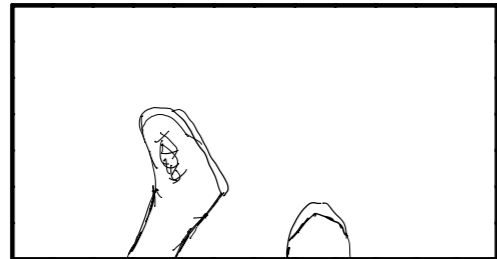
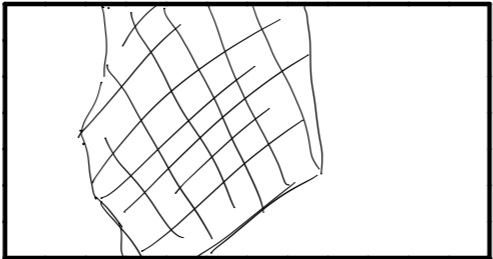


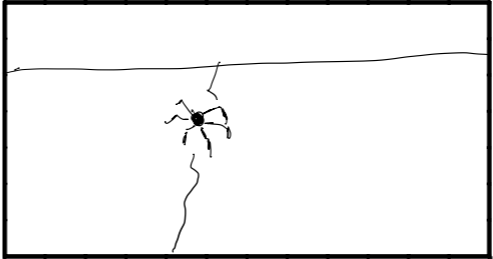
Starts with eyes opening different colours, age, size, angle - Infers different views. - Shot of two eyes stretched - Infers how reality is perceived differently.



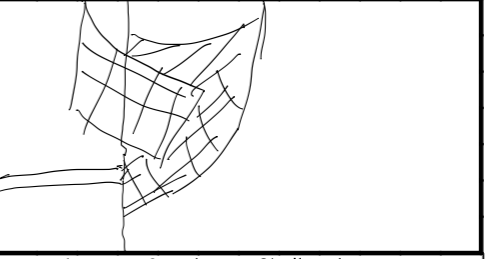
Upside down shot of feet - stabiliser shows the perspective of some one looking down at their feet. - This infers
↳ creates a mood.
different speeds? -> Shows how reality is perceived at different speeds!



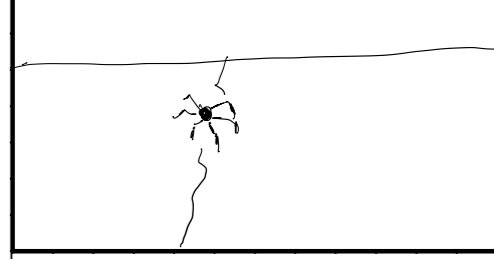
Shot of web moving slightly - creates interest - looks aesthetically pleasing - infers



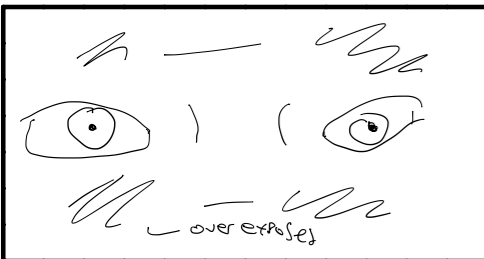
Shot of spider on wall - Distorted - Close up: Fish eye effect.



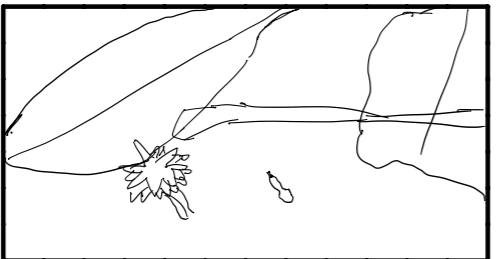
Different shot of web moving slightly - This infers



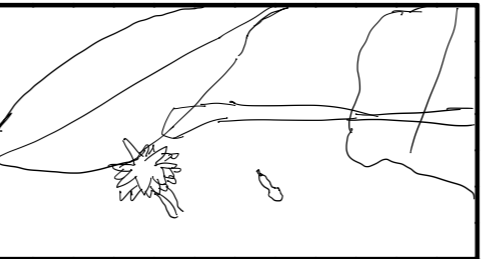
Shot of spider on wall - Distorted.



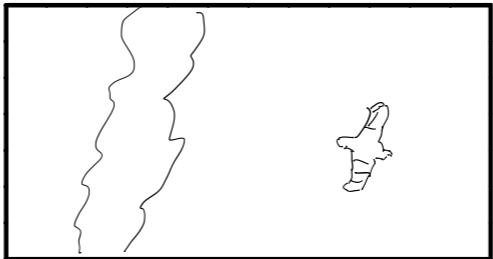
Shot of two eyes opening - This infers
over exposed skin? looks down on to smaller beings like a god/predator.



Shot of tadpoles in water - high angle - Infer?



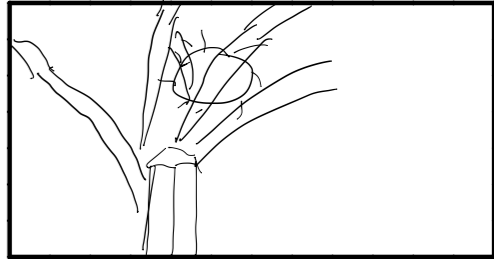
Shot of tadpoles in water - high angle - Infer?



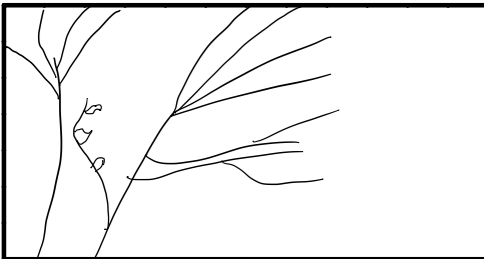
Different colour grades - Juxtaposition - low angle shot, worms eye small creature looking up the feeding change.



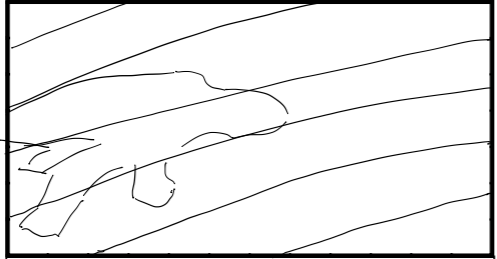
Pupil adjusting to light.



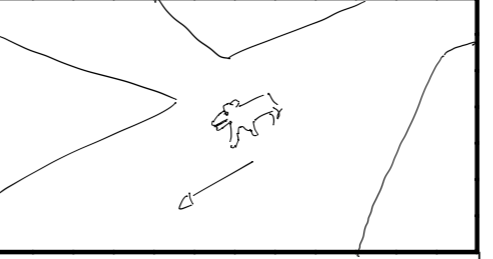
eye line cut, shot exposing.



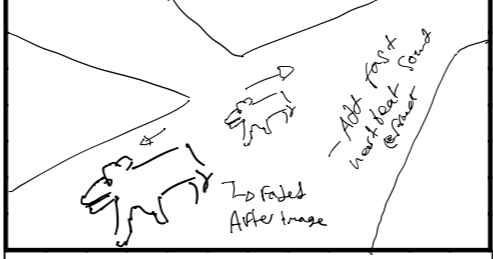
Shot exposing from dark to correctly exposed



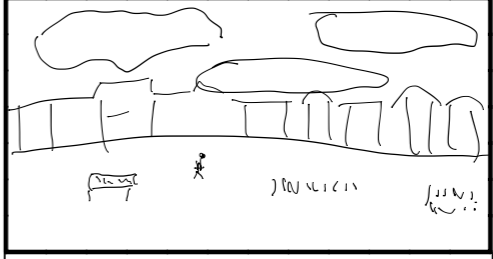
Juxtaposition of a person shadow walking across decking.



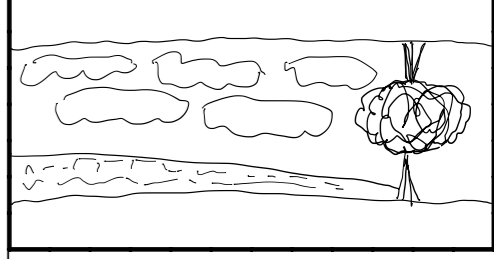
Shot of a dog running forward.



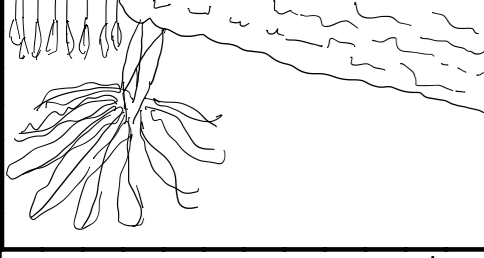
Shot of a dog running forward. After image - shot of a dog running backwards. Time after image - eyeline match cut reversal.



Infered red vision how dogs see. extreme long shot. gives the perspective of how the dog is seeing the human as small/equal not the dominant one?



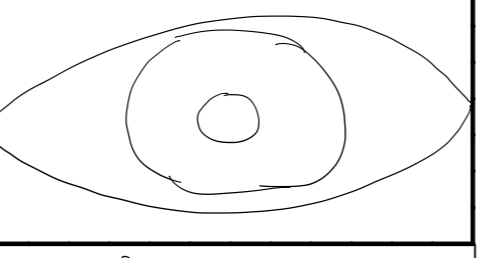
long shot - timelapse - vertical flip.



Medium long shot low angle - upside down.



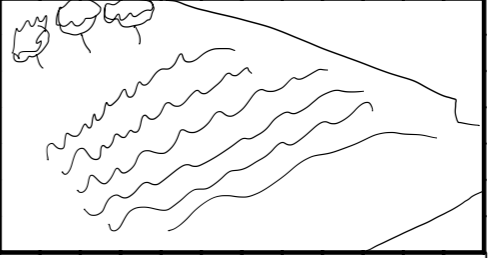
Close up of city - timelapse. Pan right and up. Time lapse 2 sec int



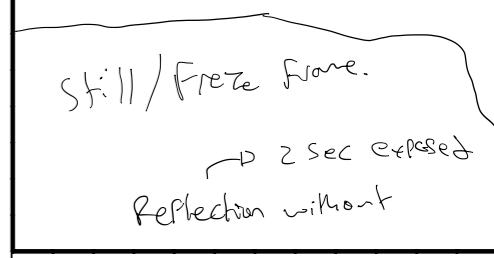
Shot of older eye shows limits of human eye infers?



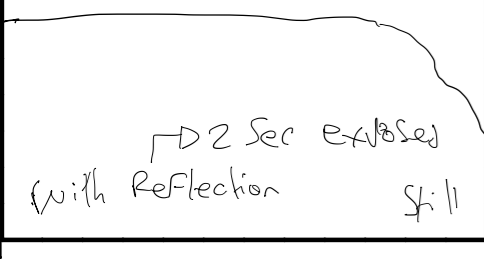
Slow shutter - Time-lapse



Fast shutter - Time-lapse



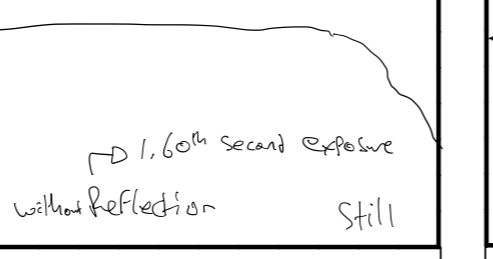
Still / Freeze frame. ↳ 2 sec exposed Reflection without
.....



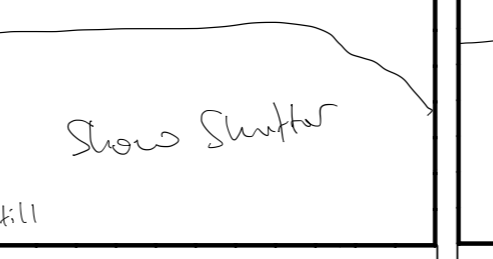
↳ 2 Sec exposed (with Reflection) Still



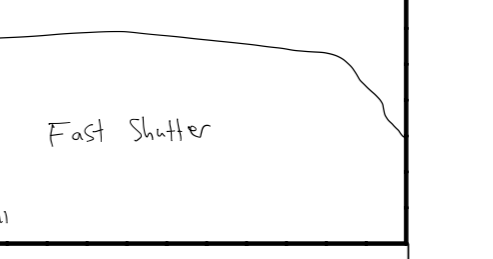
↳ 1,60th sec exposed Reflection Still



↳ 1,60th second exposure without Reflection Still



Slow Shutter Still



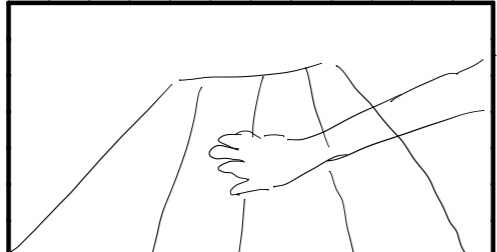
Fast Shutter Still



Bee on a leaf - move this to the - Move this to the post about low flys see.



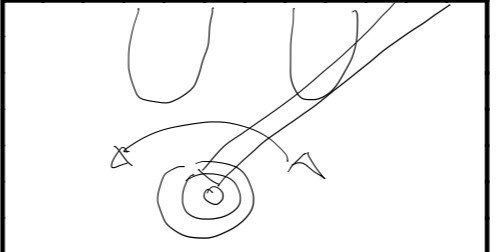
Through the stabliser.
insect vision - shows perspective of a fly - maybe show his head cut to hand hitting table. Same position - delayed motion/visual prediction/future?



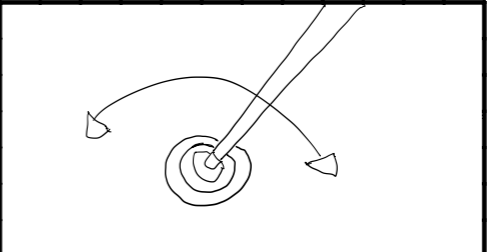
hand hitting table - missing fly.



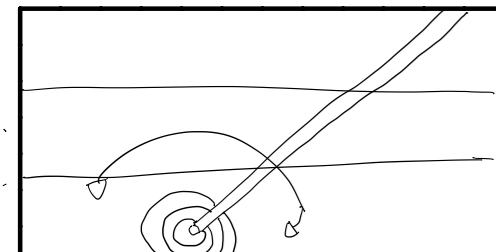
cut to blurry/impaired vision, wispes.



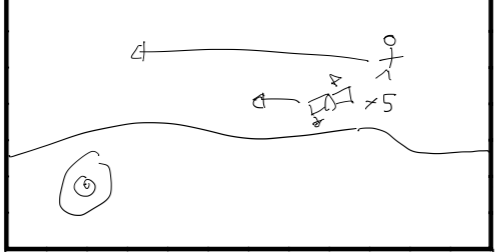
close up of stick tapping grom.



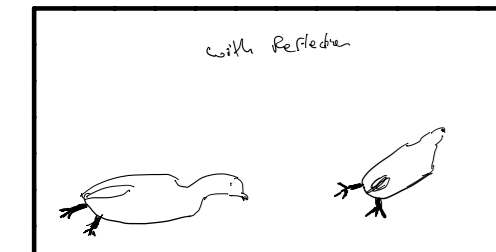
medium close up of stick tapping grom.



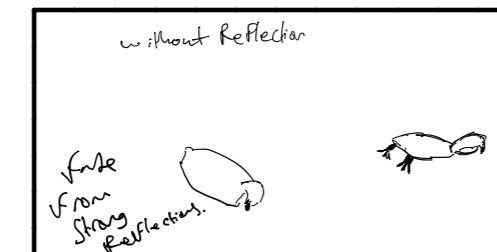
close up of stick tapping grom.



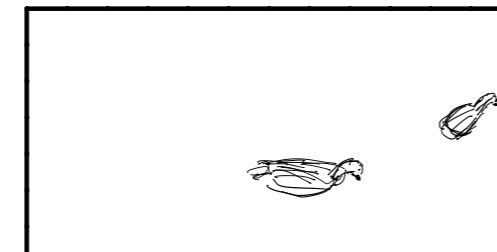
Blender - Bat, sound, blind people. Add bat sound effect. Shows how reality is/might be different.



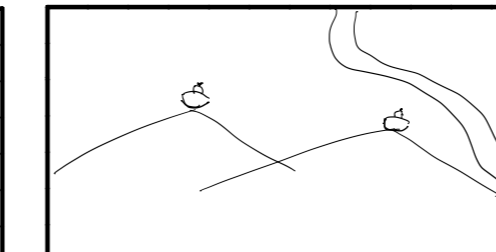
with reflection
two ducks swimming - water reflecting light can't see water.



without reflection
two ducks swimming - water reflecting a lot less light. can see water water.



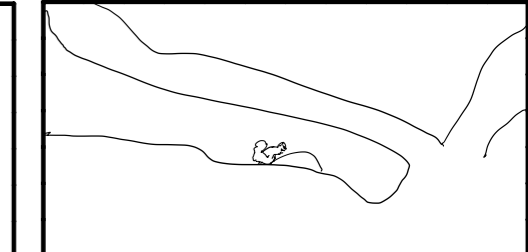
two ducks swimming - water reflecting a lot less light. can see water water.



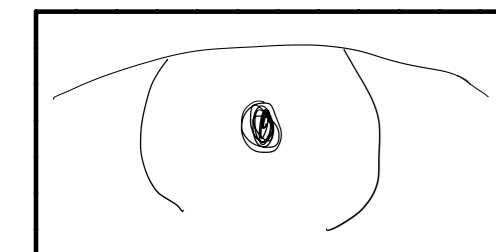
shot of two ducks going off into distance.



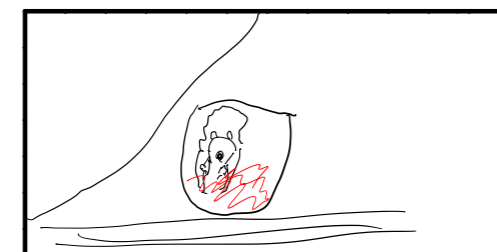
high angle - eye looking up.



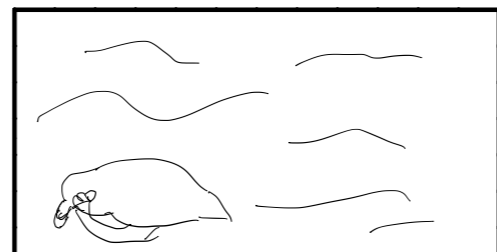
Squirrel on a branch - fruit zoom in at top of tree.
Libo - 1:58 seconds left - squirrels have not peripheral vision



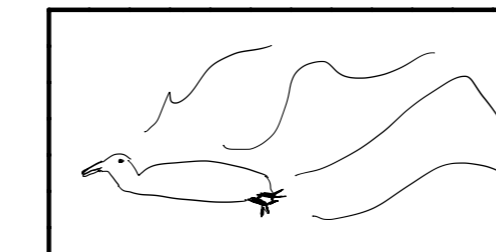
in line with eye perspective.



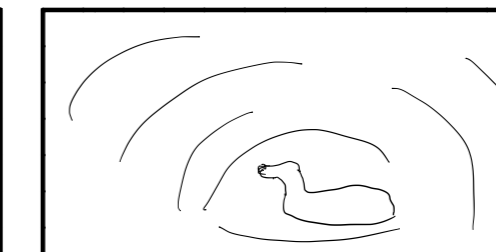
Squirrel at bottom of tree trunk in glass being filled with red dye.



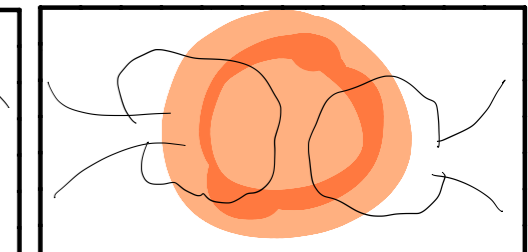
shot of duck - eye line match how squirrel's see.



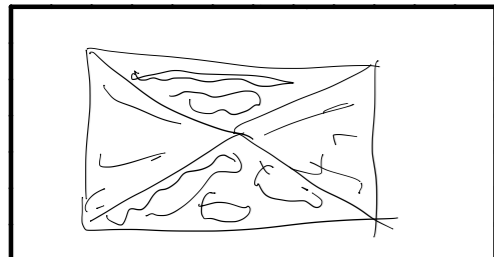
duck swimming looking at other duck - eye line match.



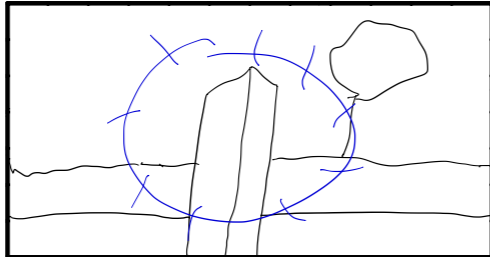
how the duck is seen whilst looking at other duck surfacing from underwater.



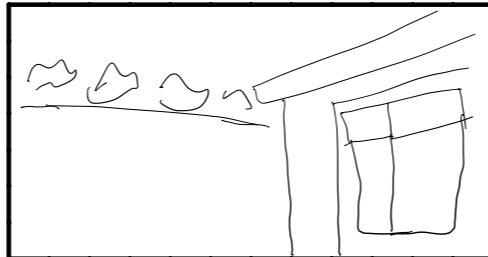
upside down mirrored with circular prism. Sphere



Shot of Pyramid Person
looking through it.



Kiala q rash with
Normal Person going across
Screen. - make it seem like he
isn't there.



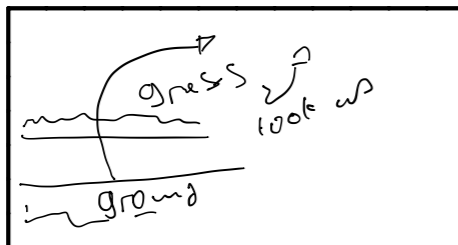
Time lapse



Time lapse eye
Colours



Time lapse eye Stars.



Pov of dog running then looking
up. why?
then looking up. why?



Shot of two eyes lower
flirts. - brown eyes.



Shot of distorted unsettling
eye staring - left -
purple - yellowish distortion.



Shot of distorted unsettling
eye staring - Right -
green - yellow.