

coproducer:

Josh Ayles



david production.

51

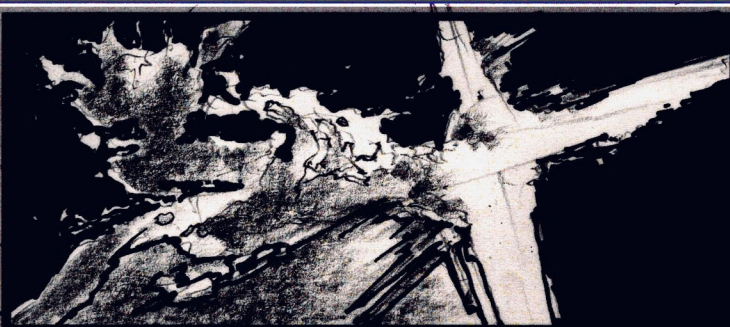
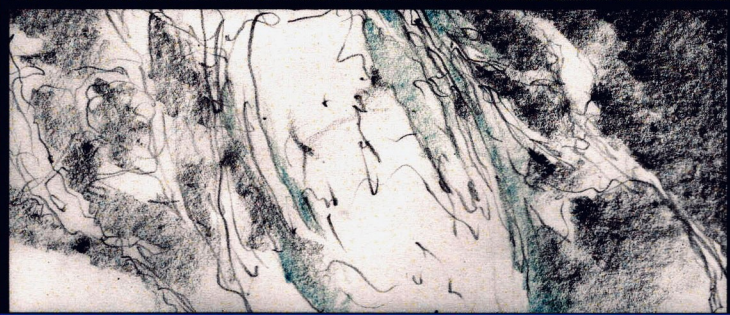
Shinya Shinya

Page. 1

cut	picture	action	dialogue	time
1		In a dark space, overlapping musical staves made of shadow and light pass through the frame (representing other-dimensional space).		
		(5+0)		
		The darkness splits.		
		The rent shrinks and stretches.		
16		Flashes of light and darkness.		
		(8+0)		

TOTAL (0 +)

51

cut	picture	action	dialogue	time
1 6		A shining expands. (Abstract image of the internal workings of nerve cells)		
		Galaxies well up towards the camera like bubbles.		
		A rupturing "cell" opens up into space. (9+12)		
		Countless galaxies flow across the screen like bubbles.		
		The camera moves in towards the center of the spiral of galaxies. (15+12)		

TOTAL (+)

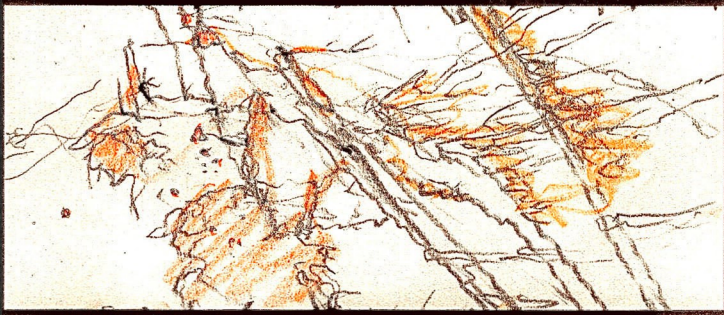
51

cut	picture	action	dialogue	time
		The Death Star appears from within the myriad of stars. The Death Star is a dark shadow as if it eclipses a distant star. It has a bright halo of light (a result of the apparent eclipse).		
		The camera moves at lightspeed. A river of lights flow by the camera.		
		In moments the camera arrives at the Death Star.		
		A fearsome dogfight plays out in the space surrounding the Death Star. (An X-Wing is aflame)		
		As the camera progresses towards the Death Stars crator, the scene becomes less abstract (we transition to a "reality" portion of the story).		

(18+0)

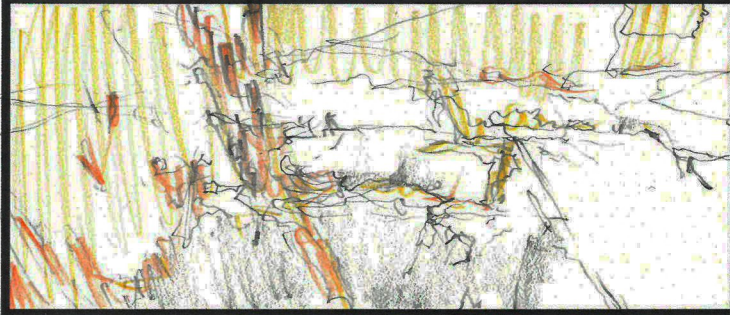
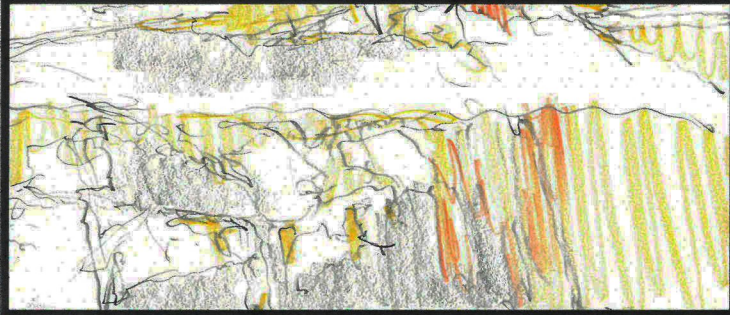
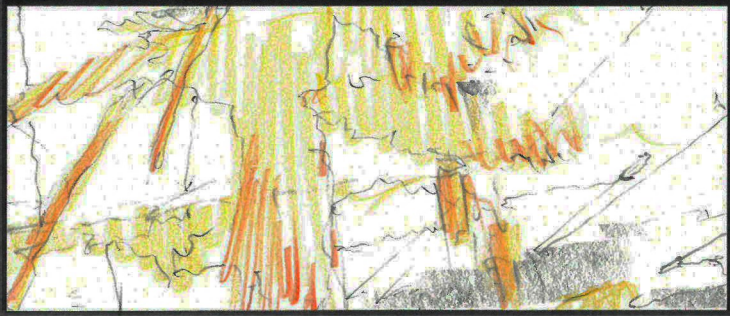
(21+0)

TOTAL (+)

cut	picture	action	dialogue	time
↓		An A-Wing, dodging, leaves the frame.		
		A Rebel fighter continues its attack on the Death Star even as it plummets.		
		Both allies and enemies drop towards the Death Star.		
		The camera follows the downed vessels on their descent.		
		A massive explosion fills the frame. (Birdseye angle)		

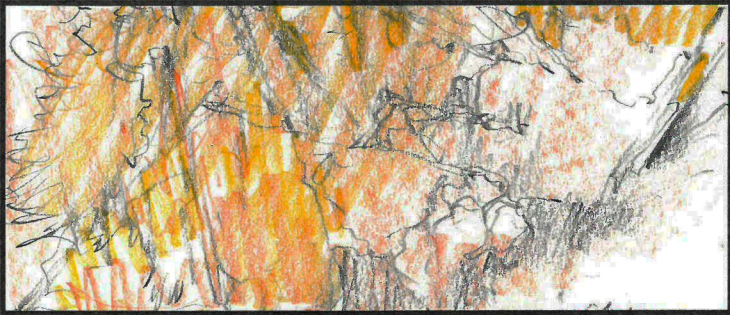
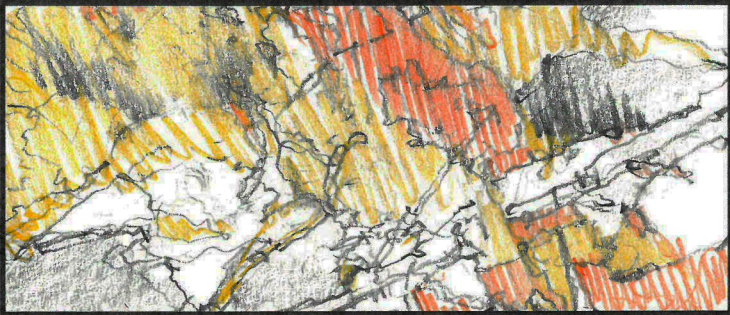
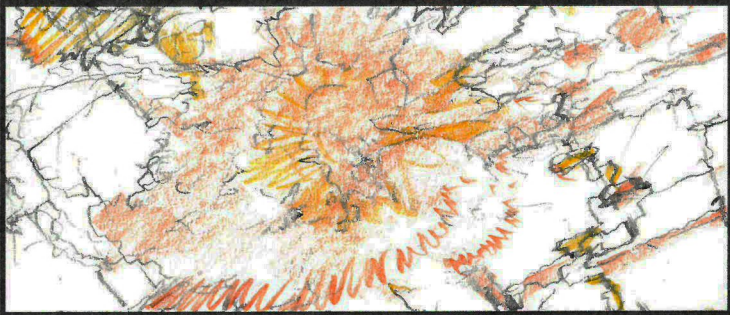
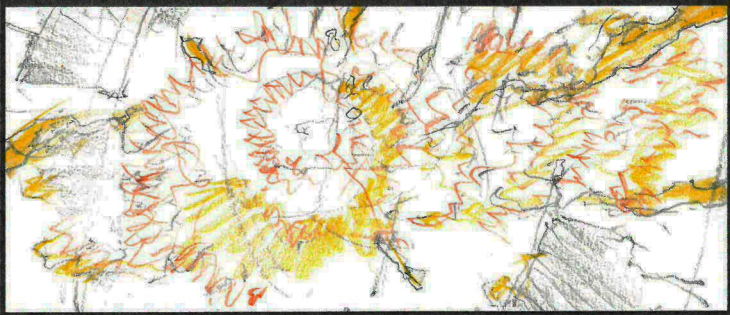
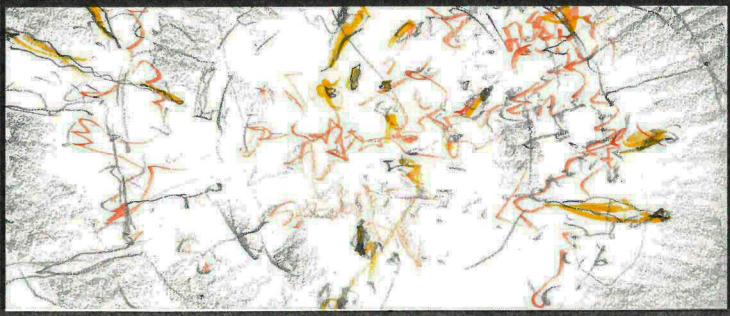
TOTAL (0 +)

(51)

cut	picture	action	dialogue	time
6		The camera plummets down through multiple stories of the Death Star.		
				
		The scope of the damage expands quickly.		
		The camera passes through the ceiling into a large hangar (camera looking slightly upwards as it falls).		
		(36+0)		

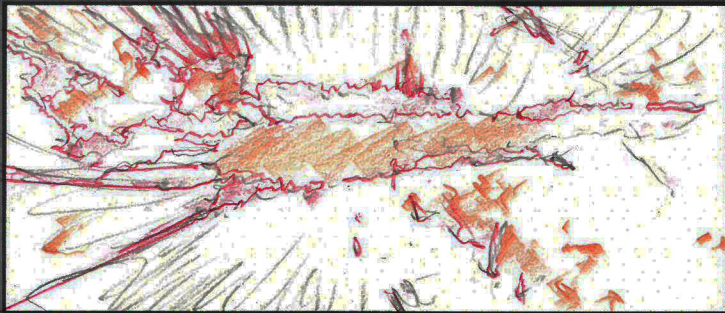
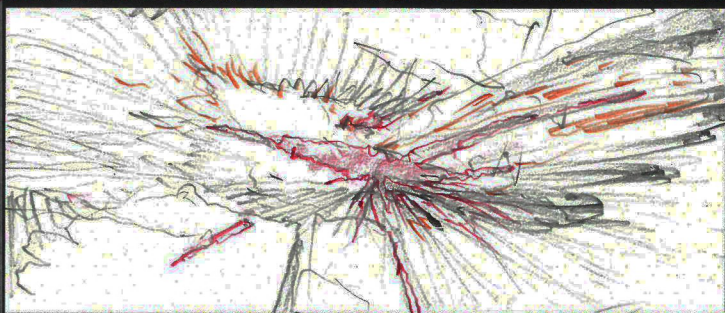
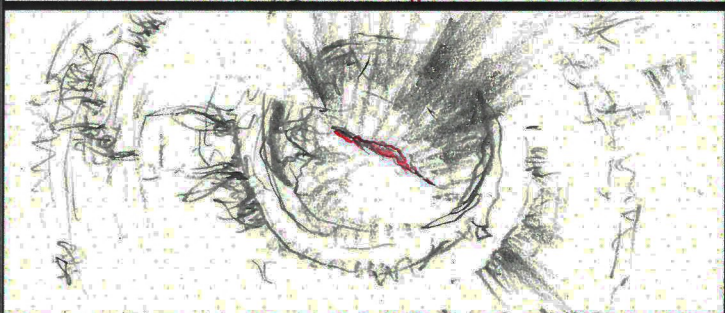
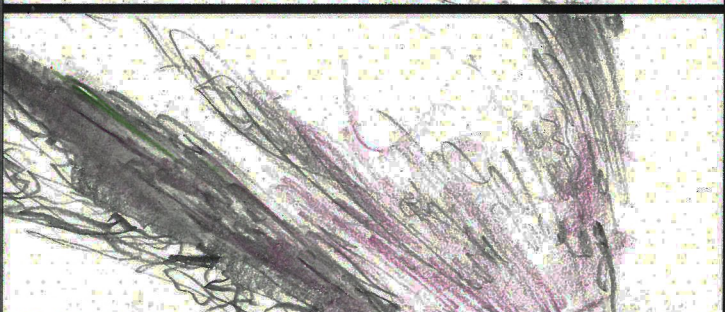
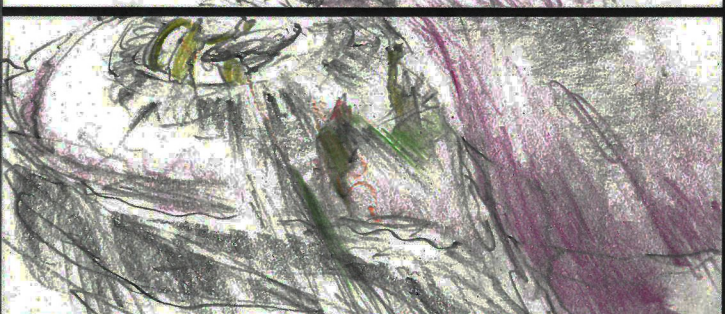
TOTAL (0 +)

51

cut	picture	action	dialogue	time
↓		The ceiling explodes. (Low angle shot)		
		The explosions appear to be growing more intense. The upwards facing camera continues its descent.		
		The camera is in a dark open space at the center of the Death Star. The ceiling moves further away as the POV grows unfocused.	Potentially end the cut with the MAIN CHARACTER's out-of-focus mask coming into frame (indicating character POV).	
				
		Flames dance like fireworks overhead. Chunks of the Death Star trail flames as they fly through the open space.		
		(39+0)		
		(50+0)		50+0

TOTAL (50+0)

51 - 50

cut	picture	action	dialogue	time
		Section 2 begins with final image of section 1 (the light rescinding).		
				
		An eye...		
		Blinks.		
		(RED) The MAIN CHARACTER's hallucinated OTHER SELF opens his eye (left eye). The shadow of a person moving nearby can be seen in the eye.		

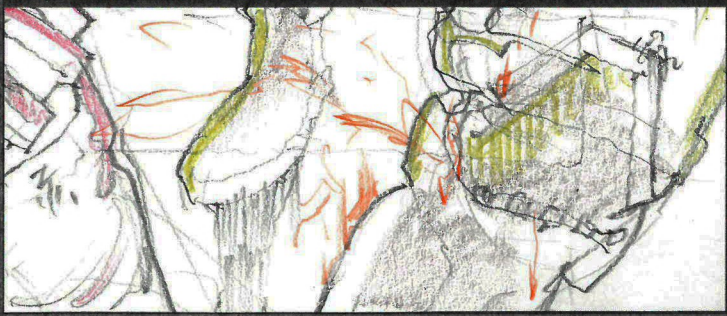
TOTAL (3 + 12)

52

cut	picture	action	dialogue	time
2		RED's (OTHER SELF's) left eye. The scene plays out in reverse. At first, only the white of the eye is visible. The eye rolls down, revealing the iris.		
		Sweat flows in reverse over RED's forehead.		2+0
3		GREEN's (MAIN CHARACTER's) left eye. The jittery eye moves back and forth.		2+0
4		RED's left eye stares steadily at a single point. The head moves, but the eye stays fixed.		1+12
5		GREEN's breath is ragged. A slight smile stretches across his lips.		4+12

TOTAL (7 + 0)

52

cut	picture	action	dialogue	time
6		Inside a vast hangar (the size of a concert arena), flaming particles rain down from above.		
		The MAIN CHARACTER and his OTHER SELF (GREEN and RED), face off.		
		They gauge their distance for a moment before... (3+0)		
		They grapple.		
		They stumble about, attempting to gain the upper hand. (5+0)		5+0

(Various images of battlefields are projected as if on a screen in the background) TOTAL (5 + 0)

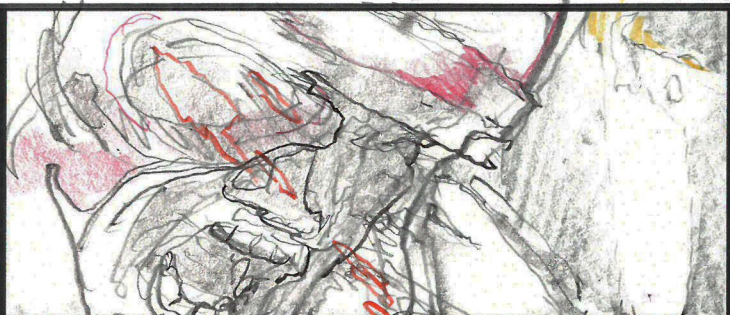
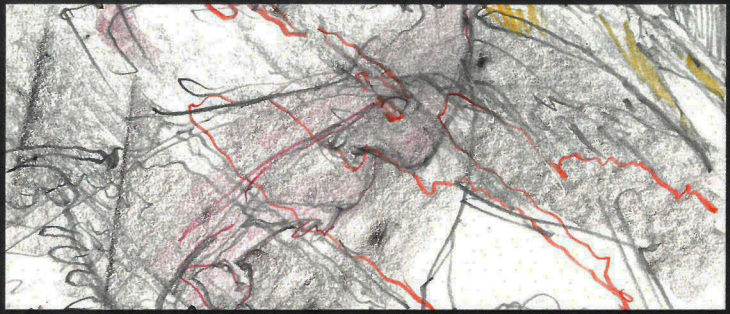
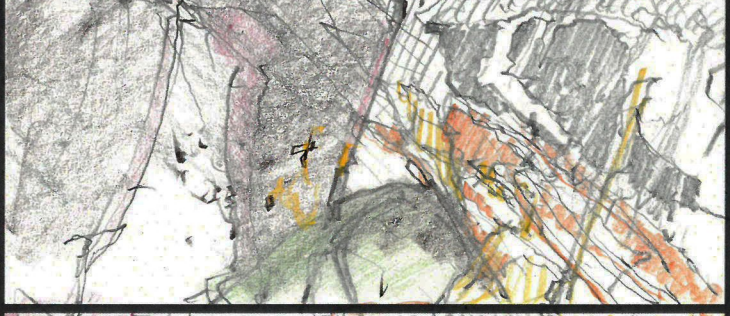
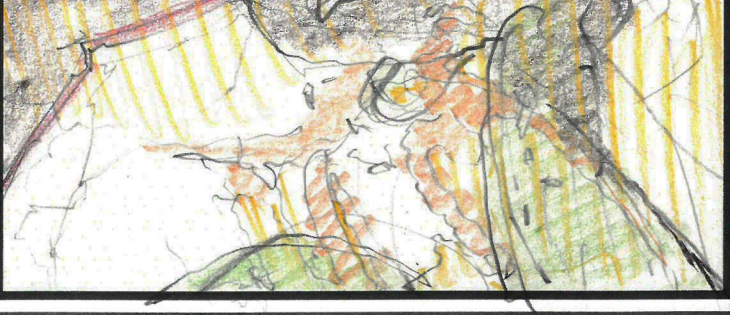


52

cut	picture	action	dialogue	time
7		Reverse angle (GREEN's POV).		
		GREEN and RED fight using their left arms only.		
		GREEN wraps his arm around RED's neck, dragging him about.		
		RED struggles to breathe.		
8		(4+0)		

TOTAL (0 +)

52

cut	picture	action	dialogue	time
1		RED shakes free from of GREEN's grip and retaliates.		
				
		RED tackles GREEN to the ground.		
		RED grabs GREEN's leg, and starts to spin him.		
				

(410)

840

TOTAL (8 + 0)

52

cut	picture	action	dialogue	time
8		(GREEN) A highly abstract cut (?) GREEN's arm lashes out. His head sways.		
9		(RED) (A different, unconventional image style?) RED spins. The BG flows around and around behind him.		2+0

TOTAL (5 + 0)

52

cut	picture	action	dialogue	time
19		(GREEN) GREEN's body shakes violently as he is swung. He struggles to breathe.		
		(Shot from chest height) The background moves rapidly in every direction. Shadows crisscross.		
		GREEN is dashed against the ground and dragged.		
		(Suggestion for abstract impact frame)		
		Light.		

12+0

TOTAL (12 + 0)