

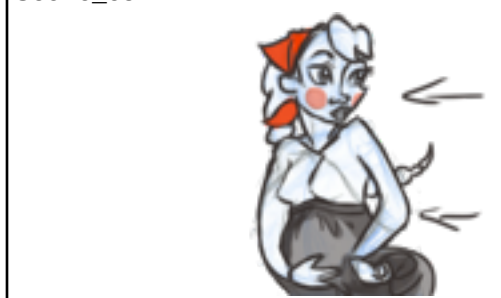



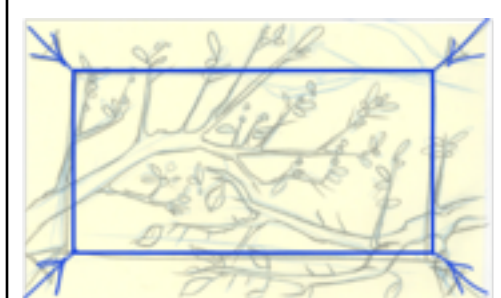


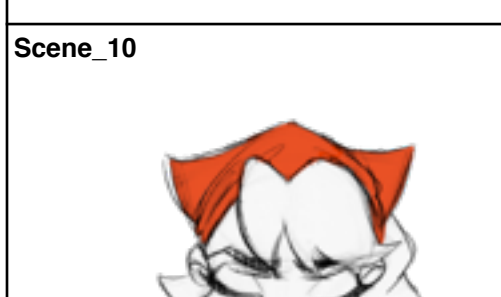


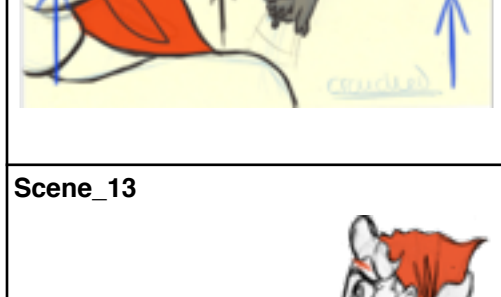
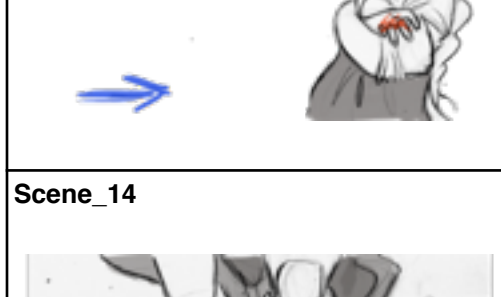
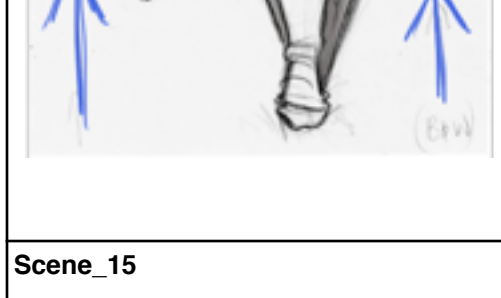

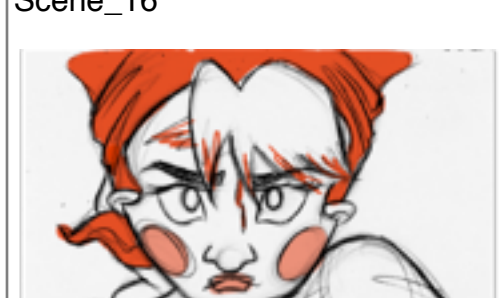

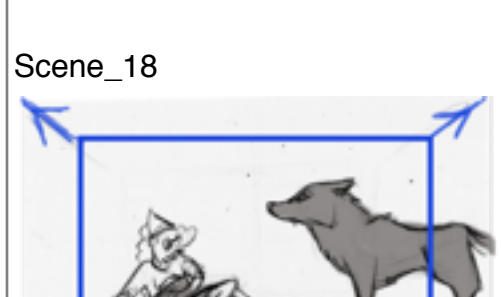


Table 1														
Name	Time	Description	Animation	Camera	Characters	Live action actors	2D props	Live action props	Sounds	Comp.	lighting	number of takes	set manipulation	setting
Scene_01 	34s	A mother wolf hides her pup in a secluded spot in the forest, and makes him stay while she goes hunting, he falls asleep waiting for her to return. Fade to black	Mother wolf's legs walk into shot, her mouth and nose are visible as she places the pup on the ground. The pup is excited and keen to come with his mother when she tries to walk away. She pushes him back to his spot and licks him. He looks abashed and grumpily lays down to wait.	Establishing shot of forest, slow pan down to secluded spot, then locked shot: 19secs approx, fade to black	Mother wolf, Pup	Kira (pup)			forest ambience, approaching wolf footfall on forest floor, wolf breathing, thud as pup hits the ground, rustles and thumps as he moves on the ground, wolf pup excited yelps/ panting, sad whimpering/ sniffing, lick sound, wolf footfall leaving.	lighting and shadow match on characters. If there are foreground foliage/ objects then rotoscope apple over characters.	morning	2 (1 empty, one with actor for reference).	foliage rustle as wolves pass by	secluded spot with dense woodland surround
Scene_02 	10s	Fade in. Pup is sleeping soundly in the same spot where he lay down in the previous scene. An apple bounces into shot and lands in front of him, he is startled awake and then hears a human voice approaching so looks off- screen towards the voice.	Pup is sleeping on his back, snoring. He jumps awake and growls at the apple, but quickly realises it isn't dangerous and sits cocking his head at the new object. Looks off screen, distracted by approaching voice.	locked shot	Pup, Anna (OC)	Kira (pup), Me (voice)		Apple	forest ambience, pup snoring/ breathing/ growling/ curious whimper, Dialogue- Anna: "I'll get it!"	lighting and shadow match on character. rotoscope apple over character.	day, bright, yellow	2 (1 empty, one with actor for reference).	drop apple into shot	secluded spot with dense woodland surround
Scene_03 	8s	cut to: Anna escapes from her group of villagers, and over enthusiastically runs to retrieve the apple. Looking over her shoulder to make sure she is alone, she continues to stroll forward not paying attention to looking for the fallen apple anymore. She hears the pup make a sound of cautious greeting and stops, surprised to look down at her feet.	Anna runs into shot looking at the ground. she stops, looks over her shoulder. breathes a sigh of relief and continues to calmly stroll looking around at the forest rather than at the ground. She hears the pup make a greeting bark on the ground and stops in surprise to look down.	tracking with Anna	Anna, Pup (OC)	me			forest ambience, human footsteps on forest floor, human breathing, pup: cautious bark, Anna: sighs and surprise sounds	lighting and shadow match on characters. If there are foreground foliage/ objects then rotoscope over characters.	day, bright, yellow	2 (1 empty, one with actor for reference).		clearer part of forest, dense back drop
Scene_04 	3s	cut to: The wolf pup rolls the apple towards Anna in greeting, the apple bumps Anna's toe	apple is centre, pup's head comes into shot and nudges the apple. The apple bumps into Anna's toe.	fixed on apple, then pan along with apple, then stop when apple bumps Anna's toe	Pup, Anna	me		apple	forest ambience, apple rolling on forest floor foley, apple bumping Anna's toe foley	lighting and shadow match on characters. reflection/ shadow comp onto apple. tracking for Anna's foot.	day, bright, yellow	2 (1 empty, one with actor for reference for Anna's foot).	apple needs to be nudged/ pulled	clear flat forest floor
Scene_05 	3s	cut to: Anna and the wolf pup looking at each other.	the wolf pup looks at the apple and then back at Anna wagging his tail. Anna stares at the pup in surprise but begins to smile.	wide fixed shot	pup, Anna	Kira (pup), me		apple	forest ambience	lighting and shadow match on characters. If there are foreground foliage/ objects then rotoscope over characters.	day, bright, yellow	2 (1 empty, one with actor for reference).		clear part of forest (perhaps from across river or underneath bowed branches)
Scene_06 	10s	cut to: A clearing, an apple is thrown in from some dense trees at the edge, it bounces off screen. The pup bursts into the clearing chasing the apple, and runs off screen. We hear the pup yelp in pain off screen.	pup runs/ jumps from the cover of thick trees out into the open and off camera, happily in pursuit of apple.	slow constant pan, stop on empty shot of clearing when the pup yelps off screen.	pup	Kira (pup)		apple	forest ambience, apple bouncing foley, pup running and jumping on forest floor/ through trees foley, pup happy yelps, pup pained yelp/ whimper.	tracking, lighting and shadow match on characters. If there are foreground foliage/ objects then rotoscope over characters.	late afternoon, colder light	2 (1 empty, one with actor for reference).	Apple thrown, foliage rustles as pup passes by	clearing edged with dense trees
Scene_07 	7s	cut to: first person view as Anna runs to find out what's happened to the pup.	Anna's hands push branches out of her way	first person camera view as Anna runs towards clearing through/ past tree branches, then when she arrives in clearing camera "looks around"	Anna	me (hand ref and voice)			forest ambience, slowly building dark ambient music, running through forest foley, heavy breathing (me), upset pup crying	lighting and shadow match on characters. If there are foreground foliage/ objects then rotoscope over characters.	late afternoon, colder light	2 (1 empty with set manip, one with actor for reference).	fishing line pull branches away from camera	clearing edged with dense trees
Scene_08 	11s	cut to: inside clearing looking at tree line, the pup is caught by his paw in a rabbit snare set by humans. Anna runs to help him.	the pup is tugging at his trapped paw, becoming more and more panicked as the snare tightens and causes him pain, he tries to bite at the snare and is crying loudly and whimpering the whole time. Anna runs towards him from extreme background, when she arrives she falls to her knees to help him.	starts focussed on snare, slow pan along wire attached to snare, stop pan on pup caught at the end of the wire.	pup, Anna	Kira (pup), me	wire	stake	forest ambience, slowly building dark ambient music, running through forest foley, thud as knees hit forest floor foley, pup crying/ howling/ whimpering,	tracking, lighting and shadow match on characters. If there are foreground foliage/ objects then rotoscope over characters.	sunset, light becoming red, harsh shadows	3 (1 empty before actors, 1 with actors, 1 empty after actors)	fishing line pull on stake to make it move as if under strain	clearing edged with dense trees
Scene_09 	3s	cut to: first person view from behind trees, somebody watches Anna from behind.	Anna is kneeling with her back turned to the camera, she is trying to free the pup from the snare.	first person view through tree branches, slight zoom in/ focal length change to emphasise focus on Anna ALONE	Anna, mother wolf (o.c.), pup (o.c)	me	wire	stake	forest ambience, slowly building dark ambient music, pup crying/ howling/ whimpering, Anna: comforting noises, sigh	tracking, lighting and shadow match on characters. If there are foreground foliage/ objects then rotoscope over characters.	(black and white) sunset, with actor for reference shadows, red only colour that shows.	4 (1 empty handheld, one with actor for reference handheld, 1 empty fixed by tripod, 1 with actor fixed by tripod).		clearing edged with dense trees
Scene_10 	6s	cut to: close up of Anna's face as she tries to free the pup from the snare. she succeeds but starts to feel uncomfortable as she feels she is being watched.	Anna's face changes from concerned, and concentrated to relieved and calm as she succeeds in freeing the pup and quiets finally. She wipes a hand across her forehead, getting her fringe out of her eyes, we see that she has the pup's blood on her hands and she smears it across her forehead. she feels like she is being watched so she stiffens and looks up from the pup.	fixed shot, then slow short pan to right, camera focus on foreground- then shifts to background trees and back.	pup (o.c), Anna	me			slowly building dark ambient music, pup crying/ howling/ whimpering, Anna: comforting noises, sigh	lighting and shadow match on characters.	sunset, light becoming red, harsh shadows	4 (1 empty with focus pull, one with actor for reference and focus pull, 1 empty with everything in focus, 1 with actor and everything in focus).		clearing edged with dense trees
Scene_11 	3s	cut to: Anna places the upon the ground and he limps away	Anna places the freed pup to the ground, he looks worried and subdued, he looks o.c, ears perked and limps away towards trees	fixed shot	pup, Anna	Kira (pup), me			slowly building dark ambient music, pup hitting forest floor and walking away foley	lighting and shadow match on characters.	sunset, light becoming red, harsh shadows	2 (1 empty, one with actor for reference).		clearing edged with dense trees
Scene_12 	9s	cut to: Anna watches pup limp/ run away into trees at the edge of the clearing, she looks around at the increasingly darkening clearing and feels scared, vulnerable and alone	Over Anna's shoulder we see the pup running away into the trees, Anna stands from her kneeling position and looks over her shoulder, wrapping her arms around herself protectively. The wind rises menacingly as she stands alone and stiff with fear in the centre of the clearing.	camera starts panning up with Anna as she stands up (over her shoulder) then pans around her (right, 180degrees) shot widens to include whole clearing with Anna standing centre	pup, Anna	Kira (pup), me			slowly building dark ambient music, pup running away foley, wind rustling through trees and howling foley,	tracking, lighting and shadow match on characters.	sunset, light becoming red, harsh shadows	2 (1 empty, one with actor for reference).		clearing edged with dense trees
Scene_13 	6s	cut to: Anna looks worried as she looks off into the forest, she begins to turn to leave but almost bumps into mother wolf who has snuck up to stand behind her.	Anna is looking worried and off into the trees at the edge of the clearing O.c left, she has her arms wrapped around her for security and warmth. She turns to leave (right) and comes face to face with the pup's mother who stands quietly and menacingly close behind her. Anna screams and falls backwards in shock.	mid shot, Fixed with Anna screen right, then slow pan right as Anna turns to leave, revealing mother wolf behind her and stop with mother wolf almost centre and Anna fallen o.c.	Anna, Mother wolf	me			slowly building dark ambient music, Anna's foot steps/ fall on forest floor foley, Anna's scream,	lighting and shadow match on characters.	sunset, light becoming red, harsh shadows	2 (1 empty, one with actor for reference).		clearing edged with dense trees
Scene_14 	2s	cut to: mother wolf looks down at Anna as she tries to scramble away from her	Anna tries to push herself away along the ground from the mother wolf looking down at her, she looks terrified	first person view looking down at Anna on the ground, slow look up from feet resting on face.	Anna, mother wolf (o.c.)	me			slowly building dark ambient music, Anna's movement on forest floor foley, Anna's breathing, growing from mother wolf (o.c.)	tracking, lighting and shadow match on characters.	(black and white) sunset, harsh shadows, red only colour that shows.	2 (1 empty, one with actor for reference).		clearing edged with dense trees
Scene_15 	3s	cut to: Anna's hand on her belly for protection, there is puppy blood on her hand	Anna clutches her hand over her pregnant belly protectively.	first person view looking down at Anna on the ground. fairly still shot.	Anna, mother wolf (o.c.)				slowly building dark ambient music, Anna's movement on forest floor foley, Anna's breathing, growing intensifies from mother wolf (o.c.)	lighting and shadow match on characters., focus/ shiver on blood smear on hand	(black and white) sunset, harsh shadows, red only colour that shows.	1 (empty)		clearing edged with dense trees
Scene_16 	2s	cut to: Anna's face looking determined	Anna looks up at the camera (mother wolf) face looks determined, and fierce	first person view looking down at Anna on the ground. fairly still shot.	Anna, mother wolf (o.c.)	me			slowly building dark ambient music, Anna's movement on forest floor foley, Anna's breathing, growing intensifies from mother wolf (o.c)	lighting and shadow match on characters.,	(black and white) sunset, harsh shadows, red only colour that shows.	2 (1 empty, one with actor for reference).		clearing edged with dense trees
Scene_17 	2s	cut to: Anna gropes for and grabs a heavy stick lying on the ground behind her	Anna's hand feels on the ground and closes decisively on a heavy stick lying in the grass somewhere behind her	close up fixed shot	Anna	me	stick	stick	slowly building dark ambient music, Anna's movement on forest floor foley, Anna's breathing, Anna grabbing stick foley, mother wolf growling (o.c.).	lighting and shadow match on characters.,	sunset, light becoming red, harsh shadows	3 (1 empty before actors (props not moved), 1 with actors (props moved), 1 empty after actors (no props))		clearing edged with dense trees
Scene_18 	5s	cut to: Anna gets to her feet with the stick in hand, ready to fight for her life. We see the pup's ears come into shot at the bottom of the screen- looking on	Anna gets to her feet slightly clumsily, but bravely, and readies herself to fight off the wolf. Mother wolf also readies herself to attack. The pup has returned at the edge of the clearing and looks on, his back to the camera.	slow zoom out with Anna and wolf centre	Anna, mother wolf (o.c.)	me	stick	stick	slowly building dark ambient music, Anna's movement on forest floor foley, Anna's breathing, Mother wolf growling.	tracking, lighting and shadow match on characters.,	sunset, light becoming red, harsh shadows	2 (1 empty, one with actor for reference).		clearing edged with dense trees
Scene_19 	6s	cut to: close up of pup's feet as he walks forward from the trees, he drops the apple he has retrieved for Anna and looks on at the scene we can no longer see. He whimpers in worry as he realises what is happening.	The pup takes a step or so towards the camera through the grass at the edge of the clearing. He looks on happily at the scene before him but then cocks his head to one side and looks worried and scared.	fixed close up on pup's feet (Perhaps out of focus then brought to focus). pan up and stop on pup's face as he looks straight into (through) the camera, cut to BLACK.	Pup, Anna (o.c.), wolf mother (o.c.)	Kira (pup)		apple	slowly building dark ambient music, pup foot fall on forest floor foley, pup panting, pup whimpering, Mother wolf growling (o.c).	tracking, lighting and shadow match on characters.,	sunset, light becoming red, harsh shadows	6 (1 empty with prop and depth of field, 1 with actor and prop for reference + DOF, 1 empty after actor and prop + DOF, 1 empty with prop and everything in focus, 1 with actor and prop and EIF, 1 empty after actor and prop + EIF).	drop apple from correct height.	clearing edged with dense trees