm				
Wed 1-29	4:00 to 5:00 (1 hr)		until 5pm					
Thu 1-30	3:00 to 7:00 (5 hrs)	6/7						
Fri 1-31	4:00 to 6:00 (2 hrs)	2			not too late			
Sat 2-1	9:00 to 12:00 (3 hrs)		until 12pm				NOT from 12pm to 6pm	
Sun 2-2	9:00 to 5:00 (8 hrs)		until 5pm	until 5pm				
Mon 2-3	3:30 to 8:00 (4.5 hrs)							
Tue 2-4	4:00 to 5:00 (1 hr)		until 5pm	until 7pm				
Wed 2-5			until 4pm					
Thu 2-6				??????				

Fri 2-7				??????				
Sat 2-8			Until 4pm	??????			NOT from 12pm to 6pm	
Sun 2-9				??????				
Mon 2-10			After 6pm	??????				
Tue 2-11			until 5pm	??????				

Need to rewrite: 01, 01B, 01C, 02B, 05, 06, 07

SCENES (MAKE EACH ONE FAIRLY SHORT):

- 00 — Jim and Andrew outside NerdKingdom
- 01 — Jim and Andrew inside NerdKingdom, Derrick supervising
 - 01B — Jim/Andrew find sword, Derrick breaks sword
 - 01C — Vector called, kicks them out
- 02 — Jim/Andrew lament being kicked out
 - 02B — J/A call for Derrick, who gives them map (stands behind fence lol)

03 — Jim/Andrew at Andrew's house.

03M — Quest montage 1 (apathetic Andrew)

04 — Jim/Andrew "ravine"

04M — Quest montage 2 (energetic Andrew)

05 — End of quest, yields nothing

06 — Jim/Andrew return to NerdKingdom; Derrick tries to prevent them from entering

07 — Vector opens garage door. The two confront Vector. Vector kicks Derrick out. END.

CHUNKS:

- X **CHUNK 1** — (01C) & (07) [Richard, Ahad, Will, Carson]; INT. NerdKingdom
- X **CHUNK 2** — (01B) & (01D) [Ahad, Will, Carson]; INT. NerdKingdom
- X **CHUNK 3** — (02B) & (06) [Ahad, Will, Carson]; EXT. NerdKingdom
- X **CHUNK 4** — (00) & (02) [Will, Carson]; EXT. NerdKingdom
- X **CHUNK 5** — (01) [Will, Carson]; INT. NerdKingdom
- X **CHUNK 6** — (05) [Will, Carson]; EXT. wherever abyss moment
- X **CHUNK 7** — (03M) & (04M) [Will, Carson]; EXT. montage
- X **CHUNK 8** — (03) [Will, Carson]; EXT. Andrew's house

CHUNK 9 — (04) [Will, Carson]; EXT. ravine

WHAT STILL NEEDS TO BE SHOT:

- The entirety of 03M / 04M (montages)
- The entirety of 05 (abyss, segue to 3rd act)
 - *various Jim singles in NerdKingdom*
 - *various Vector singles in NerdKingdom*
 - *various wide shots of Jim/Andrew outside garage*
 - *various reaction shots of Jim/Andrew in NerdKingdom*

MONTAGE (12 to 20 snippets total):

1. "The Great Fountain" (rename?)
 - a. Water fountain at a park?
 - b. Preferably shitty ugly ones
2. "The Wasteland Waterfall"
 - a. Ugly shitty storm drain in gutter
 - b. Small suburban street (for absolutely no traffic)
 - c. Could use water effect again— won't take as much water this time
3. "The Great Bridge" (rename)
 - a. Some shitty bridge
 - b. Saint Francis bridge?? On Miramonte
4. "Great Valley" (rename)
 - a. The giant dip at Cuesta Park? Awesome but slightly breaks continuity
 - b. Some dumb looking dip?
 - c. Speed dip??? There are some on Barbara Avenue
5. "Mountains" (rename)
 - a. Those two humps by the YMCA at Cuesta Park??

~~Dates on production schedule will dictate how many days we can film~~

~~Budget currently for THREE days. Each one 5 hours at MOST.~~

~~When rewriting, try and trim length.~~

~~KEEP IN MIND~~

- a. ~~Make Vector an adult still; the overenthusiastic owner~~
- b. ~~Make it an abstract kind of humor— just have a lot of the world building be inexplicably random, like Derrick on the bike. Don't explain why NerdKingdom is a house, or how it started, or why it's a thing at all. Just let it be what it is. This is the world.~~