

Name: You-Na Lee  
William Matheson

Title: (as of yet untitled)

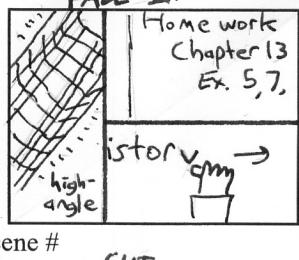
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Establishing shots

Video (all shots except tower extreme close-up)

Audio - description of on-location and post-production sound

FADE IN



scene #

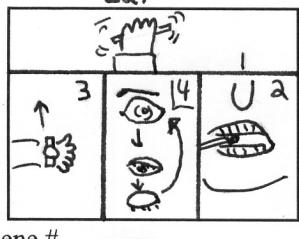
CUT

Establishing shots  
lights, homework,  
chalk board  
Starring:  
William Matheson  
You-Na Lee  
Background actors

Lecture on the "history of communication" begins. It's about 5-minutes long and composed and orated by WM in a really boring monotone manner, though the content ought to be interesting. Levels and interruptions as indicated. Generally, audio levels vary with student's attention:

Buzz from fluorescent lights.  
Chalk squeaking.  
Lecture begins loudly.  
Record background murmur, use if need.

Signs of boredom



scene #

CUT

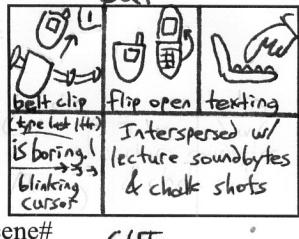
XCU shots of hands twirling pens, chewing on a pencil, looking at watches (the arm moves out of the shot), eye opening & closing (drowsiness)... eye opens at chair squeak

lecture continues

- pen flipping  
- pencil chews

A really disjointing chair sound (pulling away from desk in the midst of shot #1)

Cell phone composition



scene #

CUT

XCU shots of fingers reaching for cell phone, cell phone flip open, finger pressing keys (WM for all). End with shot of screen for last few letters. Then send.

"but nowadays we have access to communications technologies our predecessors never dreamed of..."  
↑ (then sound ramps down as during the cell phone pull-out shot attention diverts to cell phone)  
(#1)

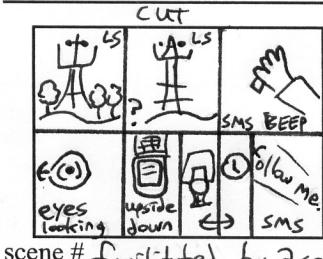
Send FX: A final, authoritative beep.

phone shots - beeping on key press, lecture soft

chalk shots - chalk squeaks, lecture loc

↑ found the uni-ball micro!

Transmission/reply



scene #

CUT

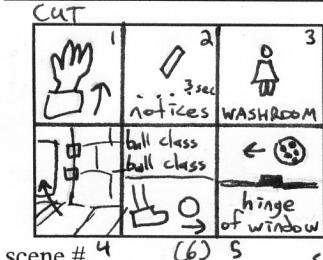
LS of tower (tower 2?), XCU of lecture chalk. (SMS beep) XCU of eyes turning. Reply composed, upside down to us & high angle. Jump cuts b/w messages.

SILENCE: A sudden absence of sound for tower shot, clearly off-site. There may be a few birds chirping, but usually this should be sparse. Then the sound of the chalk squeaking when we come back.  
↑ a brief "AHEM" at SMS beep.

[clock in office] Jump cuts: sharp sound cuts, no fading

- nature sounds  
- SMS beep  
- basketball yelling, sound  
- clock ticking in office (post)  
- sounds of chairs shifting along with eyes (as people look to source of sound)

Going out/soccer



scene #

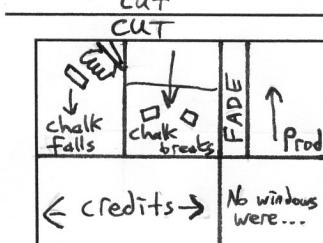
CUT

YL hand up. Chalkboard 3 sec, then teacher notices. Dialogue concerning washroom. WM asks to go too. "Fine, okay." shot of washroom door, sound of door opening, then shown to be an outside door.

Now have XCUs of feet, grass, soccer ball, underlaid softly by lecture ("it doesn't stop"). There's a shot through a window to imply characters are nearby. Then we get a steady RAPID FLICKER between the ball and class (varying between chalk shots and people shots), faster and faster until there's a two-second side-angle shot of a foot kicking the ball very hard.

- door creak  
- foot steps  
- chair movements  
- ball kicking  
- more chalk  
- production dialogue from 2nd Master shot.

Final



scene # FADE OUT

S MASH! The window breaks. (We really just see the chalk broken. Everything falls silent. (An "uh-oh" feeling.) Fade out and credits, then fade to close.

...the end of the telegraph era came when... and the window breaks. Silence.

Credits: Last frame is "No windows were harmed in the making of this film." The smash SPX is repeated. Fade out.

- window smash (post! probably a grab from elsewhere)  
- chalk breaking (hopefully production)  
- Maybe a few incredulous chair squeaks.

Notes: PROPS - soccer ball, chalk, cell phone(s), Watch(es), pens, pencils, etc... WM wears sweater for teacher sleeve shots. GEAR - DV camcorder, mic, tripod, accessories (masking tape)

This video underlaid by two Master shots; one before and one after the jump cuts. Both are XCUs of THE CHALK AND WRITING (a masking tape frame guide for the "acting" will be set up on the blackboard). WM will run through his SPEECH. This shot will be the basis for most editing.