

Scene #	Shot #	Take #	pg. (start)	Shot Type	Subject	INT / EXT	Location	Shot Size	Movement	Angle	Gear/Lens	Props	Notes	Sound	Preferred	Shot Duration	Duration x Takes	Day
011B	A	2	24	Insert	Derrick (Jim) (Andrew)	INT	NerdKingdom	Long Shot		Extreme High	Wide Angle	Chair Sword Shards Quest Map	THIS HAS TO BE FILMED DURING SCENE 01B. It's the single-shot footage from the "security camera" of Derrick staring up at it when the sword breaks. It is played on Vector's phone in scene 08C, meaning that it HAS TO BE FILMED PRIOR TO SHOOTING THE FINAL SCENE.			00:00:00		
00	A	1	1		Jim Andrew	EXT	NerdKingdom	Extreme Long Shot		Low			Jim & Andrew walk into NerdKingdom. Brief shot.	Sync	yes	00:10:00	00:10:00	
01	B	2	1	Master	Jim Andrew	INT	NerdKingdom	Very Long Shot		Mid			Int. Jim/Andrew enter NerdKingdom. Centered in frame, camera facing them head-on.		yes	00:00:00	00:00:00	
01	B1	1	1	Single	Jim			Mid Shot		Mid					yes	00:00:00	00:00:00	
01	B2	1	1	Single	Andrew			Mid Shot		Mid					yes	00:00:00	00:00:00	
01	C	2	1		Jim			Mid Shot	Tracking Shot Handheld	OTS Mid			"Jim scans the shelves mindlessly at a rapid pace, knocking a few items off and bumping into strangers."			00:00:00	00:00:00	
01	D	2	1		Andrew			Mid Shot	Tracking Shot Steadicam	OTS Mid	Steadicam		"Andrew carefully peruses the aisles slowly. He picks up a deck of cards and holds it in front of his face, observing it carefully."			00:00:00	00:00:00	
01	E	2	1		Jim (Andrew)			Big Closeup		Low		Deck of Cards	Andrew holding deck of cards in front of him. He drops deck, focus shift to jim in the back, who was previously obscured by the cards.			00:00:00	00:00:00	
01	F	2	1		Andrew			Mid Shot		Mid		Deck of Cards	Reaction shot of Andrew putting down the cards and walking to Jim.			00:00:00	00:00:00	
01	G	2	2	Master	Jim Andrew			Medium Long Shot		Mid		Sword	Shot from behind Jim/Andrew. Should film full conversation but in reality <u>shouldn't be sequenced</u> until after 01-G1.			00:00:00	00:00:00	
01	G1	2	2	Cutaway	Jim Andrew			Medium Long Shot		High			High shot from above of Jim/Andrew, looking at camera. POV of sword. Shoot all the way through Jim reaching for sword; his hand should reach at lens.		yes	00:00:00	00:00:00	
01	G2	1	2	Single	Jim (Andrew)			Medium Closeup		Mid			Jim and Andrew both looking up at sword (o.s.); backup single for master G. FROM JIM'S SIDE.		maybe	00:00:00	00:00:00	
01	G3	1	2	Single	Andrew (Jim)			Medium Closeup		Mid			Jim and Andrew both looking up at sword (o.s.); backup single for master G. FROM ANDREW'S SIDE.		maybe	00:00:00	00:00:00	
01	G4	2	2	Insert	Jim Andrew			Medium Long Shot	Zoom Out	Low		Sword	Low shot behind backs of jim/Andrew, with sword centered above their head; forming triangle. Slow zoom out. Reveal of sword.			00:00:00	00:00:00	
01	G5	1	2	Cutaway	Jim Andrew			Very Long Shot		Mid		Sword	Shot from outside of aisle on opposite end from Jim/Andrew. Jim/Andrew very small in frame, far off-center, on right. "We should really find an employee..."			00:00:00	00:00:00	
01	G6	2	3	Insert	--SWORD--			Medium Closeup	Handheld	OTS Low		Sword	Shaky shot of Jim losing grasp on sword. Shot from over Jim's shoulder, with his head fully in frame. Jim on left, sword on right (rule of thirds)			00:00:00	00:00:00	
01	G7	3	3	Insert	--SWORD--			Closeup	Handheld	Low		Sword	Shaky shot of Andrew's hands grabbing sword to stabilize it.			00:00:00	00:00:00	
01B	H	2	3		Jim Andrew Derrick			Medium Closeup to Long Shot	Whip Pan	Mid		Sword	Whip pan, camera between Jim/Andrew and Derrick. Jim/Andrew turn to camera, then whip around 160 degrees to Derrick, framed in the center at a distance		maybe	00:00:00	00:00:00	
01B	I	2	3		Jim Andrew Derrick			Medium Closeup to Long Shot	Dolly Shot	Mid	Dolly	Sword	Alternative for shot 01-H. Camera positioned on other side of Jim/Andrew; slides to left to reveal Derrick, previously obscured by Jim/Andrew.		maybe	00:00:00	00:00:00	
01B	J	2	3	Master	Jim Andrew (Derrick)			Very Long Shot	Steadicam	OTS Mid	Steadicam	Sword	Stationary for first bit. Tracking OTS (Derrick's shoulder) at "Whoa whoa whoa..." Derrick walks towards Jim/Andrew then. Camera location similar to 01-G5.		no	00:00:00	00:00:00	
01B	J1	1	3	Single	Jim Andrew			Medium Closeup		Mid		Sword				00:00:00	00:00:00	
01B	J2	1	3	Single	Derrick (Jim) (Andrew)			Medium Long Shot		Mid		Sword	Angle can be just slightly low, but not significantly.			00:00:00	00:00:00	
01B	K	2	4	Master	Derrick (Jim) (Andrew)			Medium Long Shot		OTS Mid		Sword	Far behind Jim & Andrew, but still OTS, as said two are out-of-focus and in foreground.			00:00:00	00:00:00	
01B	K1	1	4	Single	Jim			Medium Closeup		Mid		Sword				00:00:00	00:00:00	
01B	K2	1	4	Single	Derrick			Mid Shot		Low		Sword Chair	Focused mainly on chair, with Derrick still in frame above it to be seen grabbing it.			00:00:00	00:00:00	
01B	L	2	4	Master	Derrick (Jim) (Andrew)			Medium Long Shot	Tracking Shot Pan	OTS Low		Sword Chair	Starts identical to 01-K. As Derrick steps up on chair and ends up above them, camera is lowered slightly and pans up slightly to a low angle, keeping him in frame and showing power to Derrick. After panning up to Derrick, shot remains stationary.		yes	00:00:00	00:00:00	
01B	L1	1	4	Insert	Derrick (Jim) (Andrew)			Long Shot		Mid		Sword Chair	B-roll for 01-L.		no	00:00:00	00:00:00	
01B	M	2	4		Derrick (Jim) (Andrew)			Mid Shot		Low		Sword Chair	Derrick steps off chair and drops sword.			00:00:00	00:00:00	
01B	N	1	4	Master	--SWORD--			Closeup		High		Sword	1/3 of the hard-cut zoom out "boom boom boom" shots			00:00:00	00:00:00	

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01B	N1	1	4	Insert	--SWORD--			Medium Closeup		High		Sword	2/3 of the hard-cut zoom out "boom boom boom" shots				00:00:00	
01B	N2	1	4	Insert	SWORD (Jim) (Andrew)			Mid Shot		High		Sword	3/3 of the hard-cut zoom out "boom boom boom" shots				00:00:00	
01B	O	1	4		Derrick			Mid Shot		Extreme Low		Chair	Shot from floor of Derrick looking down in horror slowly				00:00:00	
01B	P	1	4		Jim Andrew			Closeup		Low			Shot of Jim/Andrew slowly looking down (in synch.) at floor				00:00:00	
01B	Q	3	4		--QUEST MAP--			Closeup		Mid		Quest Map	Map rolls over and hits Andrew's shoe.				00:00:00	
01B	R	2	4		Derrick Jim Andrew			Very Long Shot		Mid		Sword Shards Chair Quest Map	Slightly high angle. The three all stand, frozen, staring at the shards in horror. Includes Vector's O.S. line.				00:00:00	
01C	S	2	5		Derrick			Medium Closeup		Mid			Reaction shot as Derrick comes up with plan, changes from horror to smiling.				00:00:00	
01C	T	2	5	Master	Derrick			Mid Shot		Low		Sword Shards Chair	Derrick jumps off chair and kicks it.				00:00:00	
01C	T1	2	5	Single	--CHAIR--			Closeup		Mid		Sword Shards Chair	Same as 01-T, but focused in on chair close-up.				00:00:00	
01C	U	2	5		Vector			Mid Shot		Mid			Slightly low angle. Vector's introduction, facing head-on at camera from end of aisle.				00:00:00	
01C	V	2	5		Derrick Jim Andrew			Medium Closeup	Whip Pan Steadicam	Mid			On Derrick's line "These fools broke..." Camera is pointed at Derrick, and after his line, snappily pans over (and slightly down) to Jim and Andrew for their subsequent reactions.				00:00:00	
01C	W	2	5	Master	Vector Derrick Jim Andrew			Long Shot		Mid		Sword Shards Chair Quest Map	Continues all the way to "Derrick, please man the register while I clean up this mess. And boys, please leave. Now." (page 7)		no		00:00:00	
01C	W1	2	5	Single	Jim (Andrew)			Medium Closeup		Mid		Sword Shards Chair Quest Map	Slightly high angle. Carries just past the master, all the way to "We come here all the time!" (page 7)				00:00:00	
01C	W2	2	5	Single	Vector			Medium Closeup		Mid		Sword Shards Chair Quest Map	Slightly low angle.				00:00:00	
01C	W3	2	5	Single	Vector Derrick			Medium Closeup		Mid		Sword Shards Chair Quest Map	Slightly low angle. Takes over from 01-W2 after Derrick slithers over to Vector's side. Single for Jim excludes the non-talking Andrew, yet Vector's single here still includes the non-talking Derrick to show the power imbalance.				00:00:00	
01C	W4	2	5	Insert	Jim Andrew (Vector) (Derrick)			Mid Shot		OTS Mid		Sword Shards Chair Quest Map	Slightly high angle. Sequenced after 01-V, before 01-W, or its singles, as Vector accuses both boys, before Jim speaks and focus is directed solely towards him.				00:00:00	
01C	W5	2	5	Insert	Jim Andrew			Medium Closeup	Pan	Mid		Sword Shards Chair Quest Map	Slightly high angle. Identical to 01-W1, but during Jim's line "You're right, I didn't..." the camera pans smoothly to Andrew, then back to Jim, and then harshly back to Andrew right after "right? Andrew?"				00:00:00	
01C	W6	1	5	Insert	Derrick			Mid Shot	Pan	Mid		Sword Shards Chair Quest Map	As Derrick slithers around to Vector's side.				00:00:00	
01C	W7	2	6	Insert	Andrew (Jim)			Medium Closeup		Mid		Sword Shards Chair Quest Map	Slightly high angle. For "Who? Um, Jim..." line, as well as hanging head sadly right after.				00:00:00	
01C	W8	3	6	Insert	Jim Andrew Derrick Vector			Medium Closeup to Mid to Long Angle	Pan Steadicam	Mid to OTS Low	Steadicam	Sword Shards Chair Quest Map	Slightly high angle. Pointed at Jim. After "Then who was it?" pans and tracks to Jim's left, revealing Andrew (on Jim's right, viewer's left). Andrew says nothing, Jim and Andrew both look up at Derrick. As they do, camera tracks and pans behind the two boys to become a Low OTS shot of Derrick & Vector, who are now on the left according to rule of thirds. Holds there for Derrick's reaction and "insinuating" line.				00:00:00	
01C	W9	2	6	Insert	Derrick (Vector)			Medium Closeup		Mid		Sword Shards Chair Quest Map	Slightly low angle. Derrick's eyes turning to icicles.				00:00:00	
01C	X	2	7		Vector			Mid Shot	Pan	Low	Steadicam	Sword Shards Chair Quest Map	Follows Vector as he bends down to pick up the sword shards. Carries on to him sighing, picking up the shard, and standing up.				00:00:00	
01C	Y	1	7		--PRICE TAG SHARD--			Closeup		High		Price Tag Shard Sword Shards Chair Quest Map	Closeup insert of Vector grabbing the shard of sword with the price tag on it.				00:00:00	
01C	Z	2	7		Vector (Jim) (Andrew)			Medium Closeup		OTS Mid		Price Tag Shard Sword Shards Chair Quest Map	Behind the shoulders of Jim/Andrew. Vector stands up and says "If you can pay me back..." Shot continues until "And only if you leave..."				00:00:00	
01C	AA	1	7		--PRICE TAG SHARD--			Closeup		Mid		Price Tag Shard Sword Shards Chair Quest Map	Insert of Vector holding up the shard in his hand in the middle of the frame, and Jim reaching out to grab it.				00:00:00	
01C	BB	2	7		Jim Andrew			Mid Shot		OTS Mid		Price Tag Shard Sword Shards Chair Quest Map	Reaction shot of Jim/Andrew gawking. Essentially identical to 01-W4. Includes a reaction to "And only if you leave within the next minute. Go!" so they can jump and then turn around to leave.				00:00:00	

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01C	CC	1	7		Vector			Mid Shot		Mid		Price Tag Shard Sword Shards Chair Quest Map	Vector shaking his head once the boys have turned around before bending down to clean more.				00:00:00	
01C	DD	2	7		Jim Andrew Derrick			Long Shot	Whip Pan	Mid		Price Tag Shard Sword Shards Chair Quest Map	Jim/Andrew approach aisle exit. When they get there, camera does a whip pan, snapping up to reveal Derrick standing right against the aisle, out of sight from Vector.				00:00:00	
01C	EE	2	7		Derrick			Medium Closeup		Low			Derrick's line "I expect a written..."				00:00:00	
01C	FF	2	7		Jim Andrew Derrick			Long Shot		Mid		Price Tag Shard Sword Shards Chair Quest Map	Derrick walks in front of the two, and they both follow him with their heads, then look back to the center, shell-shocked.				00:00:00	
02	A	1	8		Jim Andrew	INT	NerdKingdom	Long Shot		Mid		Price Tag Shard Quest Map	Framed identically to 01-FF. Jim and Andrew staring through the window of the store from outside blankly. Camera positioned inside store, staring through window. Shot can be reused at bottom of page 8.				00:00:00	
02	B	2	8	Master	Jim Andrew	EXT	NerdKingdom	Long Shot		Mid		Price Tag Shard Quest Map	Similar framing to last 2 shots, but from behind the two, staring through the window with them. When they turn to each other, the shot catches them both staring face-to-face at profile, framed by the window. Lasts through "Jim, your shoe."				00:00:00	
02	B1	2	8	Single	Jim (Andrew)			Mid Shot		OTS Mid		Price Tag Shard Quest Map					00:00:00	
02	B2	2	8	Single	Andrew (Jim)			Mid Shot		OTS Mid							00:00:00	
02	C	2	9		Jim			Mid Shot		Extreme Low		Price Tag Shard	Jim bends down to pick up the map, right by the camera lens, pointing upward.				00:00:00	
02	D	1	9		--QUEST MAP--			Closeup		Mid		Quest Map	Jim puts his hand down on the quest map and lifts his shoe, attached to it by a strand of gum.				00:00:00	
02	E	1	9		Jim (Andrew)			Mid Shot		High		Quest Map	Jim stands up with the map, holding it out and reading it.				00:00:00	
02	F	2	9	Master	Jim Andrew			Medium Long Shot		Mid		Quest Map Price Tag Shard	Camera between Jim/Andrew and the NerdKingdom window. The two boys are now facing towards the map, thus not head-on, and cheating out. Behind them is the mall, rather than the store. Lasts until "I'll meet you at..." (page 10, Jim)				00:00:00	
02	F1	2	9	Single	Andrew			Medium Closeup		Mid		Quest Map	Slightly low angle. Andrew reading map with Jim.				00:00:00	
02	F2	2	9	Single	Jim (Andrew)			Medium Closeup		Mid		Quest Map Price Tag Shard	Slightly low angle. Jim reading map with Andrew.				00:00:00	
02	F3	1	9	Insert	--PRICE TAG SHARD--			Closeup		High		Quest Map Price Tag Shard	Jim holds out the price tag in his hand, just long enough for the audience (and Andrew) to read it.				00:00:00	
02	G	2	10		Jim			Medium Long Shot	Pan	Mid		Quest Map Price Tag Shard	Follows Jim as he runs off to the mall exit.				00:00:00	
02	H	2	10		Andrew			Long Shot	Zoom Out	Mid			Andrew says "You're kidding, right?" as camera zooms out, leaving him standing, watching where Jim used to be.				00:00:00	
03	A	3	10	Master	Jim Andrew	EXT	Andrew's House	Long Shot		Mid		Backpack Quest Map Pencil Coffee Mug	Door and Andrew in center, slightly left, Jim's back to camera, on right, Jim knocks, door opens. Used for Jim's line "Okay, first on the map..." as he turns around for that one. Lasts until "Maybe?" (11, Andrew)				00:00:00	
03	A1	2	10	Single	Jim (Andrew)			Medium Closeup		OTS Mid		Backpack Quest Map Pencil Coffee Mug	Slightly high. Andrew's shoulder.				00:00:00	
03	A2	2	10	Single	Andrew			Medium Closeup		Mid		Coffee Mug	Reaction shots of Andrew.				00:00:00	
03	B	1	11		Andrew			Mid Shot		Mid			Slightly low. Shot as Andrew steps out onto the porch, watching Jim. Essentially a cutaway for adjusting the shot/reverse shot angle.				00:00:00	
03	C	2	11	Master	Jim Andrew			Extreme Long Shot		Dutch Tilt		Backpack Quest Map Pencil Coffee Mug	Very slight Dutch Tilt, becoming more parallel with the driveway. Not intense enough to create anxiety, but enough to put Andrew at a higher position than Jim.				00:00:00	
03	C1	2	11	Single	Andrew			Very Long Shot		Low		Coffee Mug	From down the walkway, Andrew in dead center. Low angle important thematically. Carries until "Andrew, look! I found the stream!" (12, Jim)				00:00:00	
03	C2	1	11	Single	Jim			Very Long Shot		High		Backpack Quest Map Pencil Coffee Mug	From porch, Jim near center but wandering around frame. High angle important thematically.				00:00:00	
03	C3	1	11	Single	Jim (Andrew)			Very Long Shot		OTS High		Backpack Quest Map Pencil	Alternate single for Jim. Variation on 03-C2, but positioned more like 03-A1, in that the back of Andrew's shoulder can be seen in the foreground. Jim's back is to the camera for most of this, and would be used for BOTH Jim AND Andrew's lines.				00:00:00	
03	C4	1	11	Single	Jim (Andrew)			Mid Shot	Handheld	Low		Backpack Quest Map Pencil Coffee Mug	Somewhat shaky handheld shot, low, focused on Jim for his lines with Andrew in the background, out of focus, but still a presence in the frame, watching over.				00:00:00	

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03	C5	1	11	Single	Andrew			Medium Closeup		Low			Alternate single for Andrew. Preferably for shouted lines at end "Look, I know it's fun..." and "Would you just admit that..." "LASTS PAST THE MASTER to include Andrew's reaction to the line "Andrew, look! I found the stream!" (12, Jim), which would be sequenced right after 03-D.			00:00:00		
03	C6	1	12	Insert	Jim			Mid Shot		Low		Backpack Quest Map Pencil	Very (but not extreme) low angle, from in gutter, for just the line "Andrew, look! I found the stream!" Jim and the camera both parallel to gutter, and thus neither Andrew nor his house are in the frame.			00:00:00		
03	D	2	12		Jim			Mid Shot	Pan	High to Low		Backpack Quest Map Pencil	Starts as high shot of Jim on hands and knees in gutter. As he stands up, camera pans upward but does not move upward, tracking Jim upward and changing to a low angle. Shows the shift in dominance over to Jim.			00:00:00		
03	E	3	12		Jim Andrew			Mid Shot to Long Shot	Steadicam	Low to Mid	Steadicam	Backpack Quest Map Pencil Coffee Mug	TRACKING SHOT WITH STEADICAM. Starts with low shot of Andrew in the center, walking down the walkway. Camera backs up all the way past Jim, who can be seen staring around 4 o'clock, mostly profile. As the camera passes him and down into the gutter, it should still be lowering consistently. As a result, when Andrew walks up to Jim, Jim will appear HIGHER than Andrew in the frame. Once this effect is achieved, the camera then pans over to frame the two boys in the center while simultaneously tracking backwards, parallel to the gutter, with the two of them staring towards the camera. SHOT SHOULD END WHEN JIM LIFTS MAP IN FRONT OF FACE.			00:00:00		
03	F	2	12		Jim (Andrew)			Mid Shot	Handheld	Low		Backpack Quest Map Pencil	Slightly low angle. Jim holding map up and looking at it as Andrew looks around his shoulder, trying to see SHOW ANDREW WALK AROUND HIS BACK AND POP OVER OTHER SHOULDER to place Andrew in the gutter. May have to pan a little to account for Andrew, hence the handheld.			00:00:00		
03	G	2	12		--QUEST MAP--			Big Closeup	Handheld	Mid		Quest Map	Slightly high angle. Map being held, rotated slightly, and then lowered to reveal the "stream", which looks identical.			00:00:00		
03	H	2	12		Andrew (Jim)			Mid Shot		High		Quest Map	Reaction shot of Andrew "staring" at the map, defeated— almost as if he can't stand the fact that Jim might be right this time." Includes Jim stepping ahead to bend down, taking the map with him, leaving Andrew staring ahead at nothing.			00:00:00		
03	I	2	12		Jim Andrew			Mid Shot	Steadicam Pan	Low	Steadicam	Backpack Quest Map Pencil Leaf	Low shot from gutter of Jim— MUST BE LOW ENOUGH and IN THE RIGHT POSITION so that the top of Andrew's head, in the back, still appears below the top of Jim's in the frame. We see Jim pick up the leaf, then put it in the river and stare at it, at which point Andrew walks over and bends down (REMAINING BELOW JIM THE WHOLE TIME) to break a snippet of the leaf off. As he does, the camera pans slightly left and backs up a little to adjust for Andrew to enter. Ends once the snippet flows down out of frame, and the two boys BEGIN STANDING UP (important for consistency).			00:00:00		
03	J	2	12		Jim Andrew			Medium Closeup	Dolly Shot Steadicam	High	Steadicam	Backpack Quest Map Pencil Leaf	Start with camera positioned between Jim and Andrew's O.S. shoulders, staring down at the snippet of leaf, floating down the stream in the distance. Steadicam pulls back after it goes a bit, revealing their shoulders and heads, putting them at a medium closeup. Jim then lifts the map and draws a large check next to the icon.			00:00:00		
03	K	2	12		Jim Andrew			Mid Shot		Mid		Backpack Quest Map Pencil	Slightly low angle. Similar to 03-F, but centered around the two rather than just Jim. Andrew, being in the gutter, is naturally lower than Jim in frame. For Jim's "Shall we?" line. Should carry on to include Jim and Andrew both walking forward, out of the frame.			00:00:00		
03	L	2	12		Jim Andrew			Extreme Long Shot		Low		Backpack Quest Map Pencil	Jim and Andrew, framed in the center— Andrew noticeably lower than Jim— walk off down the stream, which stretches down the center of the stream like a perfect vertical dividing line. Jim is on the left side and Andrew is on the right— IT IS IMPORTANT THEMATICALLY that they are COMPLETELY on SEPARATE SIDES and their arms/legs do not cross the line at all.			00:00:00		
04	A	5	12		--LEAF--	EXT	Park	Medium Closeup to Mid Shot	Tracking Shot Pan	High		Leaf	Camera follows the leaf, starting at a medium closeup and ending with more of a mid-shot, as it flows down the stream and falls into a storm drain. Will have to account for the possibility that the leaf does not successfully fall into the storm drain (hence the high number of takes listed). Shot used over Jim's O.S. line, "Aha! There it is!"	MOS		00:00:00		
04	B	2	12		Andrew Jim			Medium Long Shot	Handheld	Low		Backpack Quest Map	Handheld tracking shot from below, showing Jim and Andrew (curb and gutter respectively). Jim gives Andrew the backpack, then runs over to the grate and bends down to look into the storm drain. Again, shot at such an angle that the top of JIM'S HEAD is still ABOVE ANDREW'S HEAD.			00:00:00		
04	C	2	12		Andrew to Jim			Medium Closeup to Mid Shot	Handheld Tracking Shot Whip Pan	Mid		Backpack Quest Map	Handheld reaction shot of Andrew as he places his bag down on the curb, saying "So... what now?" Tracks him as he bends down to put it there, and as he puts it down, gentle whip pan to Jim, turning around to say "Come on, let's go!"			00:00:00		

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04	D	2	13	Master	Andrew Jim			Very Long Shot		Dutch Tilt	Telephoto	Backpack Quest Map	Slight tilt again to create the same sense of imbalance as in 03-C. Taken from across the street with telephoto to achieve this effect: aligned in a way that makes Jim appear dominant. STARTS AT "Come on, let's go!" (13, Jim) AND GOES UNTIL "Only if you don't save me first." (13, Jim)	MOS	no	00:00:00		
04	D1	1	13	Single	Andrew			Mid Shot		Mid			Andrew squatting down, looking at Jim.			00:00:00		
04	D2	1	13	Single	Andrew (Jim)			Medium Long Shot		OTS High		Backpack Quest Map	Alt. single for Andrew. Shot from behind Andrew's shoulder, with Jim in focus as he looks down the drain. Again, JIM SHOULD BE ABOVE ANDREW. Focus may be on Jim, but this single applies to Andrew because it would primarily be used for his lines.			00:00:00		
04	D3	1	13	Single	Jim (Andrew)			Mid Shot		Low		Backpack Quest Map	Low angle with Andrew in the background, like 03-C4. However, in this one, Jim's head is ABOVE Andrew, and rather than Andrew appearing to watch over, Jim seems to have it covered while Andrew stands awkwardly in the back.			00:00:00		
04	D4	1	13	Single	Jim			Mid Shot		Mid		Backpack Quest Map	Alt. single for Jim. Shot from behind him as he looks down into the storm drain.			00:00:00		
04	E	1	13		Andrew			Medium Closeup	Pan Steadicam	High	Steadicam	Backpack Quest Map	Pans and follows Andrew as he picks up the map.			00:00:00		
04	F	1	13		Andrew			Mid Shot		Mid		Backpack Quest Map	Slightly low angle as Andrew holds up the map and studies it, saying "You need to use that brain of yours more often, Jim." Continues as he says "Wait wait wait, Jim, look!" and turns the map towards Jim.			00:00:00		
04	G	2	13		Jim (Andrew)			Medium Closeup		Low		Backpack Quest Map	Same angle as 04-D3, just adjusted for Andrew's blocking. Used for both Andrew's line "You need to use that brain of yours more often, Jim" and Jim's "Would you just admit that I'm right this time?"			00:00:00		
04	H	2	14		Jim (Andrew)			Mid Shot		OTS Mid		Backpack Quest Map	Slightly high angle; potentially handheld. Shows Jim poke up from inside the storm drain and look up—noticeably lower in the frame than Andrew this time.			00:00:00		
04	I	2	14		Andrew Jim			Medium Long Shot to Mid Shot	Pan	Mid		Backpack Quest Map Pencil Water Bottle	On the line "The hills are next to the waterfall, not at the bottom of it. See?" During line, follows Andrew as he walks over to Jim and squats down next to the storm drain, holding the map for Jim to see. Remains higher than Jim the whole time.			00:00:00		
04	J	2	14		--QUEST MAP--			Big Closeup	Handheld	Mid		Quest Map	Same idea as 03-G. Slightly high angle. Map being held, rotated slightly, and then lowered to reveal the "knolls", which look identical.			00:00:00		
04	K	1	14		Andrew Jim			Medium Closeup		Mid		Backpack Quest Map Pencil Water Bottle	Andrew higher than Jim still. Holds map, looks at Jim with "I told you so" face and checks off the icon on the map and grabs the backpack, walking out of frame as Jim stares, "deleted—almost as if he can't stand the fact that Andrew might be right this time."			00:00:00		
04	L	1	14		Andrew Jim			Medium Long Shot	Zoom Out	OTS Mid		Backpack Quest Map Pencil Water Bottle	Slightly low OTS, from a good distance behind Jim's back. Andrew still above Jim in frame. Shows Andrew walking off holding the map until Jim gets up and jogs to catch up. Very gradual zoom out.			00:00:00		
05	A	2	14		Andrew Jim	EXT	Park Bathrooms	Very Long Shot		Dutch Tilt Low		Backpack Quest Map Pencil Water Bottle	Low shot at a slight Dutch Tilt to be more parallel with the hill. Jim and Andrew walk down hill; JIM TAKES BACKPACK FOR CONSISTENCY, reads map as he walks down hill. JIM STILL HIGHER THAN ANDREW.			00:00:00		
05	B	2	14	Master	Andrew Jim			Very Long Shot		Dutch Tilt Mid		Backpack Quest Map Water Bottle	Slight Dutch Tilt or clever composition to ensure Jim is above Andrew, and that Andrew appears awkwardly out of place (off the rule of thirds). The two are a fair distance apart in this shot.			00:00:00		
05	B1	1	14	Single	Jim (Andrew)			Long Shot	Steadicam Tracking Shot	OTS Mid	Steadicam	Backpack Quest Map Pencil Water Bottle	OTS of Andrew, tracking along to follow Jim as he says "So, we're looking for the..." and holds up the map to his face. Jim turns around for "refuel" part and then walks up to water fountain.			00:00:00		
05	B2	1	14	Insert	--QUEST MAP--			Big Closeup		Mid		Quest Map	Closeup insert of the "RAGING DEVILS RIVER" icon. IMPORTANT to establish it in advance for the gag at the very end.			00:00:00		
05	B3	2	14	Single	Andrew			Medium Long Shot		Mid			Reaction shot of Andrew, awkwardly centered, looking around and saying "I don't see it," AND "I don't see it, Jim," (sequenced after 05-B4)			00:00:00		
05	B4	1	14	Single	Jim (Andrew)			Medium Closeup		Mid		Backpack Quest Map Water Bottle	Jim in foreground. Shot from the POV of the wall; Andrew stands in background awkwardly as Jim fills water bottle in foreground. THIS COULD BE POTENTIALLY ACCOMPLISHED USING A MIRROR. For Jim's line "Keep looking."			00:00:00		
05	B5	1	14	Insert	Jim			Mid Shot		Low		Backpack Quest Map Water Bottle	Shot from below the water fountain, with the bottom of the fountain obscuring the frame partially. Jim steps back and looks down toward the camera, having this revelation.			00:00:00		
05	B6	1	14	Insert	--NONE--			Mid Shot	Pan Handheld	High			Handheld shot from Jim's POV of the little stream on the ground, plus a slight pan upward to show the pipes, dripping from the fountain Jim was using.			00:00:00		
05	C	2	14		Andrew			Closeup		Mid			Andrew: "I still don't see it." Reaction shot.			00:00:00		
05	D	2	15		Jim (Andrew)			Medium Long Shot	Handheld	Mid		Backpack Quest Map Water Bottle	Handheld PROFILE shot of Andrew looking done with life as Jim, behind him, turns to him and beckons to go to the "river". Can track Jim as necessary. JIM STILL ABOVE ANDREW!			00:00:00		

Scene #	Shot #	Take #	pg. (start)	Shot Type	Subject	INT / EXT	Location	Shot Size	Movement	Angle	Gear/Lens	Props	Notes	Sound	Preferred	Shot Duration	Duration x Takes	Day
05	E	1	15	Master	Jim Andrew			Very Long Shot		Mid		Backpack Quest Map Water Bottle	Jim and Andrew splitting center. Jim left in frame; Andrew right. Shot across the "river", with the two of them staring straight forward across it. Jim and Andrew can be level now—thematically, it works at this point. Start on Jim's "Come on Andrew..." and go until "Don't fall in!" (15, Jim)			00:00:00		
05	E1	1	15	Single	Andrew (Jim)			Medium Long Shot		Mid		Backpack Quest Map Water Bottle	Around 45 degrees to Andrew's left. Jim on Andrew's right. Essentially a second master for 05-E. MID ANGLE IMPORTANT FOR CONTRAST WITH 05-E3!			00:00:00		
05	E2	1	15	Single	Andrew			Medium Closeup		OTS High			Profile of Andrew's face as he stares down at the little weaselly river below. Used as comedic contrast to 05-E4. Not extreme high, but still very high.			00:00:00		
05	E3	1	15	Single	Jim (Andrew)			Medium Long Shot		Low		Backpack Quest Map Water Bottle	Contrast with 05-E1. 45 degrees to Jim's right, but positioned much lower than 05-E1.			00:00:00		
05	E4	1	15	Single	Jim			Mid Shot		Extreme Low		Backpack Quest Map Water Bottle	Contrast with 05-E2. From river bed, to emulate the intensity of looking down into a gushing river as Jim stares down.			00:00:00		
05	E5	1	15	Insert	Andrew			Medium Long Shot		Mid		Backpack Quest Map Water Bottle	Contrast with 05-F. Used for Andrew stepping across the river with no style (and back).			00:00:00		
05	E6	2	15	Insert	--BACKPACK-- (Andrew) (Jim)			Medium Closeup		Mid		Backpack Quest Map Water Bottle	Mid angle of BACKPACK, but shot from the ground. Shows the backpack as it is tossed and lands in front of the camera, in focus, with Jim/Andrew out of focus in the background.			00:00:00		
05	E7	1	15	Cutaway	Andrew			Medium Closeup		Mid			Brief reaction shot for Andrew before stepping back across when Jim tells him to.			00:00:00		
05	F	1	15		Jim			Medium Long Shot		Low		Backpack Quest Map Water Bottle	Contrast with 05-E5. For Jim's LEAP across the river, with a lower angle to make it even more better-er.			00:00:00		
05	G	2	15		Jim (Andrew)			Mid Shot	Tracking Shot Steadicam	Mid	Steadicam	Backpack Quest Map Water Bottle	Tracks Jim on a vertical plane. Starts on the ground as Jim lands in front of the camera in a squat. Then follows Jim's head as he stands up and turns around, and the camera slides slightly to the side to reveal Andrew standing and watching awkwardly. ANDREW ON AN EVEN LEVEL WITH JIM!			00:00:00		
05	H	2	15	Master	Jim Andrew			Very Long Shot		Mid		Backpack Quest Map Water Bottle	Profile shot of Jim and Andrew on separate sides of the river. Both boys level to each other, again. Equidistant from the edges of the frame. Start after "Don't fall in!" (15, Jim) and go until "Go on, then!" (16, Jim)			00:00:00		
05	H1	1	15	Single	Andrew			Medium Long Shot		Mid			Andrew's full body, head to toe, centered, dead-on.			00:00:00		
05	H2	1	15	Single	Andrew			Medium Closeup		OTS High			IDENTICAL TO 05-E2.			00:00:00		
05	H3	1	15	Single	Andrew			Mid Shot		Extreme Low			IDENTICAL TO 05-E4, but with Andrew instead of Jim.			00:00:00		
05	H4	1	15	Single	Jim			Medium Long Shot		Mid		Backpack Quest Map Water Bottle	Jim's full body, head to toe, centered, dead-on.			00:00:00		
05	H5	1	15	Single	Jim			Medium Closeup		Mid		Backpack Quest Map Water Bottle	Same as 05-H4, but a medium closeup this time.			00:00:00		
05	I	2	16	Master	Andrew			Medium Long Shot		Low			Profile shot of Andrew jumping. Camera positioned down at the ground. Probably slow motion.			00:00:00		
05	I1	1	16	Insert	Andrew			Mid Shot		Extreme Low			Shot from "river" up, straight at Andrew's shoes jumping overhead. Also slow motion.			00:00:00		
05	I2	1	16	Insert	Andrew (Jim)			Extreme Long Shot		Mid	Telephoto	Backpack Quest Map Water Bottle	Shot from a distance away, possibly framing Andrew in the trees, as he jumps. Also slow motion.			00:00:00		
05	J	2	16		Andrew			Mid Shot	Tracking Shot Steadicam	Mid	Steadicam		Same as 05-G, for Andrew. Tracks Andrew on a vertical plane. Starts on the ground as Andrew lands in front of the camera in a squat. Then follows Andrew's head as he stands up and turns around.			00:00:00		
05	K	1	16		Andrew (Jim)			Medium Long Shot		Low		Backpack Quest Map Water Bottle	Low to the ground from river as Andrew turns around to see what he just jumped over, slightly smiling, and surprised at how he just lost himself in the moment (a la Todd in Dead Poets Society, except with a dribble of goddamn water). Needs to be close enough to see Jim grinning in the background VISIBLY.			00:00:00		
05	L	1	16		Andrew (Jim)			Medium Closeup		OTS Mid		Backpack Quest Map Water Bottle	Over Jim's shoulder. Andrew: "So what now, Jim? (16) Jim lifts the map and is about to walk off and being reading.			00:00:00		
05	M	1	16		Andrew Jim			Extreme Long Shot	Zoom Out	High	Telephoto	Backpack Quest Map Water Bottle	Slow zoom out. Camera positioned upon the knolls they walked down at the top of the scene, with a telephoto zoomed on the two boys as they walk towards the trees in the back. Used with voiceover "The final item on the quest..." (16, Jim)			00:00:00		
06	A	1	17		Andrew	EXT	Park Entrance	Very Long Shot		Mid		Quest Map Water Bottle	Jim and Andrew cut through the trees on the edge of the frame, which should be centered around the park's entrance.			00:00:00		

Scene #	Shot #	Take #	pg. (start)	Shot Type	Subject	INT / EXT	Location	Shot Size	Movement	Angle	Gear/Lens	Props	Notes	Sound	Preferred	Shot Duration	Duration x Takes	Day
06	B	2	17		Jim Andrew			Mid Shot	Tracking Shot Steadicam	Mid	Steadicam	Quest Map Eyeball	Tracking shot with steadicam, from in front of the two boys. Jim, in the lead, reads from his map ("Just past these trees, there should...") and walks along, with the camera tracking him from in front. Andrew follows behind, listening. After Jim finished speaking, Andrew says "You mean, like this thing right here?" and walks to the side, bending down and pointing at the eyeball. As he does, the camera leaves Jim pans over, following him, and as he stretches his arm and looks to Jim for approval, the camera pans past his arm and down to the eyeball on the ground.			00:00:00		
06	C	1	17		Andrew (Jim)			Medium Long Shot		Low		Quest Map Eyeball	Shot from down by the tree that the eyeball is lying against, as Andrew bends down to pick it up. Jim, in the background, yells at him to stop just before Andrew touches it.			00:00:00		
06	D	1	17		Jim			Medium Closeup		Mid		Quest Map	Jim holds up the map towards Andrew, saying "Look at the map—the eye points..."			00:00:00		
06	E	1	17		Andrew (Jim)			Medium Long Shot		OTS High		Quest Map Eyeball	Over Jim's shoulder. Reaction shot of Andrew looking up at the map to prevent a jump cut from 06-D to 06-E.			00:00:00		
06	F	1	17		--QUEST MAP--			Closeup		Mid		Quest Map	Closeup of the icon on the map as Jim shows it to Andrew.			00:00:00		
06	G	2	17		Andrew Jim			Closeup		Low	Wide Angle	Quest Map	Shot from eyeball. Closeup of Andrew's face through Steve's lens, inspecting the eyeball. He turns around to say "It's pointing at you," and as he turns and moves away from the camera, it reveals Jim. Good segue with his head in the map again. He yells "Where's a SAFE SPOT USED AGAIN FOR 06-G!"			00:00:00		
06	H	2	17		Andrew (Jim)			Medium Long Shot		OTS High		Quest Map Eyeball	Over Jim's shoulder. He lowers the map, which reveals the eyeball, staring directly at him, and Andrew, sitting next to it and also staring at him.			00:00:00		
06	I	2	17		Jim			Medium Closeup		Mid		Quest Map	Jim says "Oh, it's probably pointing at the..." and holds the map in front of him. Pause. Then he says "So I guess that's it, then."			00:00:00		
06	J	1	17		Andrew			Medium Closeup		Mid			A closeup of Andrew looking towards Jim, but his eyes clearly going further, to a very different spot. He says "Actually, Jim, that's not it."			00:00:00		
06	K	2	17	Master	Jim Andrew			Long Shot		Mid		Quest Map Eyeball	Shot of Jim and Andrew on the same level, with the eyeball framed between the two of them, looking towards Jim but at an angle that appears as if it could be looking PAST Jim. Starts right after "Actually, Jim, that's not it," (17, Andrew) and goes until "Exactly. You think, then I do..." (18, Jim) At the very beginning, Andrew stands up, as one does.			00:00:00		
06	K1	1	17	Single	Jim			Mid Shot		Mid		Quest Map				00:00:00		
06	K2	1	17	Single	Jim			Medium Closeup		Mid		Quest Map	Identical to 06-L2.			00:00:00		
06	K3	1	17	Single	Andrew			Mid Shot		Mid						00:00:00		
06	K4	1	17	Single	Andrew			Medium Closeup		Mid						00:00:00		
06	L	1	18	Master	Jim Andrew			Long Shot		Mid		Quest Map Eyeball	Same as 06-K master, but adjusted slightly to account for Andrew's new blocking. Starts at "No, Jim... stop selling yourself..." (Andrew) and goes until "Towards you? Or at you?" (Andrew)			00:00:00		
06	L1	1	18	Single	Andrew (Jim)			Long Shot		Mid		Quest Map Eyeball	Shot from behind Jim's back as Andrew walks around him.			00:00:00		
06	L2	1	18	Single	Jim			Medium Closeup		Mid		Quest Map	Closeup of Jim, identical to 06-K2.			00:00:00		
06	L3	1	18	Insert	Andrew Jim			Mid Shot	Pan Steadicam	Mid	Steadicam	Quest Map	Starts centered on Jim for "I've got the map," then pans over to Andrew, who is on Jim's LEFT. After Andrew's line "Again, why do you say it's looking at you?" camera pans back to centered on Jim, and Andrew walks around behind Jim's back as Jim says "Because it's looking towards me." After that line, camera pans back to include Andrew again, who is now on Jim's RIGHT, for the line "Towards you? Or at you?" Linger on Andrew for a moment.			00:00:00		
06	M	2	18	Master	Andrew Jim			Medium Long Shot		Low	Wide Angle	Quest Map	Identical to 06-L3. Reverse POV from eyeball of Jim and Andrew. Used in previous. Having to use pan across the middle right leg... and... "Follow the eye to... looking at..." Shows Jim walk up to a medium long shot, studying it, before he steps to the side and turns around, revealing the mall behind him.			00:00:00		
06	M1	1	18	Single	Jim (Andrew)			Mid Shot	Tracking Shot Handheld	Low		Quest Map	Handheld shot from near-ish to eyeball, slightly tracking Jim as he walks towards the eyeball, holding the map, looking down at it. Andrew next to him watching.			00:00:00		
06	M2	1	18	Single	Eyeball (Jim)			Medium Long Shot	Tracking Shot Handheld	OTS High		Quest Map Eyeball	Over Jim's shoulder. Slightly tracking Jim walking to the eyeball yet again, with it in the center as the main focus.			00:00:00		
06	N	2	18		Jim Andrew			Mid Shot		Mid		Quest Map Eyeball	Jim and Andrew, right next to each other, turn around and look past the camera towards the mall (O.S.) Eyeball visible in the background. Jim steps forward toward the street, while Andrew stands watching (and smiling because he's a cool boy).			00:00:00		

Scene #	Shot #	Take #	pg. (start)	Shot Type	Subject	INT / EXT	Location	Shot Size	Movement	Angle	Gear/Lens	Props	Notes	Sound	Preferred	Shot Duration	Duration x Takes	Day
06	O	2	18		(Jim) (Andrew)			Mid Shot	Crane/Jib Shot	Mid to High	Crane/Jib	Quest Map	Like the previous shot, but behind the two boys. Crane/jib up from behind Andrew/Jim, starting at a mid shot (potentially lower?) and rising past their heads to put the main focus on revealing the mall across the street, rising over them like a castle.			00:00:00		
06	P	1	19		Jim			Medium Closeup		Mid			Reaction shot for Jim gasping (top of 19). That's all.			00:00:00		
06	Q	2	19		Andrew Jim			Medium Long Shot to Mid Shot	Steadicam	Low	Steadicam	Quest Map Eyeball	Fairly low shot, essentially at the same angle as 06-N. As Jim stares, Andrew begins jogging off and says "Come on, Jim, let's go!" The camera pans slightly to follow Andrew, who then runs out of frame. Jim walks forward within the frame, but stops, confused. When he does, the camera pans back over to Jim, now at a mid shot in the frame, and he says "Well, wait, I'm confused. How are we going to find a replacement there?... Wait—"			00:00:00		
06	R	2	19		Andrew (Jim)			Medium Long Shot to Mid Shot	Handheld	OTS Mid		Quest Map	Over Jim's shoulder. Handheld to try and give off more energy. Jim says "Well, wait, I'm confused. How are we going to find a replacement for free there?... Wait—" as Andrew turns around and watches, eventually interrupting with "I like the way you're thinking, but now..." and walking up to Jim, going into a mid shot.			00:00:00		
06	S	2	19	Master	Jim Andrew			Very Long Shot		Mid		Quest Map	Profile of Jim and Andrew standing (equal level), facing each other. They are angled in such a way that the mall is visible, looming over them. Starts right after "Now is time to follow that eye." Goes until "Then we are going to NerdKingdom first. Lead the charge, Jim!"	no		00:00:00		
06	S1	1	19	Single	Jim (Andrew)			Medium Closeup	Handheld	OTS Mid		Quest Map Eyeball	Over Andrew's shoulder. Eyeball visible.			00:00:00		
06	S2	1	19	Single	Andrew (Jim)			Medium Closeup	Handheld	OTS Mid		Quest Map	Over Jim's shoulder. NerdKingdom looming.			00:00:00		
06	S3	1	19	Cutaway	--WATCH--			Closeup		Mid		Watch	Cutaway of Jim (O.S.) looking at his watch, reading to be 6:50 PM. (If there is a date, it needs to be a Saturday near the end of summer. Year and date can be a reference to something as well, just because why not)			00:00:00		
06	S4	1	19	Insert	Jim			Closeup		Mid			Dramatic shot JUST FOR THE LINE "NerdKingdom closes in ten minutes," (Jim) it's supposed to be overly dramatic and funny but y'know, could be stupid. Just an idea. I'm pretty tired but the beavers do			00:00:00		

**PAGE NUMBERS ARE ACTUALLY ACCURATE FROM HERE ON OUT.**

06	T	2	20		Andrew Jim			Mid Shot	Pan Tracking Shot Steadicam		Steadicam	Quest Map Eyeball	On Andrew from profile (in relation to master S) as he says "Then we are going to NerdKingdom first. Lead the charge, Jim!" and steps aside (facing camera now). Camera moves/pans over to Jim, who stares up and snaps out of it, and proceeds to run off. Shot is now over Andrew's right shoulder as he watches Jim, who we see run into the street without looking first (POSSIBLY DO CAR ALMOST HITTING HIM GAG). Camera pans back to Andrew's face (kind of low angle), and we then see him turn around and run back to the tree.			00:00:00		
06	U	2	20		Andrew			Long Shot	Handheld	Low		Eyeball	Low shot from the ground of the eyeball as Jim runs over and picks it up, studies it, then pockets it and runs back off.			00:00:00		
07	A	1	20	Master	Jim Andrew	EXT	NerdKingdom	Long Shot		Mid			Jim and Andrew come sliding into the frame, staring down dead center. Lasts until the end of the scene.			00:00:00		
07	A1	1	20	Single	Jim Andrew			Long Shot		Mid			Right after they slide in. Lasts until end of scene. Shot from behind the two boys as they stare in the window, reminiscent of the earlier scene where they did.			00:00:00		
07	A2	1	21	Insert	Derrick			Medium Long Shot		Mid	Telephoto		Zoomed in shot from outside of Derrick (2 o'clock).					
07	A3	1	21	Insert	Vector			Medium Long Shot		Mid	Telephoto		Zoomed in shot from outside of Vector (10 o'clock).					
08	A	1	21		Jim Andrew	INT	NerdKingdom	Very Long Shot		Mid			Profile shot of Jim and Andrew darting into the store (possibly sliding). They immediately hide behind objects in their vicinity.			00:00:00		
08	B	1	21		Jim Andrew				Dolly Shot	Mid			Mostly profile shot of Andrew hiding. As he sticks his head out, camera dollies and racks focus to reveal Jim. Andrew looks at Jim. Jim nods at him.			00:00:00		
08	C	1	21		Jim Andrew			Very Long Shot		Mid			Shot of Jim and Andrew splitting and running off. IMPORTANTLY, GOING IN THE SAME DIRECTION THEY DID AT THE BEGINNING, because they have established that technique when browsing.			00:00:00		
08	C1	1	21		Jim			Mid Shot		Mid			Jim pops his head around the aisle from down on the floor.			00:00:00		
08	C2	1	21		Jim			Medium Long Shot	Handheld	Mid			Somewhat shaky shot as Jim slides across the floor on his knees or butt between aisles.			00:00:00		
08	C3	1	21		Jim			Medium Long Shot	Handheld	Mid			Jim somersaults down anaisle.			00:00:00		



Scene #	Shot #	Take #	pg. (start)	Shot Type	Subject	INT / EXT	Location	Shot Size	Movement	Angle	Gear/Lens	Props	Notes	Sound	Preferred	Shot Duration	Duration x Takes	Day
08	C4	1	21		Jim			Long Shot		Low			Jim spinning around "smoothly" as he passes the entrance of an aisle. Shot from inside the aisle, with the edges of the aisle about 15% into the frame each.				00:00:00	
08	C5	1	21		(Jim)			Mid Shot	Tracking Shot Steadicam	OTS Mid			Tracking shot as JIM ducks/crouches/feels the shelves while walking through the aisles and around corners. Should be shot over the course of maybe 10 seconds.					
08	C6	1	21		Andrew			Very Long Shot		Mid			Andrew pops his head out atop a distant aisle. Shot from right on top of an aisle.				00:00:00	
08	C7	1	21		Andrew			Medium Long Shot	Handheld	Mid			Andrew swings around the edge of one of the aisles.				00:00:00	
08	C8	1	21		Andrew			Long Shot	Handheld Pan	Extreme High			Very high shot from the top of an aisle shelf looking down as Andrew crawls through, looking around				00:00:00	
08	C9	1	21		Andrew			Medium Long Shot		Mid			Shot through a shelf— partially obscured. Andrew egg rolls down the aisle.				00:00:00	
08	C10	1	21		(Andrew)			Mid Shot	Tracking Shot Steadicam	OTS Mid			Tracking shot as ANDREW ducks/crouches/feels the shelves while walking through the aisles and around corners. Should be shot over the course of maybe 10 seconds.					
08	C11	1	21		Jim Andrew			Very Long Shot to Medium Closeup		Mid			Just like 08-C6. Jim pops his head up and looks around in a distant aisle. After he goes down, Andrew pops up from one very close to the camera and begins to do the same.				00:00:00	
08	C12	3	21		Jim Andrew			Long Shot	Tracking Shot Handheld	Low			Tracking shot in center of aisle on ground as Andrew does the duck/crouch/feels-making walk towards the camera, sliding away. About 5-7 seconds in, camera slides through a hole in the shelf and reveals Jim walking down the next aisle the same. Camera continues sliding backward as he walks toward it.  Could potentially use a dolly too, but would make the switching aisles hard.  Oh, also, this shot might be literally impossible anyway.				00:00:00	
08	C12	3	21		Jim Andrew			Medium Closeup to Mid Shot to Medium Long Shot to Medium Closeup	Tracking Shot Steadicam	OTS Mid to Mid	Steadicam		Tracking over Andrew's shoulder as he walks through the end of an aisle. As he stops and peeks out the end, the camera past him, turning to stay with his face as he looks. Once it gets around him, it continues to move (backward) and makes a sharp turn around the aisle in front of Andrew. As it does, Andrew does the same, following the camera as it moves backward, perpendicular to the aisles. Camera is moving faster than Andrew, so that Andrew is 1-2 aisles behind the camera. After passing a couple aisles, Andrew quickly darts into one. Camera continues tracking. Without skipping a beat, Jim darts around from the next one and begins walking toward the camera.				00:00:00	
08B	D	3	21		Jim Andrew			Long Shot		Mid			Down near the floor in one of the aisles, Jim slides into the frame and continues to sit with a tired and blank expression, staring forward with his back against the shelf. After a moment, Andrew slides in from the other side and does the same. After a moment, Jim lifts his watch to look at it. In frame, Jim on LEFT, Andrew on RIGHT. Both facing camera head-on.				00:00:00	
08B	E	2	21		Jim Andrew			Long Shot		Mid			EXACT SAME SHOT AS 08-D. Only reason for splitting them up is to allow the former to be its own take. Every 08-E# shot filmed from on the ground with the two boys level. Goes until "Instead of going on a quest to find whatever," (22_Jim)				00:00:00	
08B	E1	1	21	Single	Jim (Andrew)			Mid Shot		Mid			Andrew barely in frame. Camera placed in front of Andrew, turned towards Jim.				00:00:00	
08B	E2	1	21	Single	Andrew (Jim)			Mid Shot		Mid			Jim barely in frame. Camera placed in front of Jim, turned towards Andrew.				00:00:00	
08B	E3	1	21	Insert	Jim (Andrew)			Mid Shot		Mid			Shot of Jim looking at his watch and saying "7:01. We're too late," and turning to Andrew. Taken from Jim's 2 o'clock (camera placed about 40 degrees left of master).				00:00:00	
08B	E4	1	22	Insert	Andrew (Jim)			Mid Shot		Mid			Shot of Andrew saying "You know, I really hadn't thought of it that way." Taken from Andrew's 10 o'clock (camera placed 40 degrees right of master).				00:00:00	
08B	F	1	22		Andrew			Medium Closeup		Mid			Head-on shot of Andrew having a super-deep epiphany and saying "A new point of view..." and gasping. He then looks right up at the ceiling <u>will be cut as he starts to look up!</u>				00:00:00	
08B	G	2	22		Jim Andrew			Mid Shot	Pan	Mid			Shot on Jim (Andrew O.S.) while Andrew says the line "Jim! Jim, look up, dude!" (still O.S.) Jim says "Well, I'm glad you're finally becoming an optimist, Andrew." Then Andrew says "No, Jim—" and the camera pans to the right, moving as necessary to keep Jim in the frame as Jim turns his head at the same time as the camera. Andrew is revealed, staring straight up at the ceiling and talking without looking at Jim. Continue with this shot as Andrew finishes his line: "—seriously. Look up!"				00:00:00	
08C	H	2	22		Jim Derrick			Medium Closeup	Pan	Mid			Medium closeup of Jim as he cranes his neck upward. As he does, the camera pans upward to find Derrick, towering overhead, bearing an evil grin.				00:00:00	

Scene #	Shot #	Take #	pg. (start)	Shot Type	Subject	INT / EXT	Location	Shot Size	Movement	Angle	Gear/Lens	Props	Notes	Sound	Preferred	Shot Duration	Duration x Takes	Day
08C	I	3	23		Jim Andrew Derrick			Mid Shot	Steadicam	High to Extreme High	Steadicam		High angle of Derrick looking down and saying "Well, well, well... what have we here?" He then turns over his shoulder, which the camera pans and follows a bit. He shouts "Vector!" and starts turning around. The camera quickly pans down at Andrew and Jim below. Jim is now looking around the corner for Derrick. Andrew, turned to Jim, shouts "No, Jim, keep looking up!" At which point, Jim begins to look up.			00:00:00		
08C	J	1	23		Jim (Andrew)			Medium Closeup		High			Jim gasps as he stares up. Taken from Jim's 2 o'clock eye again, from a high angle as opposed to extreme high. Andrew is also in the back. Prevents jump cut.			00:00:00		
08C	K	1	23		-CAMERA [REVEAL] -			Medium Closeup	Zoom In	Extreme Low		Camera (Reveal)	Cutaway revealing the CAMERA! Finally! Aha! Yeah! Slowly zooming in on camera. Over Jim's line "The All-Knowing Eye of Oryx..."			00:00:00		
08C	L	2	23		Jim (Andrew) Vector)			Mid Shot		Mid			Same ol' position at Jim's 2 o'clock. He looks over to Andrew, who is looking back with a face of "You dig, matey?" An overly dramatic large shadow (Vector's, of course) is suddenly cast upon Jim's face, and he looks up in horror. USED ALSO FOR "Well, uh, we..."			00:00:00		
08C	M	1	23		Vector			Mid Shot		Low			Not EXTREME low but VERY LOW. Shot from below of Vector towering over as he says "What the hell are you boys doing?" Looks kind of like that drawing I drew in my planner of an undisclosed authority figure. ALSO USED FOR "I really did not want to do this, but you boys are hereby--"			00:00:00		
08C	N	1	23		Vector Jim (Andrew)			Medium Long Shot		Mid			Profile shot of Vector talking to Jim. Saying "You wouldn't happen to have..."			00:00:00		
08C	O	2	23		Jim Andrew			Mid Shot	Handheld	High			Handheld shot from slightly above Jim's head as he says "You're right, Vector, we don't. But, you see..." Bites his tongue and holds himself back			00:00:00		
08C	P	1	23		Jim Andrew			Mid Shot		Mid			Shot from ground, Andrew's 10 o'clock. Andrew looking at Jim; Jim at Vector. Jim in focus. Jim turns head silently to Andrew and smiles. Focus rack to Andrew, who turns and looks up at Vector.			00:00:00		
08C	Q	2	23		Jim Andrew Vector)			Medium Long Shot	Handheld Pan	OTS High			OTS shot from behind Vector as Andrew, who is hidden behind Vector, says "Vector, Sir," while Jim stares up over Vector's shoulder. After that, as Andrew says "It is true, we do not have the money," the camera pans around Vector's shoulder and reveals Andrew on the ground speaking up to Vector.			00:00:00		
08C	R	2	23		Andrew Jim			Medium Closeup	Pan	Mid			Andrew says "Vector, Sir. It is true, we do not have the money. We cannot pay you back for the sword," with Jim moderately out of sight, slightly out of frame. After he says that, his confidence fades, and he looks to Jim. Camera pans over to include Jim; Jim gives tacky thumbs up. Pan back to Andrew, who looks back up at Vector.			00:00:00		
08C	S	1	23		Andrew			Mid Shot		Mid			Andrew JUMPS UP and speaks to Vector with CONFIDENCE! "But you see, it really doesn't..." (Andrew 24)			00:00:00		
08C	T	1	24		Vector			Medium Closeup		Mid			Reaction shot and "I'm sorry?"			00:00:00		
08C	U	1	24		Derrick Vector)			Medium Closeup		Mid			Vector in foreground (out of focus) as Derrick walks in from behind, in focus, saying "Uh, yes, you are." LOOKS LIKE A STANDOFF like those movie posters with them lined up and stuff, maybe a little more head-on though			00:00:00		
08C	V	1	24		Jim (Andrew)			Medium Closeup		Mid			Essentially just like the previous shot but of Jim. Camera barely moved from previous shot. Other side of faceoff. Jim leaps up at beginning of shot and says "Uh, no. YOU are."			00:00:00		
08C	W	1	24		Derrick			Medium Closeup		Mid			Reaction shot of Derrick to be interspersed as b-roll for Jim's monologue.			00:00:00		
08C	X	2	24		Jim (Andrew)			Mid Shot		Mid			Same angle as 08-V as Jim monologues. At end, focus rack to Andrew for the thumbs up as Jim turns to him.			00:00:00		
08C	Y	2	24		Vector to Derrick			Medium Closeup	Handheld Pan	Mid			Starts on Vector, looking surprised and slightly impressed. Says "Is this true..." after his line, pan to Derrick, who looks panicky kind of and says "Of course not! I took the..."			00:00:00		
08C	Z	1	24		Jim (Andrew)			Mid Shot		Mid			Same faceoff lineup! Line: "We can prove it, too. Isn't that right, Andrew?"			00:00:00		
08C	AA	1	25		Andrew			Mid Shot	Handheld Pan	Mid			Andrew says "Vector, sir, if you wouldn't mind running the footage from that security camera up there..." and as he points up, the handheld pans over to follow where his arm is pointing.			00:00:00		
08C	BB	2	25		Jim Andrew Derrick Vector			Extreme Long Shot		High		Camera (Sword)	Shot from up by the ceiling from a distance away, in the aisle where the sword broke. Security camera up close and in focus within the frame. The fellers in the back, with Andrew still pointing up at camera.			00:00:00		
08C	CC	2	25		Vector to Derrick			Mid Shot		Mid			Vector says "I hadn't even considered that," and walks out of frame, which reveals Derrick, standing behind him, completely screwed and he knows it.			00:00:00		
08C	DD	1	25		Jim (Andrew)			Mid Shot		Mid			Jim says his pun line.			00:00:00		
08C	EE	1	25		Vector			Long Shot		Mid			Shot from behind Vector's back as he leans over the counter to grab his computer.			00:00:00		

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08C	FF	1	25		Derrick			Medium Long Shot		Mid			Derrick stands facing towards Vector, but he's too fearful to move. During this shot Derrick says both "Sir, these two delinquents..." and "Certainly you don't believe..."			00:00:00		
08C	GG	1	25		Vector			Long Shot		Mid			Behind Vector's back still. He says his line "There's no harm in just checking, Derrick... right?" and before he says "right?" he sets the laptop on the counter and turns back to Derrick			00:00:00		
08C	HH	1	25		Vector			Long Shot		Mid			Still behind Vector. He says "I suppose we're about to find out, aren't we?" and opens the computer.			00:00:00		
08C	II	3	25		Jim Andrew Vector (Derrick)			Mid Shot	Tracking Shot Steadicam	Mid	Steadicam		Starts on Jim and Andrew and moves backward ahead of them, around Jim's 2 o'clock, as they scurry over to the counter. As the camera moves backward, Vector appears in frame, leaning over the computer (which has its lid facing us). Camera stops tracking once it gets far enough to see all 3 of them. Andrew and Jim pop their heads around the side of Vector. Derrick is framed in the background uncomfortably on the spot.			00:00:00		
08C	JJ	1	25		LAPTOP (Vector)			Medium Long Shot		OTS High			Over Vector's shoulder. This is where we see the ALPHA footage come into play on the screen. When Derrick looks RIGHT UP AT THE CAMERA, Vector hits the space button and pauses it.			00:00:00		
08C	KK	1	25		Vector Jim Andrew (Derrick)			Long Shot		OTS Mid			Over Derrick's shoulder. Vector turns to Derrick, with Jim and Andrew doing the same by his side. Vector swings around in such a way that reveals the freeze frame on Derrick.			00:00:00		
08C	LL	1	25		Derrick			Medium Long Shot		Mid			Derrick hopelessly tries to save his skin, saying "I can explain—" Same shot for "Sir, please! I can explain!"			00:00:00		
08C	MM	1	25		Vector			Medium Closeup		Mid			Angry Vector reacting and saying "No, I don't think you..."			00:00:00		
08C	NN	3	25		Derrick to Vector Jim Andrew			Medium Long Shot	Pan	Mid			Starts by seeing Derrick as he storms off. Camera pans around to watch Derrick stomping off. Then continues to pan around until it's 180 degrees from where it started, now watching Vector and Andrew and Jim. Vector turns around to apologize to the lil' kiddos			00:00:00		
08C	OO	2	25	Master	Vector Jim Andrew			Long Shot		Mid			Profile shot of Vector talking to Jim and Andrew. Starts on "Boys, I apologize for coming..." Do NOT take that out of context. Goes until "First let me see if I can find one in the back."			00:00:00		
08C	OO1	1	25	Single	Vector (Jim)			Mid Shot		OTS Mid			Slightly over Jim's shoulder as Vector speaks to the boys.			00:00:00		
08C	OO2	1	25	Single	Jim Andrew			Mid Shot		Mid			Single of both of the boys at once.			00:00:00		
08C	OO3	1	25	Single	Jim (Andrew)			Medium Closeup		Mid			Single focused towards Jim			00:00:00		
08C	OO4	1	25	Single	Andrew (Jim)			Medium Closeup		Mid			Single focused towards Andrew			00:00:00		
08C	PP	3	27		Jim Andrew (Vector) Derrick			Medium Long Shot	Pan Steadicam	Mid	Steadicam		Starts with Jim and Andrew as they watch Vector walk off in one direction. Pans to follow Vector a bit. Then pans back around Jim and Andrew to their OTHER side, where Derrick is storming back over all angry and meanie-head.			00:00:00		
08C	QQ	1	27		Derrick (Jim) (Andrew)			Mid Shot	Handheld	OTS Mid			Over Jim/Andrew's shoulders. Derrick points his fingers at the two boys, who don't care, and says his final line.			00:00:00		
08C	RR	1	27		Jim (Andrew)			Mid Shot		Mid			Jim delivers his title-dropping line.			00:00:00		
08C	SS	1	27		Derrick			Mid Shot		Mid			Derrick scowls angrily and doesn't even have a retort to such a lame insult. He is about to turn and leave when Andrew calls him out.			00:00:00		
08C	TT	1	27		Andrew (Jim) (Derrick)			Mid Shot		OTS Mid			Kinda over Derrick's shoulder. Andrew walks up and extends his arm, delivering his penultimate line.			00:00:00		
08C	UU	1	27		--MAP SHRED--			Medium Closeup		High			Closeup cutaway of the map and the image and words there.			00:00:00		
08C	VV	1	27		Andrew (Jim) (Derrick)			Mid Shot		OTS Mid			Extension of 08-TT as Andrew says his final line.			00:00:00		
08C	WW	1	27		Derrick			Mid Shot		Mid			Derrick grabs it and storms off, defeated.			00:00:00		
08C	XX	2	27		Jim Andrew			Mid Shot		Mid			Andrew reaches out for a fist bump. Jim reaches out for a high five. Their hands hit each other with big smiles of joy on their faces, and right at impact, there is a tacky freeze frame and "directed by" or "a film by" card appears over the freeze frame. This would be followed by tacky video clips of B-roll of each actor for "starring", but whatever.			00:00:00		

I DID IT! I DID IT! I FINISHED THE SHOT LOG! I FINALLY DID IT! HELL YEAH! I DID IT!