

1 (production company logo appears first)

STORYBOARD SHEET

1.



Shot No./Type of Shot/Camera Movement

- pan out
- close up

Dialogue - Sound

- heavy breathing
- suspenseful music

Edit/Length of Shot

2.



Shot No./Type of Shot/Camera Movement

- pan out
- medium shot

Dialogue - Sound

- heavy breathing
- suspenseful music

Edit/Length of Shot

3.



Shot No./Type of Shot/Camera Movement

- medium shot but showing a bit of legs
- breathing associated movements

Dialogue - Sound

- panting
- screaming
- suspenseful music stops with stab

Edit/Length of Shot 5 sec.

4.



Shot No./Type of Shot/Camera Movement

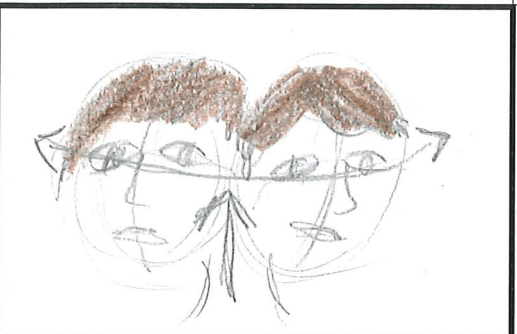
- over the shoulder shot
- grabs piece of paper

Dialogue - Sound

- paper sound

Edit/Length of Shot 2 sec.

5.



Shot No./Type of Shot/Camera Movement

- looks up at camera
- then looks right and left
- close-up shot

Dialogue - Sound

- panting + heavy breathing

Edit/Length of Shot 2 sec.

2

4



Shot No./Type of Shot/Camera Movement

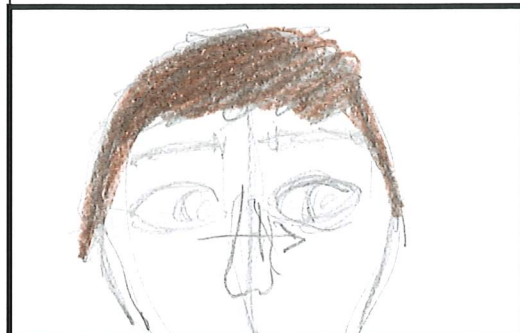
- point of view shot
- tracking shot from left to right

Dialogue – Sound

- heavy breathing

Edit/Length of Shot 2-3 sec.

5



Shot No./Type of Shot/Camera Movement

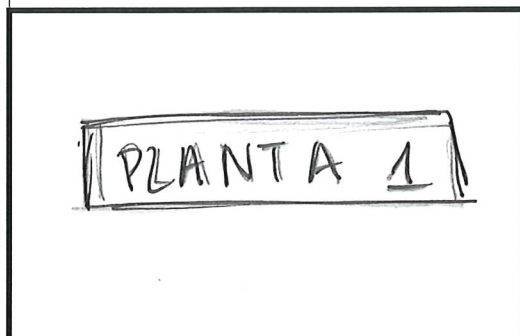
- close-up
- eyes move

Dialogue – Sound

- heavy breathing

Edit/Length of Shot 2 sec.

6



Shot No./Type of Shot/Camera Movement

- close-up

Dialogue – Sound

Edit/Length of Shot 2 sec.

7



Shot No./Type of Shot/Camera Movement

- high-angle shot
- he stands up aggressively

Dialogue – Sound

- sound of clothes standing up

Edit/Length of Shot



Shot No./Type of Shot/Camera Movement

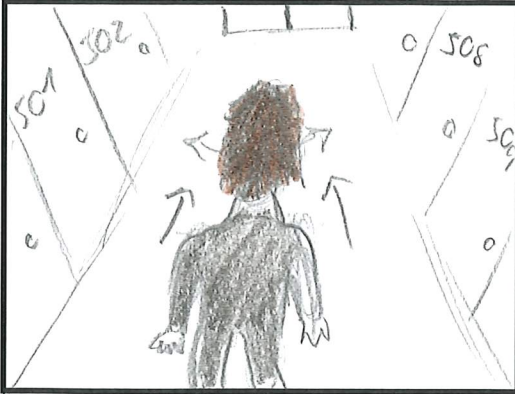
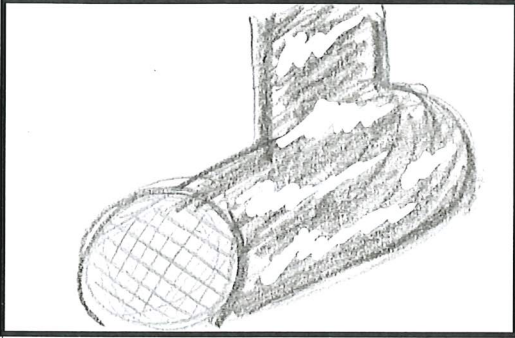
- high-angle shot
- he starts walking

Dialogue – Sound

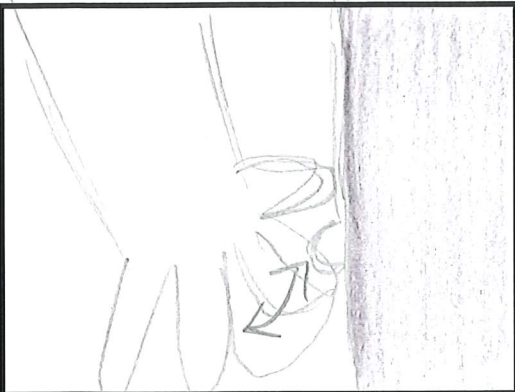
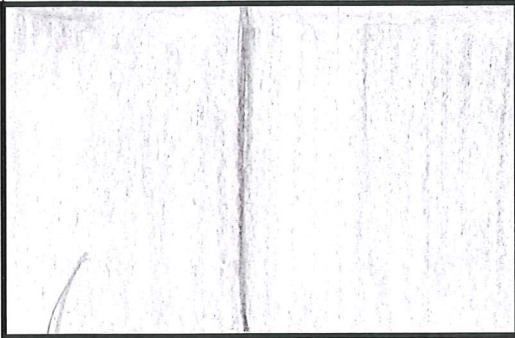
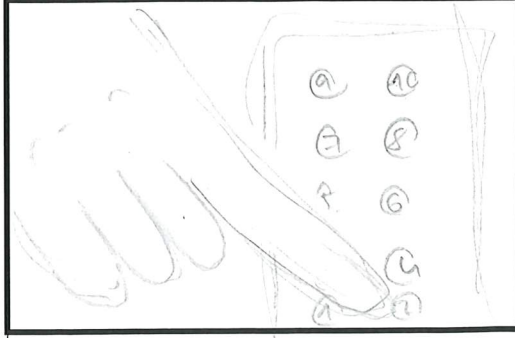
- sound of clothes standing up

Edit/Length of Shot 4-5 sec.

STORYBOARD SHEET

8.		Shot No./Type of Shot/Camera Movement - walking down corridor quickly + tripping - looking around - trying to open doors	Dialogue - Sound - starts screaming - door knobs rattling
	Edit/Length of Shot 7 sec.		
9.		Shot No./Type of Shot/Camera Movement - close-up	Dialogue - Sound - screaming in background - shouting - door knobs rattling - mechanical sound
	Edit/Length of Shot 2 sec.		
10.		Shot No./Type of Shot/Camera Movement - mid shot - aggressive movements trying to open door	Dialogue - Sound - door slamming + banging - more shouting
	Edit/Length of Shot		
		Shot No./Type of Shot/Camera Movement - pan out - mid shot - walking towards camera	Dialogue - Sound - heavy breathing - footsteps
	Edit/Length of Shot 3 sec		
11.		Shot No./Type of Shot/Camera Movement - over the shoulder shot - pan in - tracking shot	Dialogue - Sound - heavy breathing - footsteps
	Edit/Length of Shot 2 sec		

4

12.		Shot No./Type of Shot/Camera Movement - close up - aggressively clicks elevator button	Dialogue – Sound - clicking and tapping sound
	Edit/Length of Shot 2 sec.		
13.		Shot No./Type of Shot/Camera Movement	Dialogue – Sound - elevator thud + sound that doors open
	Edit/Length of Shot		
		Shot No./Type of Shot/Camera Movement - mid shot - elevator doors open - high angle shot	Dialogue – Sound - elevator floor noise - contrapuntal elevator music
	Edit/Length of Shot		
		Shot No./Type of Shot/Camera Movement - walks into elevator and turns around - high angle shot	Dialogue – Sound - contrapuntal elevator music
	Edit/Length of Shot 5 sec.		
14.		Shot No./Type of Shot/Camera Movement - finger presses 2nd floor aggressively	Dialogue – Sound - button clicking - contrapuntal elevator music
	Edit/Length of Shot 2 sec.		

5

15.



Edit/Length of Shot 2 sec.

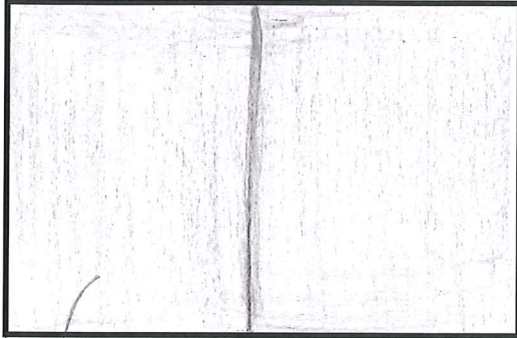
Shot No./Type of Shot/Camera Movement

- high angle shot
- moves from pressing button to leaning around

Dialogue – Sound

- contrapuntal elevator music

16.



Edit/Length of Shot

Shot No./Type of Shot/Camera Movement

Dialogue – Sound

- contrapuntal elevator music stops



Edit/Length of Shot 3 sec.

Shot No./Type of Shot/Camera Movement

- elevator doors open
- mid-shot

Dialogue – Sound

- elevator floor noise
- contrapuntal elevator music

17.



Edit/Length of Shot 2 sec

Shot No./Type of Shot/Camera Movement

- extreme long shot

Dialogue – Sound

- contrapuntal elevator music sounding distant

18.



Edit/Length of Shot 2 sec.

Shot No./Type of Shot/Camera Movement

- close-up
- heads turn to look up + to the right

Dialogue – Sound

- contrapuntal elevator music

STORYBOARD SHEET

6
18.

	Shot No./Type of Shot/Camera Movement - close - up	Dialogue - Sound - contrapuntal elevator music - eerie music - stab
Edit/Length of Shot 2 sec.		

19.

	Shot No./Type of Shot/Camera Movement - close - up - head moves	Dialogue - Sound - 'no, no, no' very repeatedly - screaming - contrapuntal elevator music
Edit/Length of Shot 2 sec.		

20.

	Shot No./Type of Shot/Camera Movement - long shot - falls down (out of elevator)	Dialogue - Sound - 'no, no, no' (very repeatedly) - screaming - contrapuntal elevator music stops
Edit/Length of Shot 2 sec.		

21.

	Shot No./Type of Shot/Camera Movement - stands up and looks at camera - mid - shot	Dialogue - Sound - screaming stops - heavy breathing
Edit/Length of Shot		

	Shot No./Type of Shot/Camera Movement - tilt shot upwards - character starts running towards camera	Dialogue - Sound - screaming starts again
Edit/Length of Shot 3 sec.		

7
⊗

STORYBOARD SHEET

22



Edit/Length of Shot 2 sec

Shot No./Type of Shot/Camera Movement

- tracking shot (follow character running)
- mid-shot
- running
- looks behind

Dialogue – Sound

- screaming + shouting
- clothes rattling
- rapid footsteps

⊗

23



Edit/Length of Shot 2 sec.

Shot No./Type of Shot/Camera Movement

- runs up to door + aggressively tries opening it
- mid-shot

Dialogue – Sound

- footsteps
- door knob rattling

24



Edit/Length of Shot 2 - 3 sec

Shot No./Type of Shot/Camera Movement

- fish-eye lens

Dialogue – Sound

- banging + shouting
- 'let me in!'

⊗

25



Edit/Length of Shot 2 sec

Shot No./Type of Shot/Camera Movement

- runs from door towards the camera
- mid-shot

Dialogue – Sound

- banging + shouting
- heavy breathing
- footsteps

⊗

26



Edit/Length of Shot 2 - 3 sec.

Shot No./Type of Shot/Camera Movement

- high angle shot
- security camera footage

Dialogue – Sound

- shouting
- rapid footsteps

27.



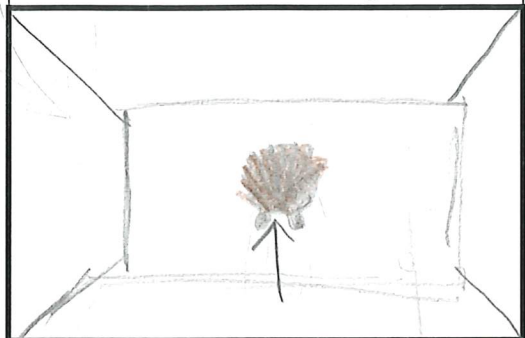
Edit/Length of Shot 3 sec

Shot No./Type of Shot/Camera Movement

- tracking shot
- runs up to elevator
- looks behind him once he reaches elevator

Dialogue – Sound

28.



Edit/Length of Shot 2 sec

Shot No./Type of Shot/Camera Movement

- bird's eye view

Dialogue – Sound

29.



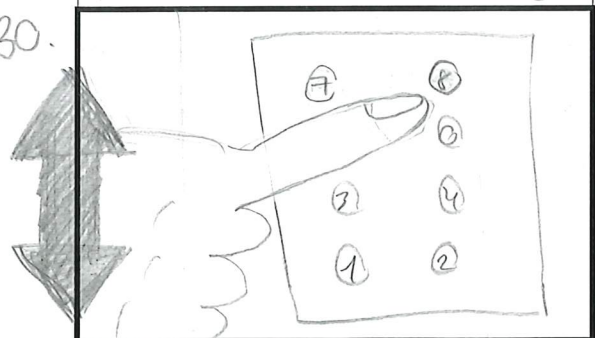
Edit/Length of Shot 2 sec

Shot No./Type of Shot/Camera Movement

- low-angle

Dialogue – Sound

30.



Edit/Length of Shot 2 sec

Shot No./Type of Shot/Camera Movement

- panning shot
- close-up
- finger going up and down

Dialogue – Sound

31.



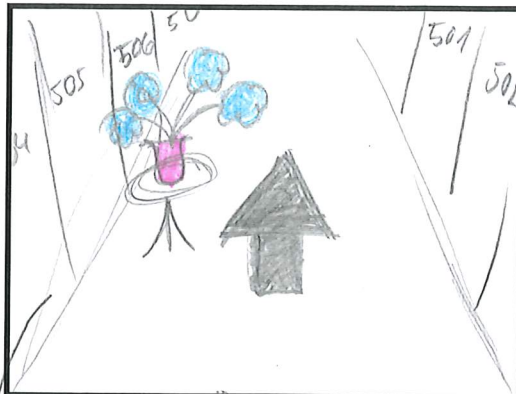
Edit/Length of Shot 2-3 sec.

Shot No./Type of Shot/Camera Movement

- extreme long shot

Dialogue – Sound

32.



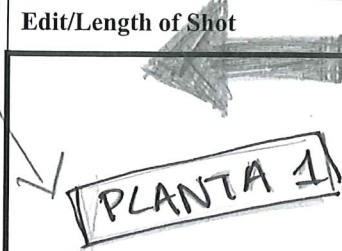
Edit/Length of Shot

Shot No./Type of Shot/Camera Movement

- point of view shot

Dialogue – Sound

- heavy breathing



Edit/Length of Shot

3 sec.

Shot No./Type of Shot/Camera Movement

- tracking shot

Dialogue – Sound

- stab
- heavy breathing

33



Edit/Length of Shot

3 sec.

Shot No./Type of Shot/Camera Movement

- close-up
- locks up

Dialogue – Sound

- screams 'fuck!'
- heavy breathing

34



Edit/Length of Shot

1-2 sec.

Shot No./Type of Shot/Camera Movement

- low-angle shot
- runs

Dialogue – Sound

- screaming
- suspenseful music
- rapid footsteps

35



Edit/Length of Shot

1 sec.

Shot No./Type of Shot/Camera Movement

- fade-in of planta 1 shot
- runs

Dialogue – Sound

- suspenseful music
- heavy breathing
- rapid footsteps

STORYBOARD SHEET

36



Shot No./Type of Shot/Camera Movement

- fade-in
- close up

Dialogue - Sound

- door knob rattling
- suspenseful music

Edit/Length of Shot 1 sec.

37



Shot No./Type of Shot/Camera Movement

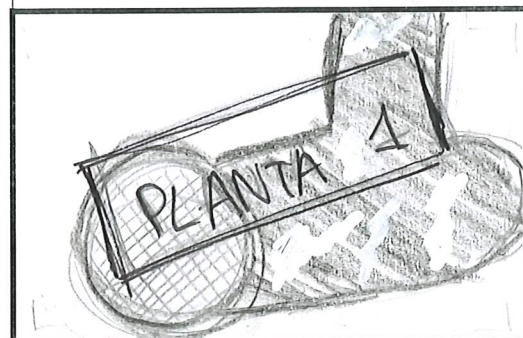
- fade-in
- mid-shot
- bangs on door

Dialogue - Sound

- door banging
- screaming
- suspenseful music

Edit/Length of Shot 1 sec.

38



Shot No./Type of Shot/Camera Movement

- fade-in
- close-up

Dialogue - Sound

- mechanical sound
- suspenseful music

Edit/Length of Shot 1 sec.

39



Shot No./Type of Shot/Camera Movement

- fade-in
- high-angle shot
- falls and trips to the floor

Dialogue - Sound

- grunting sound
- footsteps
- tripping + thumping
- suspenseful music

Edit/Length of Shot 1 sec.

40



Shot No./Type of Shot/Camera Movement

- high-angle shot
- fade-in

Dialogue - Sound

- heavy breathing
- suspenseful music

Edit/Length of Shot 1 sec.

11

41

STORYBOARD SHEET



Edit/Length of Shot 2 sec

Shot No./Type of Shot/Camera Movement

- high-angle shot
- fish-eye lens

Dialogue – Sound

- heavy breathing
- suspenseful music

42



Edit/Length of Shot 1 sec

Shot No./Type of Shot/Camera Movement

- mid-shot

Dialogue – Sound

- shattering vase sound
- suspenseful music

43



Edit/Length of Shot 1 sec

Shot No./Type of Shot/Camera Movement

- close-up

Dialogue – Sound

- heavy breathing
- suspenseful music

44



Edit/Length of Shot 1 sec

Shot No./Type of Shot/Camera Movement

- close-up

Dialogue – Sound

- screaming
- suspenseful music

45



Edit/Length of Shot 1 sec

Shot No./Type of Shot/Camera Movement

- mid-shot of whole legs
- tripping

Dialogue – Sound

- thumping sound of footsteps
- suspenseful music

12

46



Edit/Length of Shot 1 sec.

Shot No./Type of Shot/Camera Movement

- fade-in
- close-up

Dialogue - Sound

- button clicking sound
- suspenseful music
- contrapuntal elevator music

47



Edit/Length of Shot 1 sec

Shot No./Type of Shot/Camera Movement

- close-up
- eyes - close

Dialogue - Sound

- contrapuntal elevator music
- stab of suspenseful music

48



Edit/Length of Shot 2 sec

Shot No./Type of Shot/Camera Movement

- fish-eye lens
- low-key lighting
- mid-shot / close-up

Dialogue - Sound

- echo-sounding voices
- punch

49



Edit/Length of Shot 3-4 sec.

Shot No./Type of Shot/Camera Movement

- fish-eye lens
- low-key lighting
- long-shot

Dialogue - Sound

- 'let's take him in!'
- echo-y
- body being dragged

50



Edit/Length of Shot 1 sec.

Shot No./Type of Shot/Camera Movement

- eyes open
- close up

Dialogue - Sound

- elevator sound
- contrapuntal music stops

13

51



Edit/Length of Shot 3 sec

Shot No./Type of Shot/Camera Movement

- over the shoulder shot

Dialogue - Sound

- contrapuntal music coming from room

- heavy breathing

52



Edit/Length of Shot 3-4 sec

Shot No./Type of Shot/Camera Movement

- mid-shot

Dialogue - Sound

- contrapuntal music

- footsteps

- heavy breathing

53



Edit/Length of Shot 3-4 sec

Shot No./Type of Shot/Camera Movement

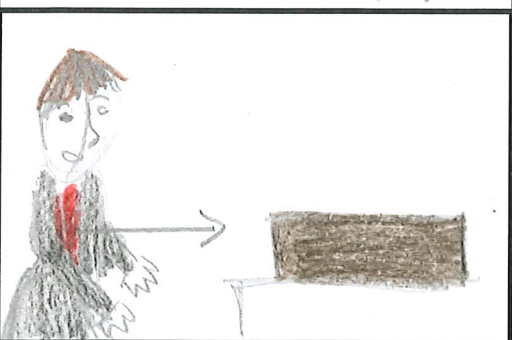
Dialogue - Sound

- contrapuntal music

- footsteps

- heavy breathing

54



Edit/Length of Shot

Shot No./Type of Shot/Camera Movement

- mid-shot

Dialogue - Sound

- contrapuntal music

- footsteps



Edit/Length of Shot 3 sec.

Shot No./Type of Shot/Camera Movement

- mid-shot

Dialogue - Sound

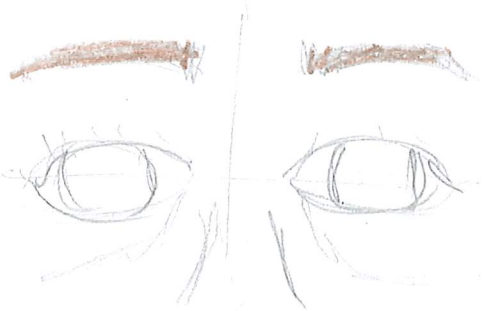
- contrapuntal music

- unclicking sound

14

55

STORYBOARD SHEET

	Shot No./Type of Shot/Camera Movement - low - angle shot - mid - shot	Dialogue - Sound - contrapuntal music
Edit/Length of Shot		
	Shot No./Type of Shot/Camera Movement - low - angle shot - mid - shot	Dialogue - Sound - contrapuntal music - creaking from briefcase
Edit/Length of Shot 3 sec.		
	Shot No./Type of Shot/Camera Movement - extreme close - up	Dialogue - Sound - heavy breathing
Edit/Length of Shot 2 sec.		
The Experiment	Shot No./Type of Shot/Camera Movement	Dialogue - Sound - stab
Edit/Length of Shot		
	Shot No./Type of Shot/Camera Movement	Dialogue - Sound
Edit/Length of Shot		