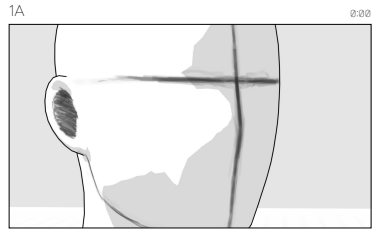


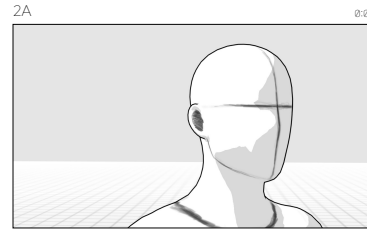
# DETAILED STORYBOARD

Boards: 82 | Shots: 82 | Duration: 4:53 | Aspect Ratio: 16 : 9  
DRAFT: APRIL 30, 2020



*DANIELS eyes are jumpy, his breathing uneasy.*

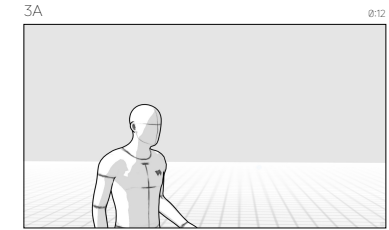
*tracking shot, sound effects breathing, walking, distorted ambience.*



*pulling out from cu to mc*

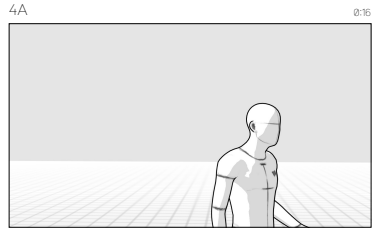
*DANIELS eyes are jumpy, his breathing uneasy.*

*tracking shot, sound effects breathing, walking, distorted ambience.*



*DANIEL is walking down a street close to the wall, he is visibly tense. He walks slowly, taking his time trying to compose himself, he takes deep breaths as he moves.*

*tracking shot, sound effects breathing, walking, distorted ambience.*



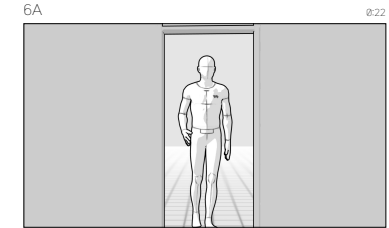
*DANIEL is walking down a street close to the wall, he is visibly tense. He walks slowly, taking his time trying to compose himself, he takes deep breaths as he moves.*

*tracking shot, sound effects breathing, walking, distorted ambience.*



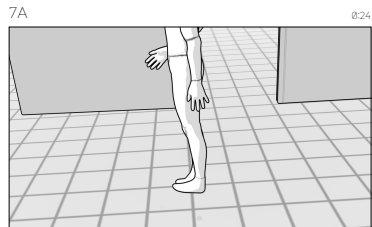
*Daniel walks through the door into the house, letting out a breath of relief.*

*Sound effects: door opening, walking in sound.*



*Daniel walks through the door into the house, letting out a breath of relief.*

*Sound effects: door opening, walking in sound.*



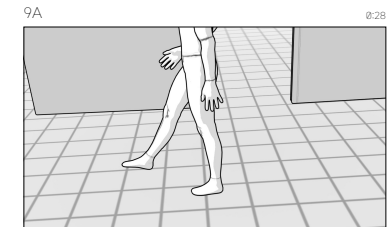
*Daniel kicks off his shoes with a little frustration.*

*Sound effects: impacts.*



*Daniel kicks off his shoes with a little frustration.*

*Sound effects: impacts.*

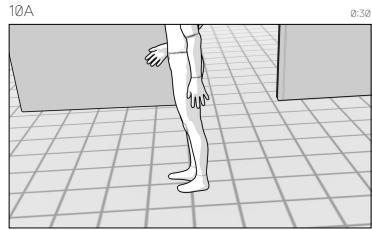


*Daniel kicks off his shoes with a little frustration.*

*Sound effects: impacts.*

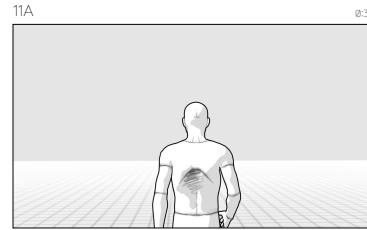
# DETAILED STORYBOARD

Boards: 82 | Shots: 82 | Duration: 4:53 | Aspect Ratio: 16 : 9  
DRAFT: APRIL 30, 2020



Daniel kicks off his shoes with a little frustration.

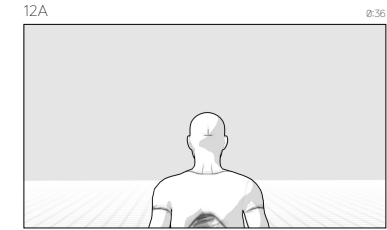
Sound effects: impacts.



Daniel walks towards the kitchen.

Sound effects: footsteps.

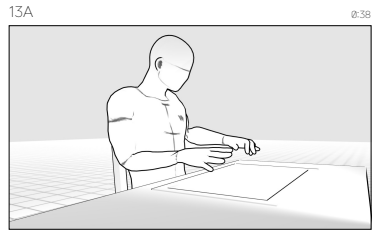
Tracking shot.



Daniel walks towards the kitchen.

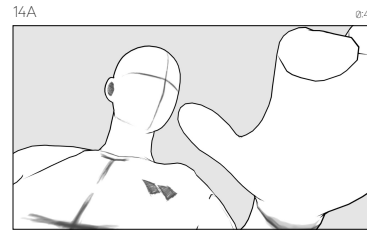
Sound effects: footsteps.

Tracking shot.



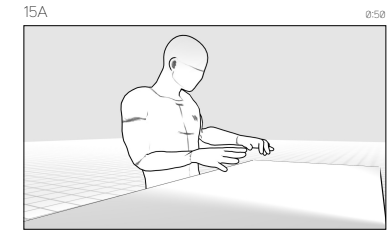
Daniel gets out some food and makes a meal.

Sound effects: Cutting, shifting objects, microwave.



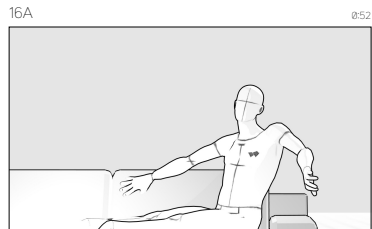
DANIEL - Turns on the tap, fills a glass with water and drinks it.

Sound effects: water, drinking.



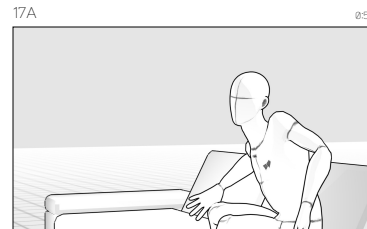
Daniel gets out his meal.

Sound effects: shifting objects, microwave.



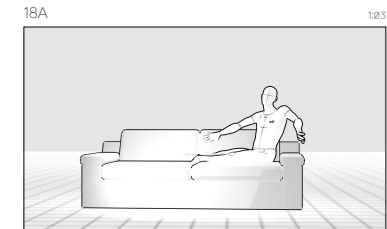
Daniel is sitting watching something on tv.

Sound effects, Distoered sound of a tv program unheard.



DANIEL is on a sofa watching TV, someone on the TV starts shouting and gets angry. DANIEL has an explosive reaction to this, he sits up quickly, leaning forward, his head jitters, his body fully clenched. All of this is gone in the space of 5 seconds and he is visually more relaxed and the tension is gone he sits down and sinks back into the sofa.

Sound effects: Distorted sound from the tv, breathing, fists clenching, knuckles slightly clicking from the intense fist clenching.



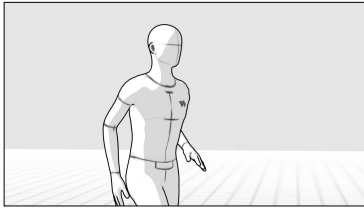
Daniel is sitting watching something on tv.

Sound effects, Distoered sound of a tv program unheard.

# DETAILED STORYBOARD

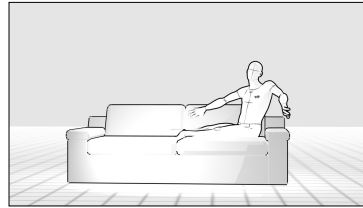
Boards: 82 | Shots: 82 | Duration: 4:53 | Aspect Ratio: 16 : 9  
DRAFT: APRIL 30, 2020

19A 1:07



DANIEL is walking down a street, he is visibly tense, walking slowly, taking his time trying to compose himself, he takes deep breaths.

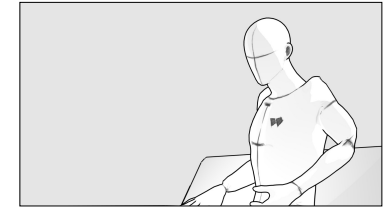
20A 1:13



Daniel is sitting watching something on tv.

Sound effects, Distorted sound of a tv program unheard.

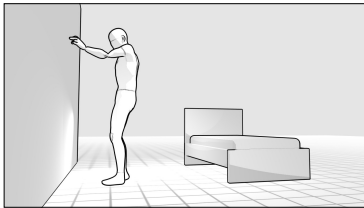
21A 1:19



DANIEL's interest builds till he gets out his laptop and looks up videos of people arguing, he clicks on more and more videos until he is recommended a video called [ ] and clicks on it, his reaction visceral, he looks away and he shuts the laptop.

Sound effects typing, muttering, distorted sounds of violence.

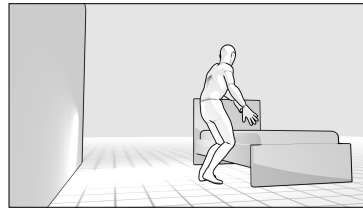
22A 1:26



Daniel turns off the light and gets into bed.

Sound effects: footsteps, light switch been turned off.

23A 1:28



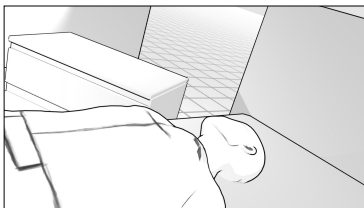
Daniel gets into bed.

Sound effects: footsteps, bed creek.

24A 1:30

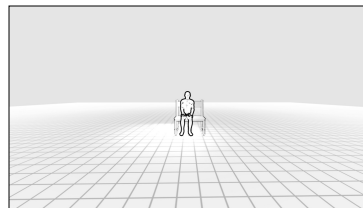


25A 1:32



After getting into bed daniel's interest builds, in the violence he saw in the video, he looks at his phone on the bed side table as sounds of distorted impacts are heard by daniel as he considers searching up the video on his phone.

26A 1:37

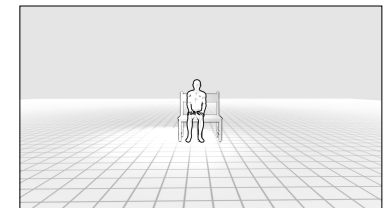


DANIEL is sitting on a bench alone. From a distance he appears calm, catching his breath and relaxing. However, under the surface, he is the furthest from being calm.

Sound effects: ambience, field.

Tracking shot moving in.

27A 1:40



DANIEL is sitting on a bench alone. From a distance he appears calm, catching his breath and relaxing. However, under the surface, he is the furthest from being calm.

We see the world from his perspective and it's jittery and jumping from one object or person to the next quickly. DANIEL sits with his eyes open not blinking, his eyes darting around and his hands clenched together.

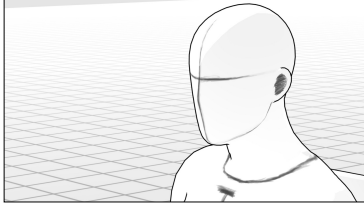
Sound effects: ambience, field.

Tracking shot moving in.

# DETAILED STORYBOARD

Boards: 82 | Shots: 82 | Duration: 4:53 | Aspect Ratio: 16 : 9  
DRAFT: APRIL 30, 2020

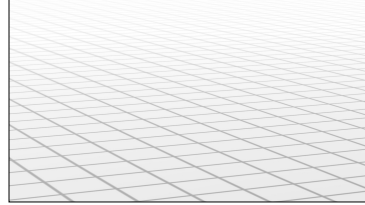
28A 1:43



We see the world from his perspective and it's jittery and jumping from one object or person to the next quickly. DANIEL sits with his eyes open not blinking, his eyes darting around and his hands clenched together.

Sound effects: deep breathing, creaking from the bench as daniels clenched fists being to shake.

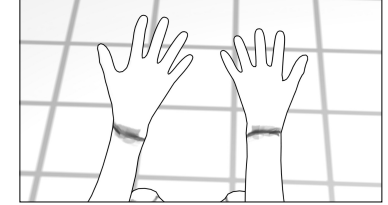
29A 1:47



Daniels point of view, the field, as his eyes jump from object to object.

Sound effects: Distorted ambience.

30A 1:49



Daniel looks at his hands trying to draw his focus and calm down.

Sound effects: breathing unsteady, ambience distorted.

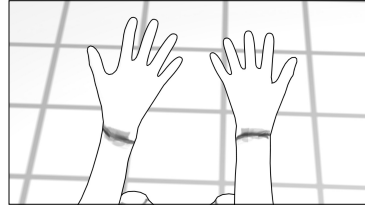
31A 1:51



Daniels point of view, the field, as his eyes jump from object to object.

Sound effects: Distorted ambience.

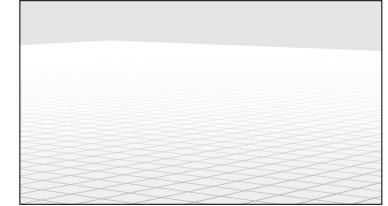
32A 1:53



Daniel looks at his hands trying to draw his focus and calm down.

Sound effects: breathing unsteady, ambience distorted.

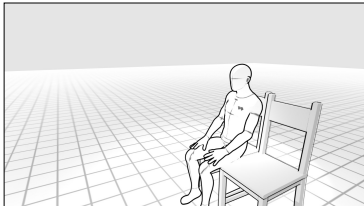
33A 1:55



Daniels point of view, the field, as his eyes jump from object to object.

Sound effects: Distorted ambience.

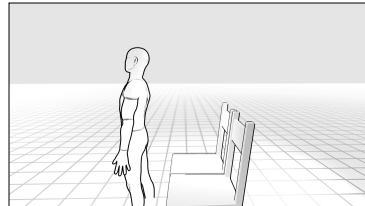
34A 1:57



The pace of his darting eyes increases until he can't take anymore. He closes his eyes tightly and then gets up from the bench and leaves quickly.

Sound effects: footsteps, bench creak, deeping breathing and ambience.

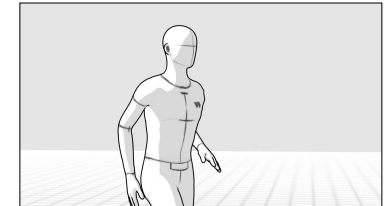
35A 2:02



The pace of his darting eyes increases until he can't take anymore. He closes his eyes tightly and then gets up from the bench and leaves quickly.

Sound effects: footsteps, bench creak, deeping breathing and ambience.

36A 2:04



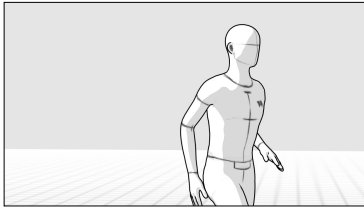
Daniel stands up from the bench quickly and leaves.

Sound effects: Walking, Ambience.

# DETAILED STORYBOARD

Boards: 82 | Shots: 82 | Duration: 4:53 | Aspect Ratio: 16 : 9  
DRAFT: APRIL 30, 2020

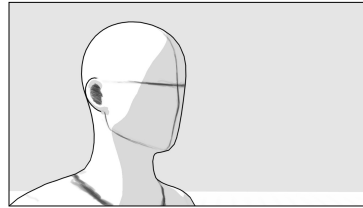
37A 2:08



Daniel stands up from the bench quickly and leaves.

Sound effects: Walking, Ambience.

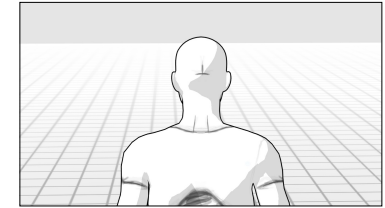
38A 2:12



Daniel stands up from the bench quickly and leaves, walking his eyes unsteady.

Sound effects: Walking, Ambience.

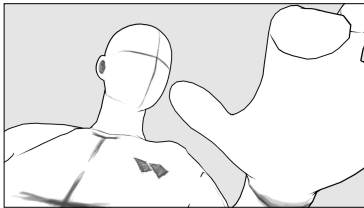
39A 2:16



DANIEL clicks on the video and watches it, his reaction visceral like before he can't seem to stop watching it.

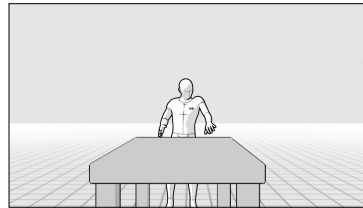
Sound effects: Deeping unsteady breathing, distorted sound of graphic violence, muttering.

40A 2:28



DANIEL - Turns on the tap, fills a glass with water and drinks it.

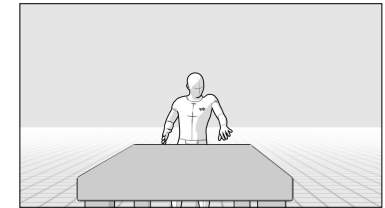
41A 2:22



DANIEL is sitting at the table, eating his meal whilst looking up and watching scenes of violence on his laptop.

Sound effects: Typing, distoted cutting, impact sounds.

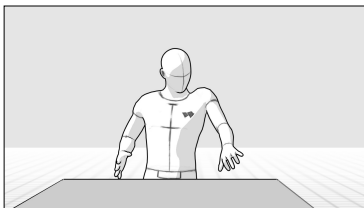
42A 2:25



DANIEL clicks on the video and watches it, his reaction visceral like before he can't seem to stop watching it.

Sound effects: Deeping unsteady breathing, distorted sound of graphic violence, muttering.

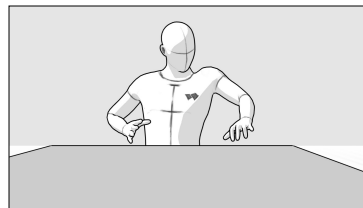
43A 2:28



DANIEL clicks on the video and watches it, his reaction visceral like before he can't seem to stop watching it.

Sound effects: Deeping unsteady breathing, distorted sound of graphic violence, muttering.

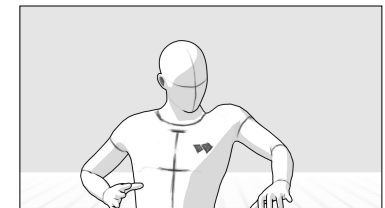
44A 2:31



DANIEL watches the video again this time he has less of a visceral reaction to it, a slight change in hair, the passage of time.

Sound effects: calm breathing, typing, sound of unpercivable impacts.

45A 2:33



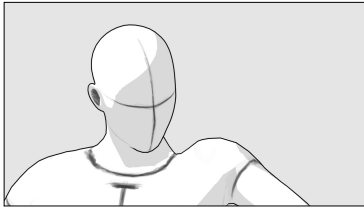
DANIEL watches the video again. He almost has no reaction to it, almost numb to it, more messy hair, the difference in clothing maybe he's taken off a jacket, passage of time.

Sound effects: calm breathing, typing, sound of unpercivable impacts.

# DETAILED STORYBOARD

Boards: 82 | Shots: 82 | Duration: 4:53 | Aspect Ratio: 16 : 9  
DRAFT: APRIL 30, 2020

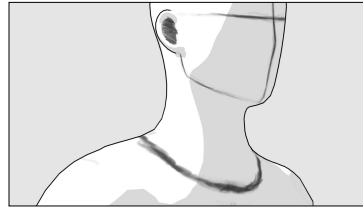
46A 2:35



DANIEL watches the video again. He almost has no reaction to it, almost numb to it, more messy hair, the difference in clothing maybe he's taken off a jacket, passage of time.

Sound effects: calm breathing, typing, sound of unperivable impacts.

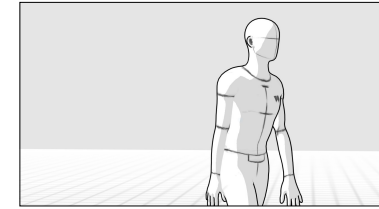
47A 2:37



DANIEL watches the video again. He almost has no reaction to it, almost numb to it, more messy hair, the difference in clothing maybe he's taken off a jacket, passage of time.

Sound effects: calm breathing, typing, sound of unperivable impacts.

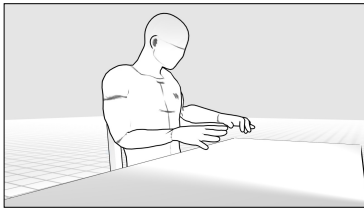
48A 2:41



DANIEL is walking down an alleyway, he is visibly tense. He walks slowly, taking his time trying to compose himself, he takes deep breaths as he moves.

Sound effects: breathing unsteady, stumbles, shifting of feet as he walks clumsly, like hes out of it, impacts on the floor, distorted ambience.

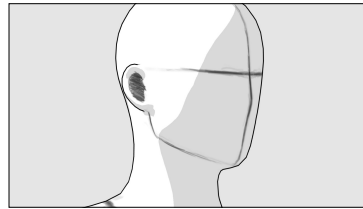
49A 2:47



DANIEL is walking down an alleyway, he is visibly tense. He walks slowly, taking his time trying to compose himself, he takes deep breaths as he moves. His eyes unsteady.

Sound effects: breathing unsteady, stumbles, shifting of feet as he walks clumsly, like hes out of it, impacts on the floor, distorted ambience.

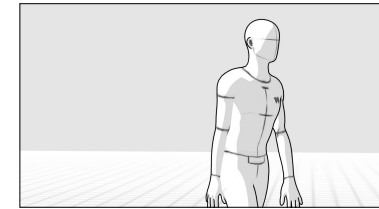
50A 2:49



DANIEL is walking down an alleyway, he is visibly tense. He walks slowly, taking his time trying to compose himself, he takes deep breaths as he moves.

Sound effects: breathing unsteady, stumbles, shifting of feet as he walks clumsly, like hes out of it, impacts on the floor, distorted ambience.

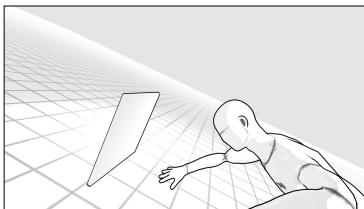
51A 2:53



DANIEL is walking down an alleyway, he is visibly tense. He walks slowly, taking his time trying to compose himself, he takes deep breaths as he moves.

Sound effects: breathing unsteady, stumbles, shifting of feet as he walks clumsly, like hes out of it, impacts on the floor, distorted ambience.

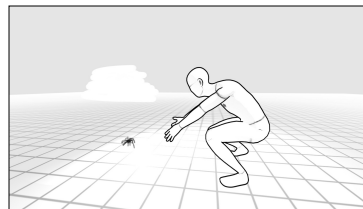
52A 2:59



DANIEL is lying down watching violence, on his laptop.

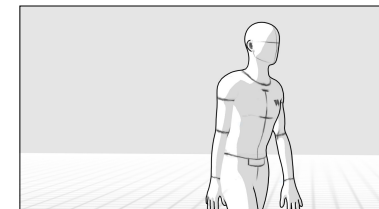
Sound effects: distorted sounds of violence, breathing, typing.

53A 3:04



DANIEL sees a spider, he tries to pick it up and put it outside.

54A 3:08

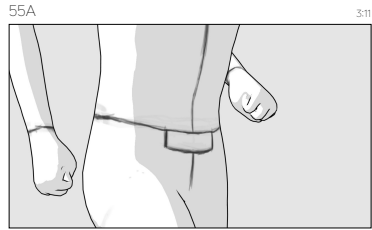


DANIEL is walking down an alleyway, he is visibly tense. He walks slowly, taking his time trying to compose himself, he takes deep breaths as he moves.

Sound effects: breathing unsteady, stumbles, shifting of feet as he walks clumsly, like hes out of it, impacts on the floor, distorted ambience.

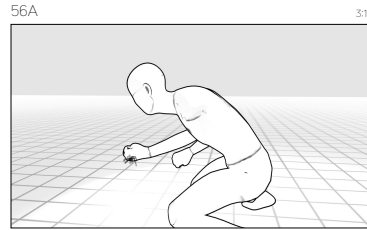
# DETAILED STORYBOARD

Boards: 82 | Shots: 82 | Duration: 4:53 | Aspect Ratio: 16 : 9  
DRAFT: APRIL 30, 2020



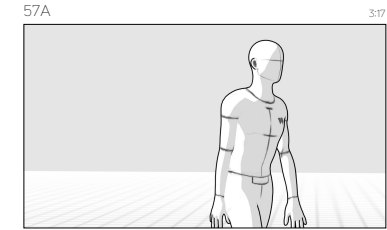
Daniels fists clenched as he walks uncoftable.

Sound effects: footsteps, deep loud breathing.



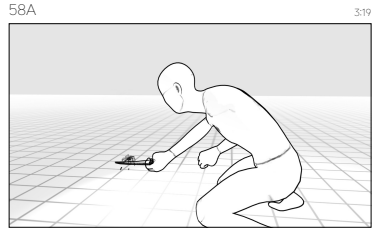
DANIEL sees a spider, this time he grabs some kitchen roll and kills it.

Sound effects: distorted exaggerated crushing sound and impact, with deep and fast breaths being taken in by daniel.



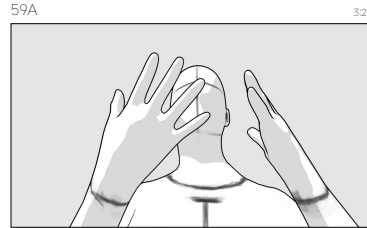
DANIEL is walking down an alleyway, he is visibly tense. He walks slowly, taking his time trying to compose himself, he takes deep breaths as he moves.

Sound effects: breathing unsteady, stumbles, shifting of feet as he walks clumsly, like hes out of it, impacts on the floor, distorted ambience.



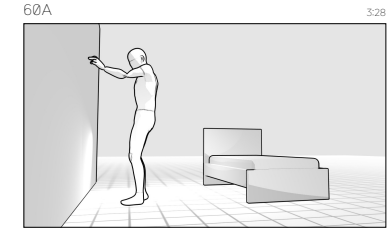
DANIEL sees a spider, grabs a knife and plays with it, making it uncomfortable unable to escape, he escalates to cutting its legs off torturing it.

Sound effects, succttering, cutting, metal impacts with the floor, deeping increasing in speed breathing.



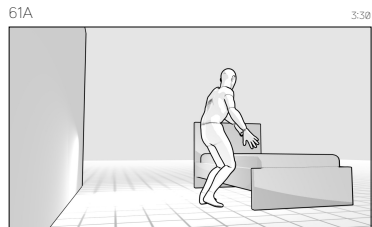
DANIEL splashes water in his face, turns off the tap and dries his face with a towel.

Sound effects: water splashing



Daniel turns off the light and gets into bed.

Sound effects: footsteps, light switch been turned off.



Daniel gets into bed.

Sound effects: footsteps, bed creek.

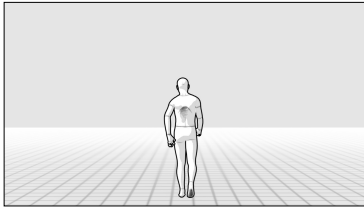


DANIEL gets into bed, takes his phone out, looks up scenes of violence, staring into the screen absorbing the violence, his face emotionless.

# DETAILED STORYBOARD

Boards: 82 | Shots: 82 | Duration: 4:53 | Aspect Ratio: 16 : 9  
DRAFT: APRIL 30, 2020

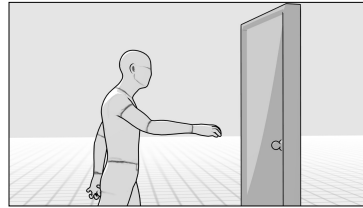
64A 3:48



*DANIEL exits his house, he is visibly tense, but in control. He walks slowly, taking his time trying to compose himself, he takes deep breaths as he moves. However, a tension within him is building.*

*Sound effects: breathing, tutting.*

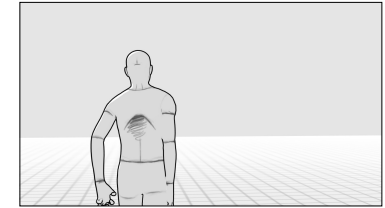
65A 3:42



*Daniel shoves leaflets through the letter box with frustration, heavily handed.*

*Sound effects: letter box opening and paper being shoved through, footsteps / walking.*

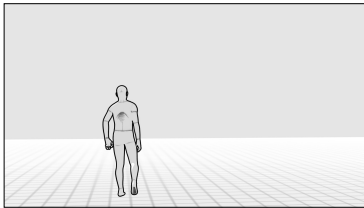
66A 3:44



*Daniel walk towards the field he regularly has gone to.*

*Sound effects: walking, ambience, deep breathing.*

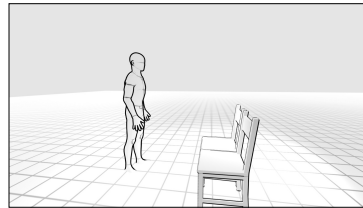
67A 3:47



*Daniel walk towards the field he regularly has gone to.*

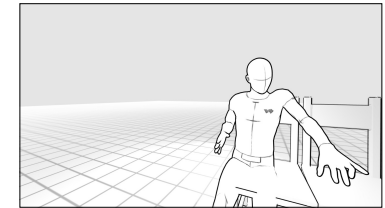
*Sound effects: walking, ambience, deep breathing.*

68A 3:51



*Daniel walks towards the bench and sits down, sound effects sitting down impact, as well as footsteps and ambience.*

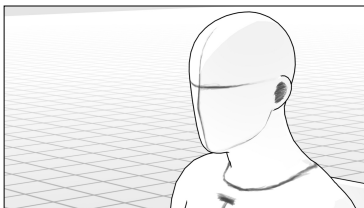
69A 3:53



*Daniel gets a sandwich out of his bag and eats it whilst breathing deeply, frustrated.*

*Sound effects, Breathing deeply, stressed.*

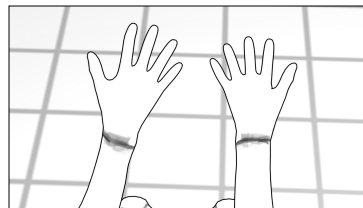
70A 4:01



*Daniel is breathing deeply, trying to relax. however his breathing remains unsteady and anxious.*

*Sound effects: ambience, breathing.*

71A 4:07



*Daniel looks at his hands trying to draw his focus and calm down.*

*Sound effects: breathing unsteady, ambience distorted.*

72A 4:09



*Daniels point of view, the field, as his eyes jump from object to object.*

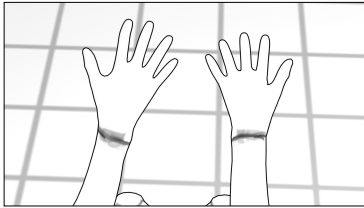
*Sound effects: Distorted ambience.*



# DETAILED STORYBOARD

Boards: 82 | Shots: 82 | Duration: 4:53 | Aspect Ratio: 16 : 9  
DRAFT: APRIL 30, 2020

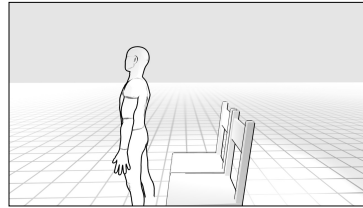
73A 4:11



Daniel looks at his hands trying to draw his focus and calm down.

Sound effects: breathing unsteady, ambience distorted.

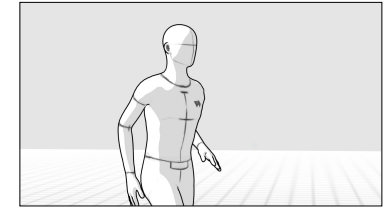
74A 4:13



Daniel stands up from the bench quickly and leaves.

Sound effects: Walking, Ambience.

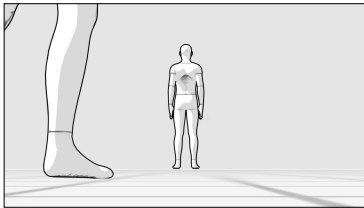
75A 4:15



Daniel is walking with an urgency quickly towards something or someone.

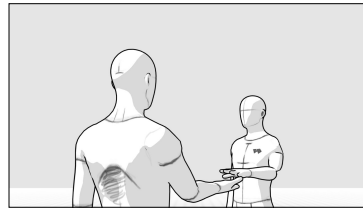
Sound effects:

76A 4:19



DANIEL walks quickly, he appears to be following a character down an alleyway, dark. He approaches the character, his breathing unsteady and fast, shoulders rising slightly as if he is about to do something to this other character.

77A 4:24



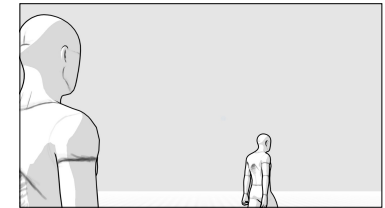
**DANIEL: "Hey, You dropped this"**

**OTHER CHARACTER: "thanks"**

DANIEL hands the other character something.

Sound effects: dialogue, ambience.

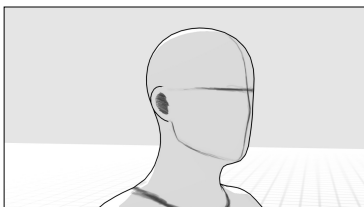
78A 4:29



The other character walks away as Daniel watches them.

Sound effects: walking, ambience, heavy deep breaths coming from Daniel.

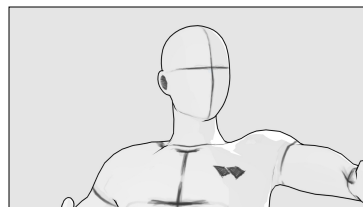
79A 4:36



DANIEL stands still watching the other character leave. Staring at the place they were for a while, eyes shifting from left to right.

Sound effects: distorted ambience, breathing.

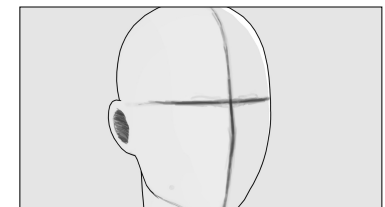
80A 4:41



DANIEL is sitting at a table in the darkness watching scenes of graphic violence, staring into the screen, his eyes still, focused.

Sound effects: Distorted impacts and cutting sounds, as well as a slight low computer humming.

81A 4:47

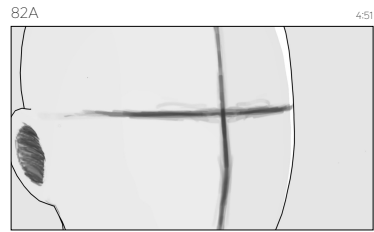


DANIEL is sitting at a table in the darkness watching scenes of graphic violence, staring into the screen, his eyes still, focused.

Sound effects: Distorted impacts and cutting sounds, as well as a slight low computer humming.

# DETAILED STORYBOARD

Boards: 82 | Shots: 82 | Duration: 4:53 | Aspect Ratio: 16 : 9  
DRAFT: APRIL 30, 2020



*DANIEL is sitting at a table in the darkness watching scenes of graphic violence, staring into the screen, his eyes still, focused.*

*Sound effects: Distorted impacts and cutting sounds, as well as a slight low computer humming.*