Scrapyard Girl One-Shot

Author: James “Dragon Master” Courneya

Genres: Silent Manga, Post-Apocalypse, Heartwarming, Found Family.

Page Count: 9

Panel Count: 61

Synopsis:

In a futuristic post apocalypse, a scavenger stumbles across a rare sight indeed. An abandoned child leaving within the wasteland. And after the child bites his arm, it kind of becomes his responsibility.

Characters:

Scavenger: A rough man with a checkered past, aged beyond his years.

Scrapyard Girl: A practically feral young girl who has learned to survive the post-apocalypse within the junkyards.

Script Layout Example:

Page #:		
Layer # (Size) Panel #:	Panel description.	Visual/Sound effects.
Character name: (Attached to above panel).	Dialogue.	Speech Bubble Type. 
Layer 1 Long Panel 1:	Introduction, Full-body Shot: Introducing character, showing full body. (Allowing audience to see full design).	SFX: **Kaboom!~** VFX: Black background.

Glossary:

Layer: Refers to the panels placement. All panels of the same layer are placed next to each other. Layer 1 Panel 1 would be First layer/first panel.

Panel Size: Is the size of the panel. If no description then default. Types of sizes, **Big/Small – Wide/Long – Thin**. Sometimes a description like **Super** will be added to denote that the sizing needs to be more than normal. Such as, **Super Big**. Which would generally take up most the page.

Shot: A shot describes the focus and angle of the camera. Art direction terms such as, **Half-body, Full-body, Head-shot, 2/3rds shot, Side shot**. Will be used and should be treated as the standard art definitions. **Camera**: What the panel is focusing on.

Background: BG – The back of the shot. **Midground**: MG – The middle of the shot. **Foreground**: FG – the front of the shot.

Bubble Types: Nothing written is basic **Speech Bubble**. : Is a **Thought Bubble**. : is a **Starburst Bubble**. There are also **Narration Bubbles** and **Narration Boxes**.

SFX/VFX: Sound/Visual Effects. **SFX** is written out. **VFX** can be written out or drawn depending on the effect.

One-shot Script:

Page 1:		
Layer 1 Panel 1:	Aerial shot of Scrapyard.	
Layer 2-3 Panel 2:	Introductory shot of Scavenger marching forward.	
Layer 2 Panel 3:	A shadow of Scavenger passing over the corpse of another scavenger in similar gear.	
Layer 3 Panel 4:	The man's face stony, undeterred from his goal, at least on the outside.	
Layer 4 Panel 5:	Behind-the-back Shot: Scavenger walking on a thin zig-zagging path of light. Barely visible within the darkness around him, blending in with the garbage littering the place, (to the point you might not even see them at first glance), are corpses of the fallen.	
Layer 5 Panel 6:	Transition panel.	

Page 2:		
Layer 1 Panel 1:	Scavenger picking through a pile, when something catches his eye.	
Layer 1 Panel 2:	Scavenger pointing flashlight into small gap.	
Layer 1 Panel 3:	Scavenger crawling in.	
Layer 2 Panel 4:	Scavenger finding himself in a (disheveled) but livable environment.	
Layer 3 Panel 5:	Headshot Foreground: Scavenger looking towards camera and taking in room. Background: Wild eyes staring out of the darkness, figure vaguely visible.	
Layer 3 Panel 6:	Behind the back shot: Tension hanging on the Scavenger.	
Layer 4 Panel 7:	Scavenger twisting around, strange weapon drawn, light shining forward at target.	

Page 3:		
Layer 1-2 Panel 1:	Establishing shot: Light illuminating feral and growling child.	
Layer 1 Panel 2:	Scavenger has a look of realization.	
Layer 2 Panel 3:	Scavenger quickly holsters the weapon and holds his arm out to show he is of no harm.	
Layer 3 Panel 4:	The girl leaps forward and bites down firmly onto the man's outstretched arm.	
Layer 4 Panel 5:	Lower-to-Upper Headshot: The man's face shaded over.	
Layer 4 Panel 6:	Girl glancing up, seeing his other arm raised up into the air.	
Layer 4 Panel 7:	Girl flinching, still firmly biting down on arm.	

Page 4:		
Layer 1 Panel 1:	Hand gently placed down on girl's head, comforting them. Look of genuine surprise on the girl's face from the unfamiliar action.	
Layer 1 Panel 2:	Transition Panel.	
Layer 2 Panel 3:	Close-Up Shot: Releasing arm.	
Layer 2 Panel 4:	Girl still on edge.	
Layer 3 Panel 5:	Scavenger at entrance, clearly contemplating something, glancing back.	
Layer 3 Small Panel 6:	Small wound on Girl's leg.	

Page 5:		
Layer 1 Panel 1:	Scavenger letting out a sigh.	
Layer 1 Panel 2:	Scavenger pointing at the wound, girl looking down not understanding.	
Layer 2-3 Panel 3:	Scavenger grabbing leg and spraying it with something.	
Layer 2 Panel 4:	Girl recoiling from the unpleasant disinfectant.	
Layer 3 Panel 5:	Scavenger getting kicked in the jaw.	
Layer 4 Panel 6:	Scavenger, while rubbing chin, pointing down at the girl, explaining that she needs medical attention for the wound. Girl barely visible in the panel, hissing up at him.	
Layer 5 Panel 7:	Transition Panel.	

Page 6:		
Layer 1 Panel 1:	Hand-Shot: Bottle being set down on table.	
Layer 1 Panel 2:	The two in a small encampment, a bandage being wrapped around the wound by a focused Scavenger. Girl staring daggers at the man.	
Layer 2 Panel 3:	Girl looking at the wrap, seemingly feeling better, and intrigued by it.	
Layer 3 Panel 4:	Scavenger with head hanging, letting out a sigh.	
Layer 3 Panel 5:	Identical shot: Scavenger glancing up, with pensive expression.	
Layer 4 Panel 6:	Identical shot (As Panel 3): All the other things wrong with Girl being clearly highlighted. (Now standing out more that the wound is dealt with).	

Page 7: Montage.		
Layer 1-3 Panel 1:	Girl now clean and taken care of. [No Panel].	
Layer 1 Panel 2:	Girl having multiple after images of her head chowing down on some food, one such image biting the man's hand as he sets down more food.	
Layer 1 Panel 3:	Bandage being placed on the still chewing girl.	
Layer 2 Panel 4:	Water being dunked on head, hair going over the eyes of Girl, who is in a rustic bath.	
Layer 2 Panel 5:	Hair being brushed.	
Layer 3 Panel 6:	Clothes being sewn up.	
Layer 4 Panel 7:	Girl laying down, fast asleep in bed. Man sitting in a window seal looking out at the night sky.	
Layer 5 Panel 8:	Close up shot: Man glancing down.	
Layer 5 Panel 9:	Girl peacefully sleeping.	
Layer 5 Panel 10:	Transition shot.	

Page 8:		
Layer 1 Panel 1:	Transition panel into day.	
Layer 1 Panel 2:	Light shining in from the (unseen) window. Girl opening eyes because of a noise and wincing from the light.	SFX: Clank.
Layer 2 Panel 3:	Scavenger putting together gear to head out.	
Layer 2 Panel 4:	Girl seeming somewhat disheartened, but in a defensive way.	
Layer 3 Panel 5:	Transition panel.	
Layer 4 Panel 6:	Scavenger asking question. Bubble with house and question mark in it. Darkness beginning to set back in around him.	
Layer 4 Panel 7:	Girl giving a small nod of her head.	
Layer 4 Panel 8:	Identical Shot: Scavenger turning to leave, but stopping midway through. Fully surrounded by darkness.	
Layer 5 Panel 9:	Forced Perspective Shot: The two connected by the same path of light from earlier. Left/Close: Man turning back with a question. Right/Far: Girl looking up, not yet fully understanding the question.	BG: Black.

Page 9:		
Layer 1 Panel 1:	Girl's eyes lighting up in realization.	
Layer 2 Panel 2:	Girl rushing forward, hair blowing back dramatically behind her.	
Layer 3 Big Panel 3:	Behind the back shot: Right Side: Girl happily grabbing man's hand and smiling up at him. Left: Man giving a small smile back down. Both walking forward on a new path, surrounded by light.	