

Lech Walensa Lo Tam

Marymount College

Film, Television & New Media

Internal Assessment 2: Multi-platform project

Storyboard

Frame Number: SCENE 1 ; SHOT 1		LOCATION	EXT. → INT. SPACE VESSEL
		Shot type:	EST. → MS.
		Shot length	0:16
		Camera angle	SA
		Camera movement	DOLLY OUT, ROLL ACW*
		Audio	LOST CITY V.O.
		FX	COMPOSITING, FLARE, LB**
		Transition	CUT
		<p>An establishing shot reveals the setting of the production. Complemented by an outwards dolly and an anti-clockwise roll; the shot will emphasise the emptiness of space and its corresponding lack of gravity. As a 3d (digitally composed) camera drives the motion of the shot, a gaussian blur will be implemented on the space vessel and planet to create depth of field.</p>	

Frame Number: SCENE 1 ; SHOT 2		LOCATION	EXT. SPACE
		Shot type:	EST.
		Shot length	0:03
		Camera angle	SA
		Camera movement	STATIC
		Audio	LOST CITY
		FX	COMPOSITING
		Transition	CUT
		<p>Description: The soundtrack 'lost city' is used to heighten the pace and thus tension. The use of an establishing shot will exhibit the colossal size of the planet in comparison with the space vessel; static camera movement will corroborate this. This shot will cut to the atmosphere, as the space vessel enters.</p>	

\* ANTI-CLOCKWISE

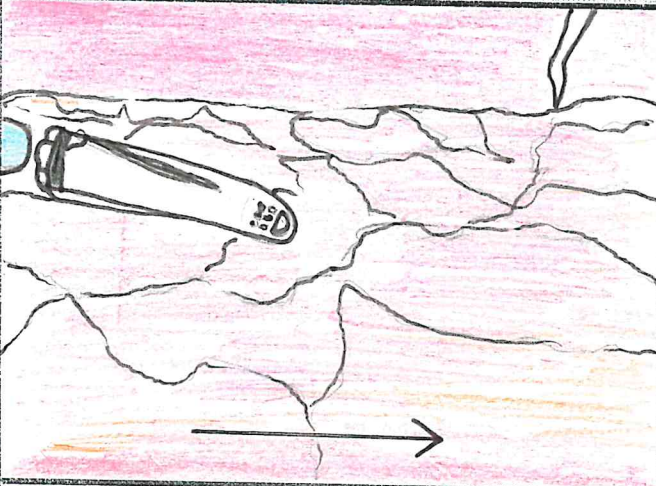
\*\* LOST CITY, SOUNDTRACK:  
MAX TONE, TAKE TONES

\*\*\* LETTER BOX WILL BE  
APPLIED TO ALL SHOTS  
FOR A CINEMATIC LOOK

Generic  
conventions

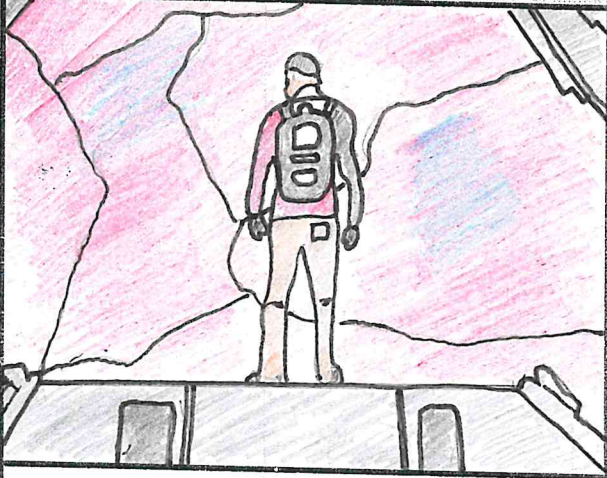


LENSA LO TAM  
1A2 | 12FTNM

Frame Number: SCENE 1; SHOT 2	LOCATION EXT. ATMOSPHERE
	Shot type: CU. → EST.
	Shot length: 0:10
	Camera angle: HIGH ANGLE
	Camera movement: TRACK (RIGHTWARDS)
	Audio: LOST CITY THUNDER
	FX: COMPOSITING, SABER
	Transition: CUT
<p>A high angle contrasts the space vessel against the sky and clouds below: exhibiting violent, harsh conditions - lightning within bright red clouds, achieved through saber compositing. A rightwards tracking shot follows the vessel as it delves beneath the clouds, commencing the rapid momentum of shots to come; heightening the intensity of the events.</p>	

*Symbolic and cultural codes*

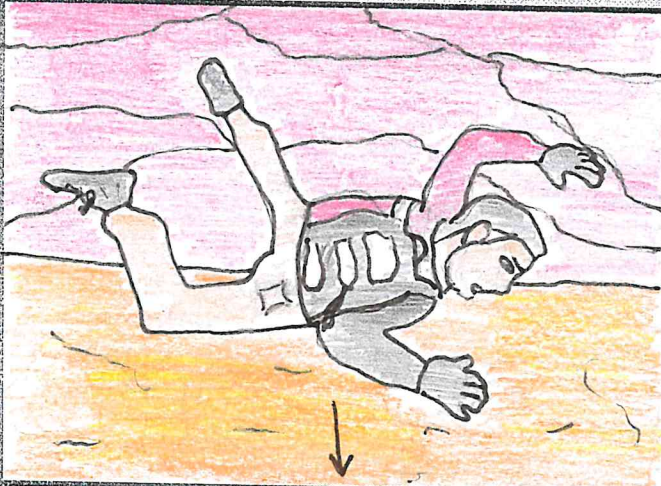
+ SABER PLUG-IN  
(AFTER EFFECTS)

Frame Number: SCENE 2; SHOT 1	LOCATION INT. → EXT. SPACE VESSEL
	Shot type: LONG SHOT
	Shot length: 0:07
	Camera angle: SA
	Camera movement: HANDHELD
	Audio: LOST CITY, WIND, THUNDER
	FX: COMPOSITING, SABER
	Transition: CUT
<p>Description: The protagonist is introduced in a long shot, revealing him standing at the door of the vessel. As he leaps into the sky, a handheld camera wobble will be experimented with to maintain the pace and accompany the extreme environment. Wind sound effects authenticate the action within the frame.</p>	

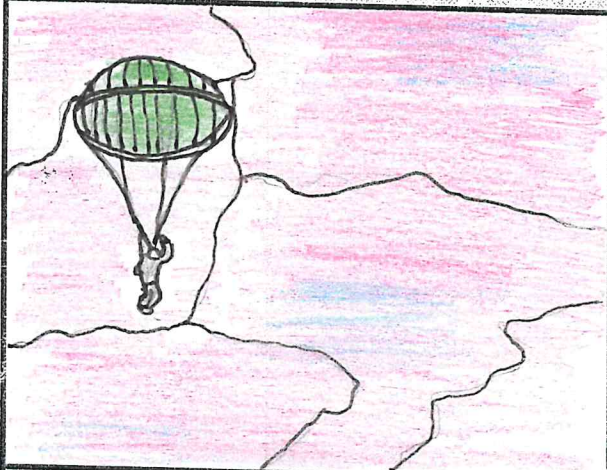




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1A2 | FTNM

Frame Number: SCENE 2; SHOT 2	LOCATION EXT. PLANET SKY
	Shot type: LONG SHOT
	Shot length: 0:20
	Camera angle: SA
	Camera movement: HANDHELD, TRACK DOWN
	Audio: LOST CITY WIND
	FX: COMPOSITING
	Transition: CUT

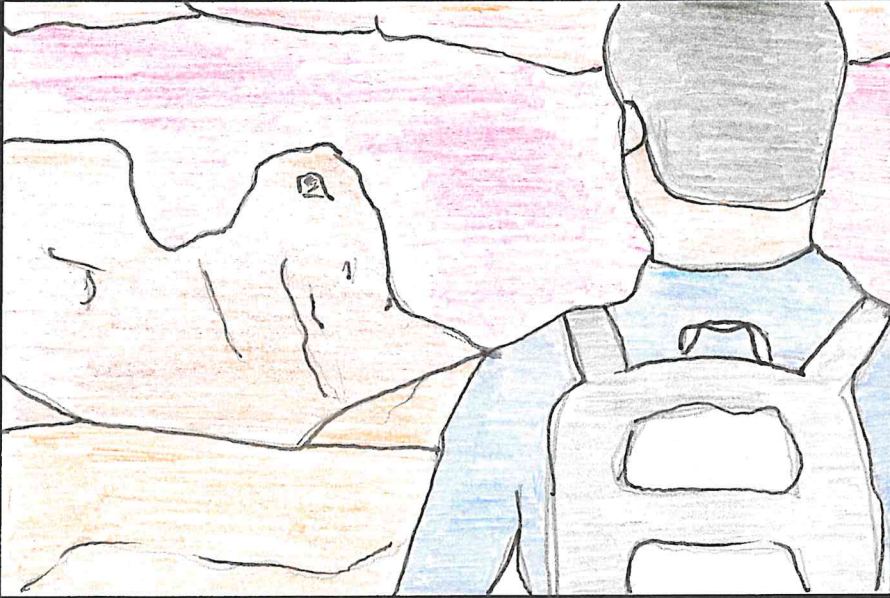
This shot is cut to, maintaining the pace of the production. An intense handheld camera shake justifies the sense that the featured character is falling. A long shot presents his entire body to allow the shot to be more 'real', whilst allowing the horizon to be seen: the sandy ground beneath revealed.

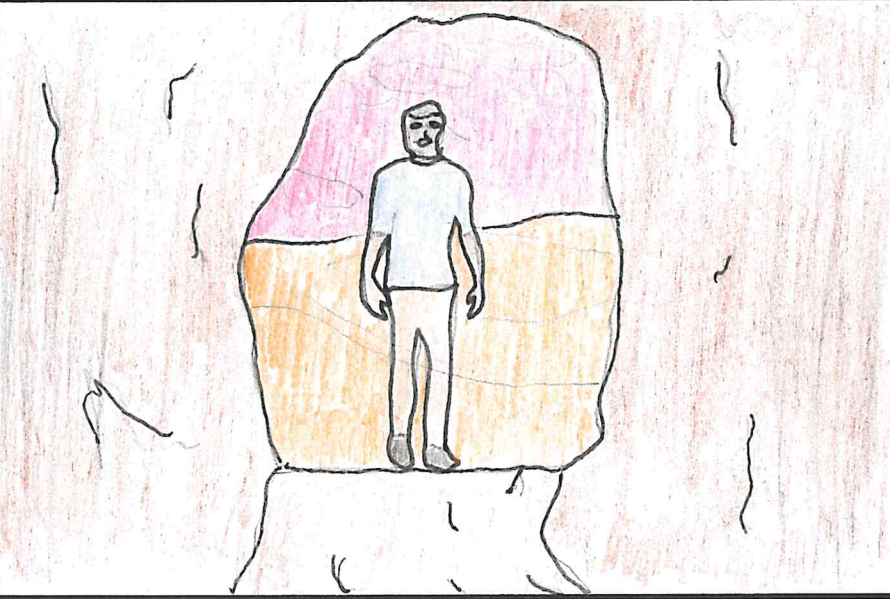
Frame Number: SCENE 2; SHOT 3	LOCATION EXT. PLANET SKY
	Shot type: ELS.
	Shot length: 0:15
	Camera angle: LOW ANGLE
	Camera movement: HANDHELD
	Audio: LOST CITY THUNDER
	FX: COMPOSITING, SABER, VIGNETTE
	Transition: CUT

Description: The protagonist now safely glides towards the surface, having survived the perilous sky - communicated through an establishing-long shot of a low angle and gentle, handheld camera movement. In addition to this, the soundtrack will fade to silence, the lightning reducing in existence visually and audibly. The vignette will lighten to release tension, as the shot cuts to the surface.



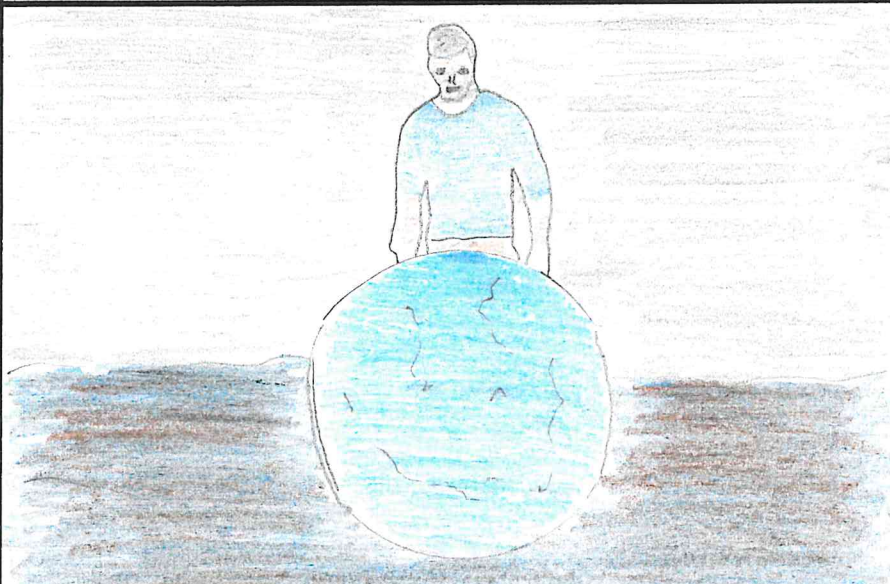
LENSA LO TAM  
1A2 | 12FTNM

Frame Number: SCENE 3; SHOT 1	EXT. SURFACE [LOCATION]	
	Shot type:	MCU
	Shot length	0:08
	Camera angle	SA
	Camera movement	HANDHELD
	Audio	THUNDER WIND
	FX	COMPOSITING BLUR DISTORT
	Transition	CUT
<p>Description: A medium-close-up shot allows for the protagonist to be featured looking over a desert landscape at a cave in a group of mountains. Focus will change from the character to the cave, suggesting his line of sight. A heat distortion will give the desert environment a mirage, intending the heat of the planet.</p>		

Frame Number: SCENE 3; SHOT 2	INT. CAVE	
	Shot type:	LS.
	Shot length	0:08
	Camera angle	SA
	Camera movement	HANDHELD
	Audio	WIND THUNDER NIGHT*
	FX	COMPOSITING FADER VIGNETTE
	Transition	CUT
<p>Description: A long shot from inside the cave looks out at the protagonist entering. Together with a heavy vignette and a handheld camera movement, the cave is intended to emanate an uneasy sense of the mysteries which await. Thunder sound effects</p>		

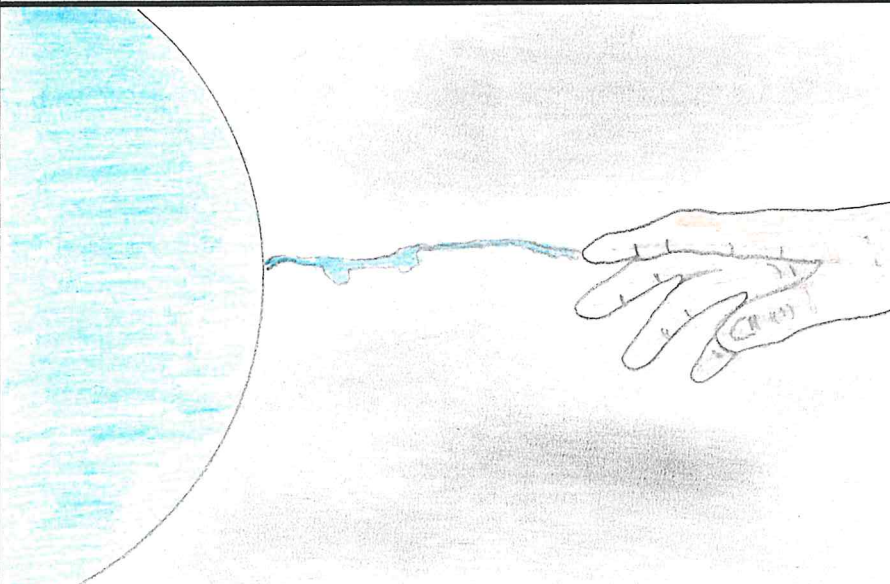
will be manipulated \* 'NIGHT RAID' - SOUNDTRACK: SOUNDCRATE  
to echo in the cave -  
a new soundtrack will establish  
a mysterious tone.




Frame Number: SCENE 3; SHOT 3	INT. CAVE	
	Shot type:	MLS.
	Shot length	0:10
	Camera angle	SA
	Camera movement	HAND-HELD
	Audio	NIGHT, ELECTRIC HUM
	FX	COMPOSITING, SABER VIGNETTE
	Transition	
<p>Description: Saber compositing will create an energy sphere. As it hovers above the ground, the protagonist approaches it. A heavy vignette will remain implemented, creating a dark cave, focusing attention on the bright blue object. A gentle handheld motion will draw suspense.</p>		

LS.

✓

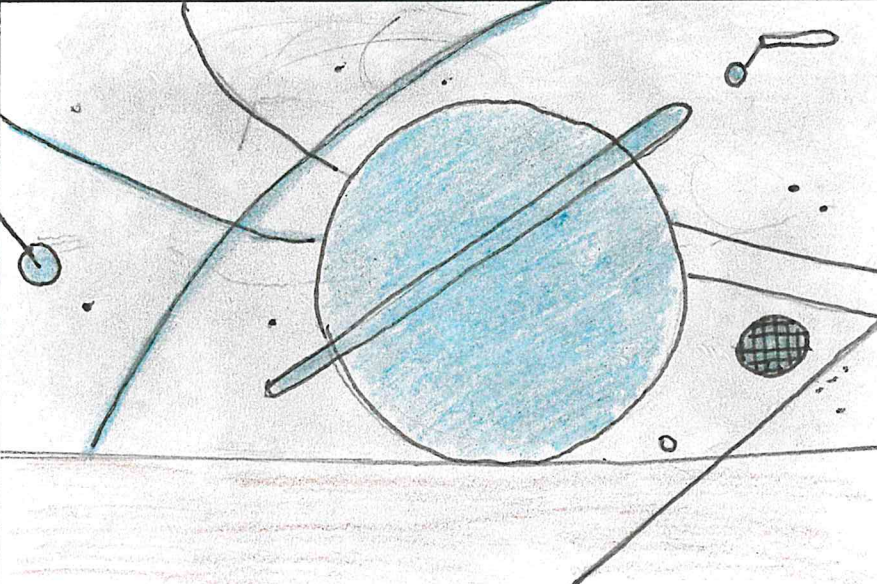
Frame Number: SCENE 3; SHOT 4	INT.- CAVE	
	Shot type:	CU
	Shot length	0:08
	Camera angle	SA
	Camera movement	STATIC
	Audio	NIGHT ELECTRICITY
	FX	COMPOSITING, SABER VIGNETTE
	Transition	CUT
<p>Description: A close-up shot will allow an interaction to occur, portraying the protagonist's hand reaching out. As it gets closer, Saber will be used to generate a lightning stream. This static camera movement allows the character's hand's movement to be highlighted, as it triggers a reaction.</p>		

✓

Frame Number: SCENE 3; SHOT 5	INT. CAVE	
	Shot type:	CU
	Shot length	0:05
	Camera angle	SA
	Camera movement	HANDHELD
	Audio	NIGHT, ELECTRIC HUM
	FX	LIGHTING - BLUE: "STYLIZE"
	Transition	CUT

Description: A close-up is cut to, featuring the protagonist's expression as a bright blue light washes over him, created through a 'stylized glow'. The vignette is removed, to lighten the shot and emphasise the mysterious blue light. A straight

angle is used to reveal the character's eyes and reaction, a handheld movement demonstrating an event happening before him.

Frame Number: SCENE 3; SHOT 6	INT. CAVE	
	Shot type:	POV. / MS.
	Shot length	0:10
	Camera angle	SA
	Camera movement	HANDHELD TRACKING
	Audio	NIGHT
	FX	SABER, COMPOSITING
	Transition	CUT

Description: A point-of-view <sup>mid-shot</sup> ~~shot~~ places the audience in the eyes of the protagonist, subsequent to his reaction. A handheld movement will replicate his motion standing; ahead, the sphere has projected a map of sorts - created through saber particles. The shot cuts to black; credits roll.

now! ✓



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