

Shot List

8:00 Set up

Lab

10:00 - 1+4

10:45 - 2+3

Hallway

11:50 - 5+7

12:10 - 6

12:30 Lunch

1:00 Set Up

Chess Scene

2:15 - 12+14+17

2:50 - 11

3:15 - 10

4:00 Jib-Arm (13)

4:30 Wrap Up

Scene	Shot Number / Time	Location	Type	Action	Notes
1	1 +4 20 min	Lab	L Shot > M Shot (JIB) Second Option :Static shot Third Option: From CL up to L (Jib Arm on dolly)	Two scientists are seated in a laboratory. Sharon is looking through a microscope. Dave is pouring a test tube into a beaker.	Make sure the actors sit in LONG FOCAL LENGTH
	2 15 min	Lab	Close – Eye Level (Pull focus) Second Option: without Pull Focus	Looking up from her microscope, Sharon checks her watch, then turns to face Dave	Pull focus

	3 15 min	Lab	Mid Shot/Over the Shoulder. Eye Level	Dave turns to look in Sharon's' direction	Pull focus
	4 (With 1)	Lab	Mid Shot. Eye Level	DAVE (Glares at Sharon) ... * sigh * ... Dave gets up from his chair and leaves the room.	Pan
2	5 +7 20 min	Hallway	Wide Shot, Tracking/Dolly Shot. mid low angle	Dave casually walks down a hallway. Narration plays as he walks	Track back
	6 15min	Hallway	Extreme Close Up. P.O.V shot	Dave turns to face a door, and uses a security card to open it.	Handheld or tripod, move from the security card to the door hand
3	8	Change room	Mid Shot. Eye Level	Dave is then briefly seen putting on protective clothing i.e gloves, face mask, (maybe a radiation suit?). Narration plays as he changes.	
	9	Change room	Close ups	Fast close ups when Dave put on protective clothing i.e gloves, face mask	movement

4	10 (25 min)	White/Sterile Room	Close Up + Wide Shot Tracking/Dolly Shot. Eye Level	Dave enters the room	stop before Geoff
	11 (20 min)	White/Sterile Room	POV Shot - Medium	1- Dave sits down 2- Dave say checkmate 3- Geof revealed	Try different shots for Checkmate
	12 (30 min)	White/Sterile Room	Wide Shot. Eye Level	Dave sits down across from Geoff.	Continuity chess board !
	13 (30min)	White/Sterile Room	Bird Eye (JIB ARM)	The whole scene	one without showing Geoff
	17 (with 12)		Wide Shot	Geoff hits the board	