

Shooting Script		Name: The Timminators			Date: 3 June -	Production Title: The Shepherd's Tale notes
SCENE NO.	SHOT	CAMERA FRAMING/ MOVEMENT	LOCATION INT/EXT	DESCRIPTION (Any specifics on light, props, costume etc)	SOUND (only 'on-set' sound needed here)	DIALOG/BLOCKING Speech/Action/Movement,
1	1	Master shot - B roll	EXT - Field	Sheep are needed for this shot.	Diegetic sound from the set.	No dialogue. Just pasture of sheep walking around.
1	2	Pan down from the sky - Wide shot.	EXT - Grave	Shovel needed. Some dirt. Farmer's outfit.	Diegetic.	Dirt comes falling down - not shown on frame until it falls down.
1	3	Low angle pointing up - Dog's POV	EXT - Grave	Shovel. Dirt to fill the grave. Empty grave.	Non Diegetic - dog panting sounds possibly. Diegetic sounds of the farmer filing in the grave.	Farmer walks over to the grave to fill it in. picture of Dog.
1	4	Close up of grave	EXT - Grave	Dog photo on grave cross.	No Sound involved - just diegetic.	No dialogue/speech/action.
1	5	Over the shoulder - mid shot	EXT - Grave	Hammer to put the cross in the grave. Photo of Dog yet again.	Sounds from the hammer. And farmer groans.	Action of hammering cross into the grave.
1	6	Midshot - Pan - low angle	EXT - Grave	Shovel. Farmer's hat.	Sounds of farmer's sadness. crying.	Farmer crying and gripping a shovel to his chest.

1	7	CU	EXT -Grave	Dog photo.	No sound.	Sun is meant to shine on the photo.
1	8	Mid shot - static	EXT - Grave	No props	Walking sounds from the farmer.	Farmer walks off frame in a depressed state.
2	1	B - roll shots close up	INT -Kitchen	Welsh radio	Walking sounds from the farmer. Radio noises.	Farmer walks into frame
2	2	B-roll shots- Close Up	INT - Kitchen	Fruit bowl. Bitten Apple.	Sounds of biting into the apple	Farmer bites into the apple. Place it back into the fruit bowl.
2	3	B-roll shots - Close Up	INT - Kitchen	Pictures on the fridge. Notes on the fridge.	No Sounds.	Note seen by farmer on the fridge as well as the pictures.
2	4	B-roll shots - close up and pan	INT - Kitchen	Empty fruit bowl.	No Sounds.	Pan to the empty bowl in the corner of the kitchen.
11	1	Continuous shot - no cut	INT - Barn	Big rope for the farmer.	Choking and crackling sounds.	Farmer hangs himself and dangles.
5	1	Close Up	INT	Grinding Stone and an axe.	Sharpening sounds from the grinding stone.	Farmer places his axe onto the grinding stone in which it starts sharpening it.
5	2	Wide Shot	INT	Grinding Stone and an axe.	Echoing sounds from the grindstone.	After using the grinding stone for a little while, film until we use the echoing sounds.
5	3	Close Up - Static	INT - Barn	Radio	Radio sounds	Radio in the centre of the frame.

5	4	Medium Shot - Static	INT - Barn	Radio	Radio Sounds. Non diegetic sound to make a noise from somewhere.	Farmer fiddles with the radio then hears a noise and is confused.
5	5	Tracking shot - handheld - Medium shot	INT - Barn	Axe and Grindstone in frame.	Diegetic sounds - Yanking the door.	Farmer grabs the axe, stands up and walks towards the door and yanks it.
6	1	Long shot	EXT - outside barn	Sheep for exterior.	Sheep sounds maybe??	A sheep stood behind the barn door. Farmer walks near it.
6	2	Close Up	EXT - outside barn	Sheep for exterior.	Loudly bleats from the sheep.	Sheep stares at the farmer. Farmer starts to look around.
6	3	Wide shot	INT - Barn	Belt radio for the Farmer.	Radio on his waist making noises.	Goes off frame into the darkness and comes out with the radio around his waist.
6	4	Long Shot	EXT - Outside barn	Sheep for exterior. For continuity reasons, still use the belt radio.	Radio noises. Sheep noises.	He passes by the sheep and heads back towards the house.
7	1	Mid Shot - Tracking - tilt downwards.	EXT - outside house	Axe and radio.	Radio noises. Diegetic sounds.	He walks up to the door, placing the axe and radio on the floor.
7	2	Close Up	EXT - outside house	Nail to go on the door.	Sounds for when Farmer gets impaled by the nail on the door.	He reaches for the door, but is impaled by the nail.

7	3	Extreme Close Up - Dutch angle	EXT - outside house	Makeup to go on Farmer's hand to show that he is injured from the nail.	Pain from the farmer.	Farmer stares at his injured hand.
7	4	Dolly zoom - Wide shot.	EXT - outside house.	Fake blood to drop from the farmer's hand.	Extreme pain from the farmer.	Blood begins to fall from the farmer's hand as he lifts his hand off the nail.
8	1	Tracking - cowboy shot.	INT - House	Fake blood and keep the prosthetic on the farmer's hand.	Sounds for stamping into the house.	Farmer stampers into the house whilst blood drops from his hand.
8	2	Mid Shot - Tilt up	INT - House	First aid kit.	Sounds like opening a med box - diegetic.	He rips open a first aid kit that is mounted to the wall.
8	3	Slow zoom in - Close Up.	INT - House	Bandage from first aid kit.	Diegetic - Pain from Farmer.	He applies the bandage to his hand.
8	4	Zoom in - Extreme close up.	INT - House	First aid kit.	Diegetic.	As he ties the bandage knot, he sees something in the first aid kit.
8	5	Close Up	INT - House	Postit note.	No sounds.	He sees another note.
10	1	Wide Shot - Pan down.	EXT - Field	Radio.	Radio Sounds .	Filming the sky, then a pan down and you see the farmer with the radio.
10	2	Mid Shot - static.	EXT - Field	Blanket.	Sounds of farmer's lip's quivering.	Farmer places a blanket behind him and his lips start to quiver.

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