

Panel No. 1

Scene: 1

Shot #:



Description:

J cut sounds of animals and wildlife in the forest. **Fade in** from black. King Vulture enters from right and exits left.

Dialogue:

Notes:

Camera: EST - Stationary

Time of Day: Sunset

Panel No. 2

Scene: 1

Shot #:



Description:

Jump Cut to a **Close Up** of the King Vulture flying through the Amazon towards a small settlement.

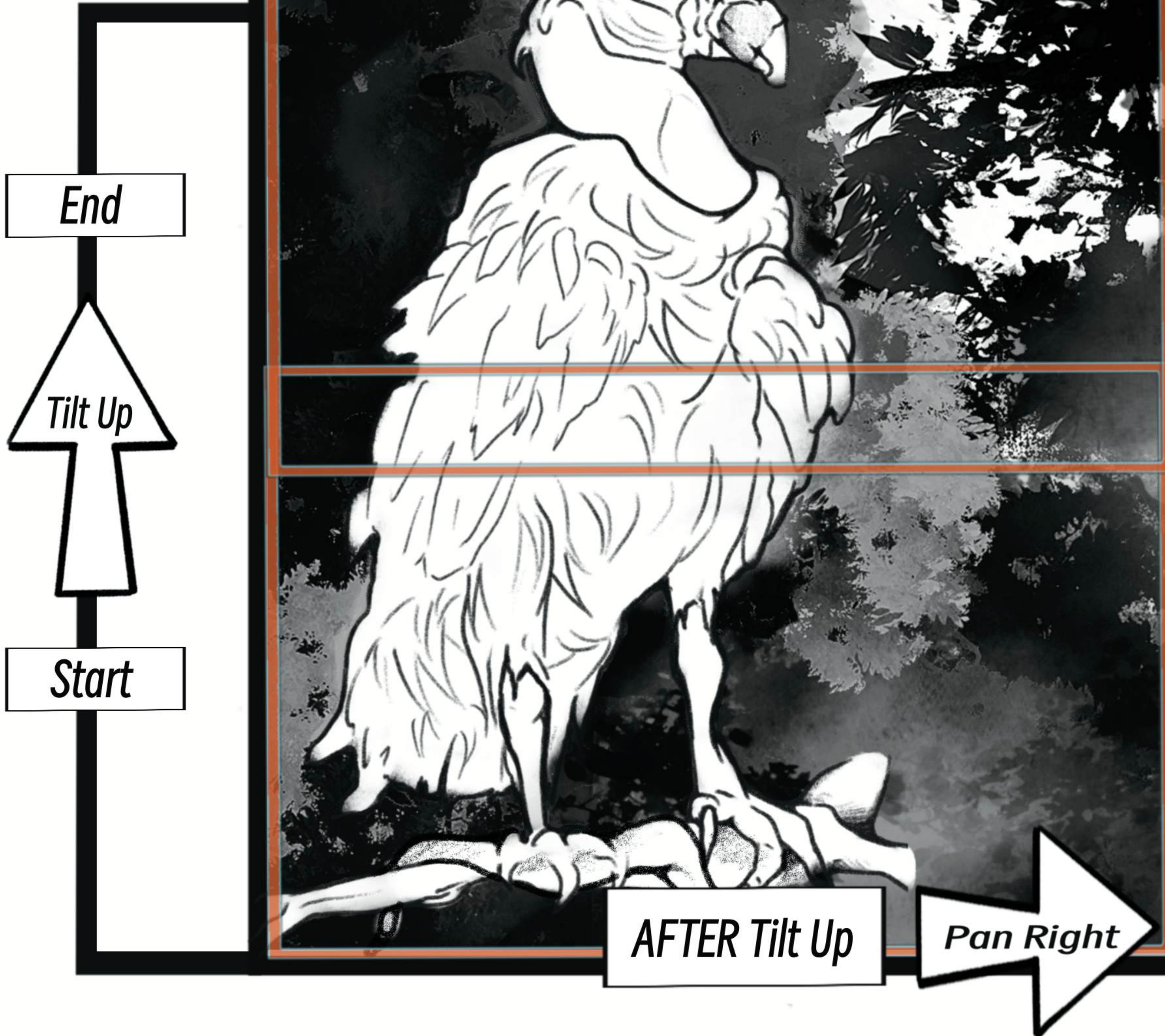
Dialogue:

Notes:

The King Vulture is carrying a Snake in its claws, limp.

Camera: CU Jump cut - Dolly Tracking

Time of Day: Sunset



Production: The Legend of Boitata

Panel No. 3

Scene: 1

Shot #:

Description:

Tilt Up to King Vulture settling on tree branch, **Pan right AFTER landing.** Muffled sounds of bonfire crackling and tribes people talking in BG.

Dialogue:

Notes:

Location: Brazil's Amazon Time of Day: Sunset

Camera: Medium Shot - Upwards tilt pan right

Panel No. 1

Scene: 2

Shot #:



Description:

Continue **Pan Right** until **OTS** of King Vulture in foreground, revealing an out of focus bonfire and tribe in BG.

Dialogue:

Notes:

Camera: OTS - Pan Right

Time of Day: Sunset

Panel No. 2

Scene: 2

Shot #:

Start

End



Description:

Rack Transition from **OTS King Vulture** (as it consumes its prey) to a **Long Shot** of the tribes people sitting around the fire and conversing as night falls.

Dialogue:

Notes:

Camera: OTS - Zoom Into Long Shot

Time of Day: Nightfall

Panel No. 3

Scene: 2

Shot #:



Description:

Upwards Tilt from center of fire to the Tribal Elder sat beside it as he tells the story of the Legend of Boitata.

Dialogue:

Notes:

Camera: Close Up - Upwards Tilt

Time of Day: Nightfall

Text

Panel No. 4

Scene: 2

Shot #:



Description:

L cut of Tribal Elder Still speaking.
Slight dutch angle, with **slow push in.**

Dialogue:

Notes:

Camera: Medium Long Shot - Slow Push In - Dutch Angle

Time of Day: Nightfall

Panel No. 5

Scene: 2

Shot #:



Description:

Stationary Medium Shot of Tribal Elder rising from their seat and exiting panel left. **L cut** of elder speaking to children, bidding them goodnight out of frame.

Dialogue:

Notes:

Camera: Medium Shot - Stationary

Time of Day: Nightfall

Panel No. 6

Scene:

Shot #:



Description:

Extreme Low Angle Shot of MC nodding off to bed as the fire dwindles down nearby. **Zoom out** as they begin tossing and turning **after** everyone else has fallen asleep.

Dialogue:

Notes:
MC - Main Character

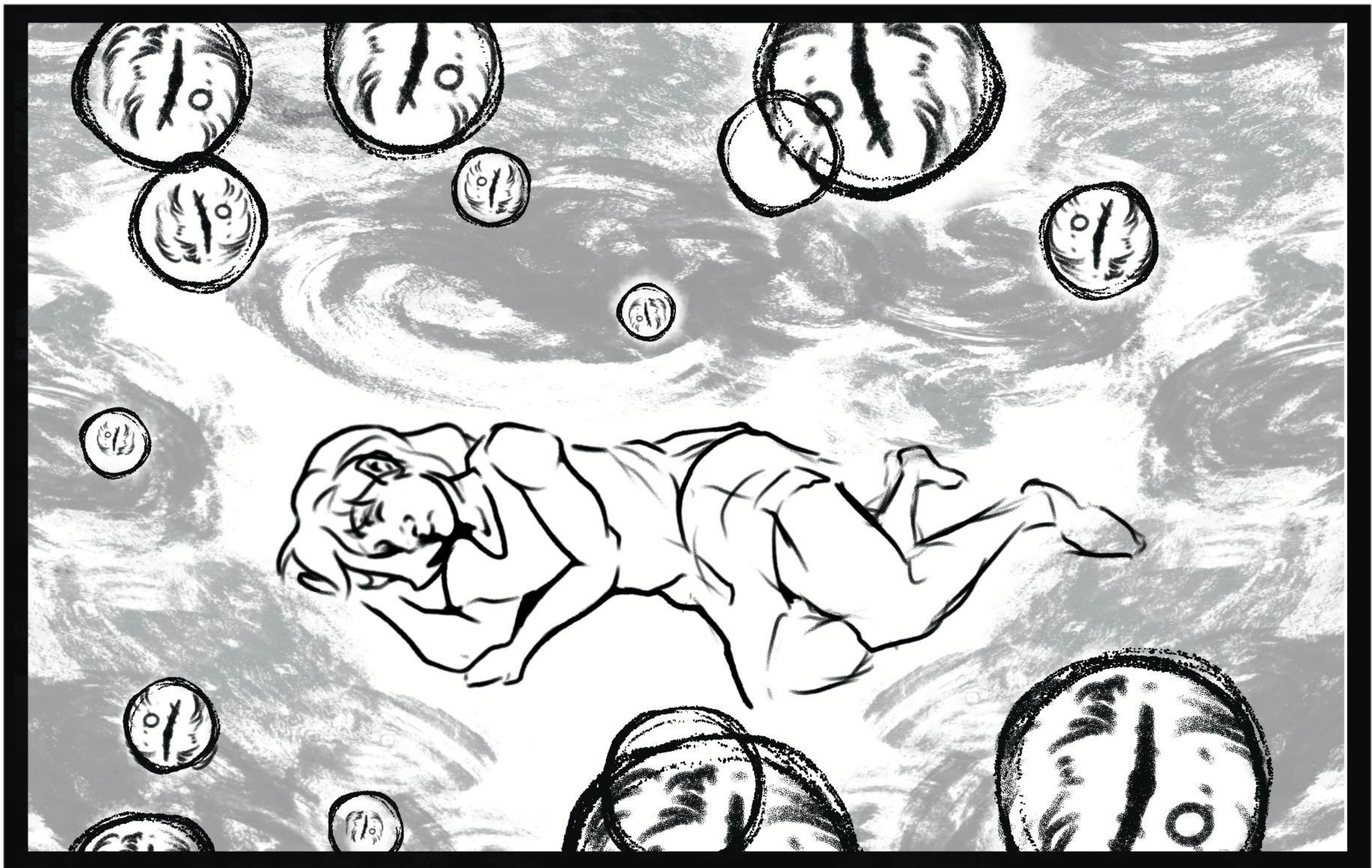
Camera: Extreme Low Angle - Zoom Out (Slow)

Time of Day: Nightfall

Panel No. 1

Scene: 3

Shot #:



Description:

Fade to black as all the other sleeping children fade away, leaving MC center frame. Fiery eyes appear and open, watching MC.

Dialogue:

Notes:

MC - Main Character

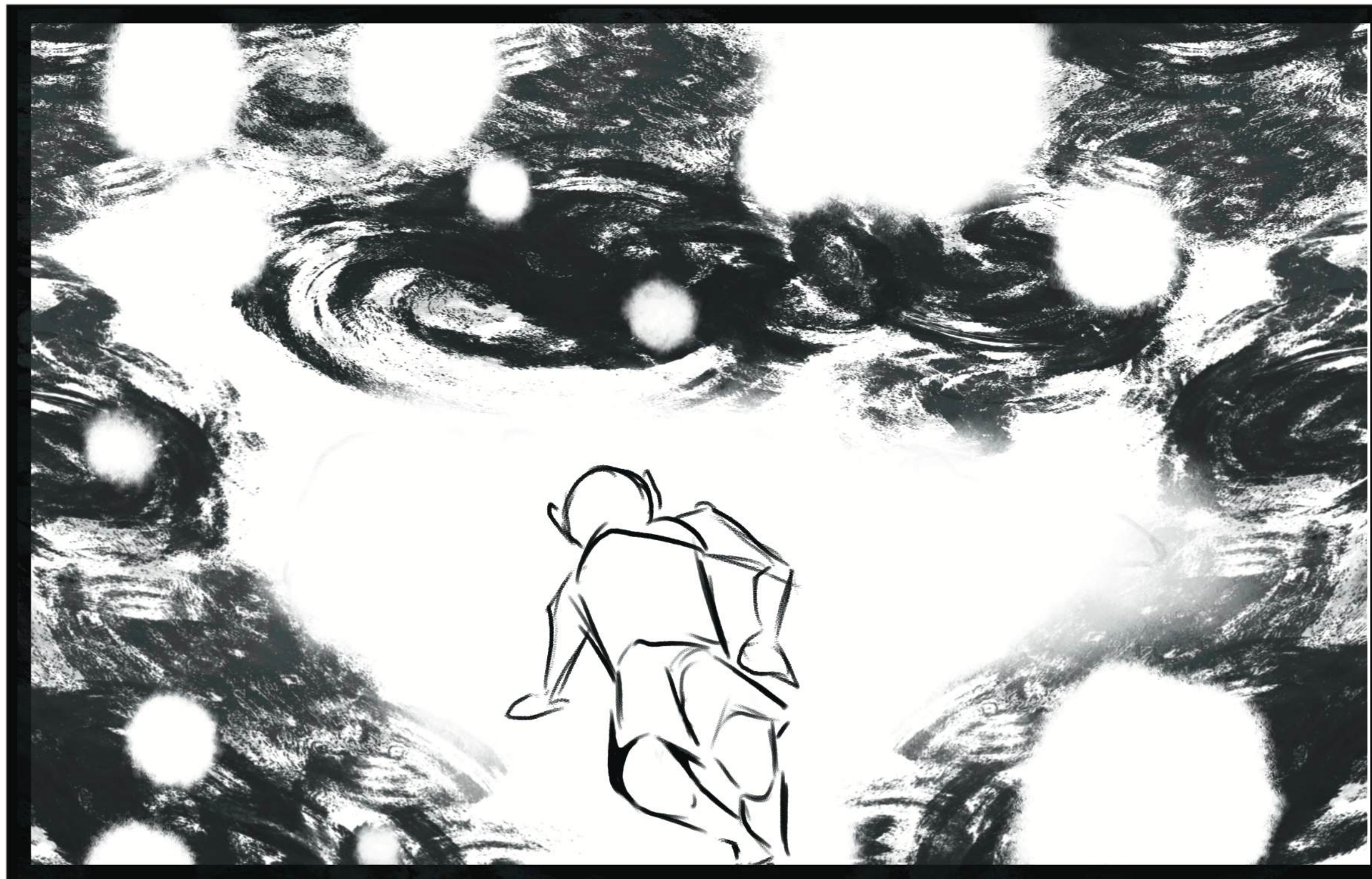
Camera:Extreme Low Angle - Dream Sequence

Time of Day: Nightfall

Panel No. 2

Scene: 3

Shot #:



Description:

Fiery eyes shut, darkness taking over. MC is startled awake and sits upright, seemingly shaken to the core.

Dialogue:

Notes:

MC - Main Character

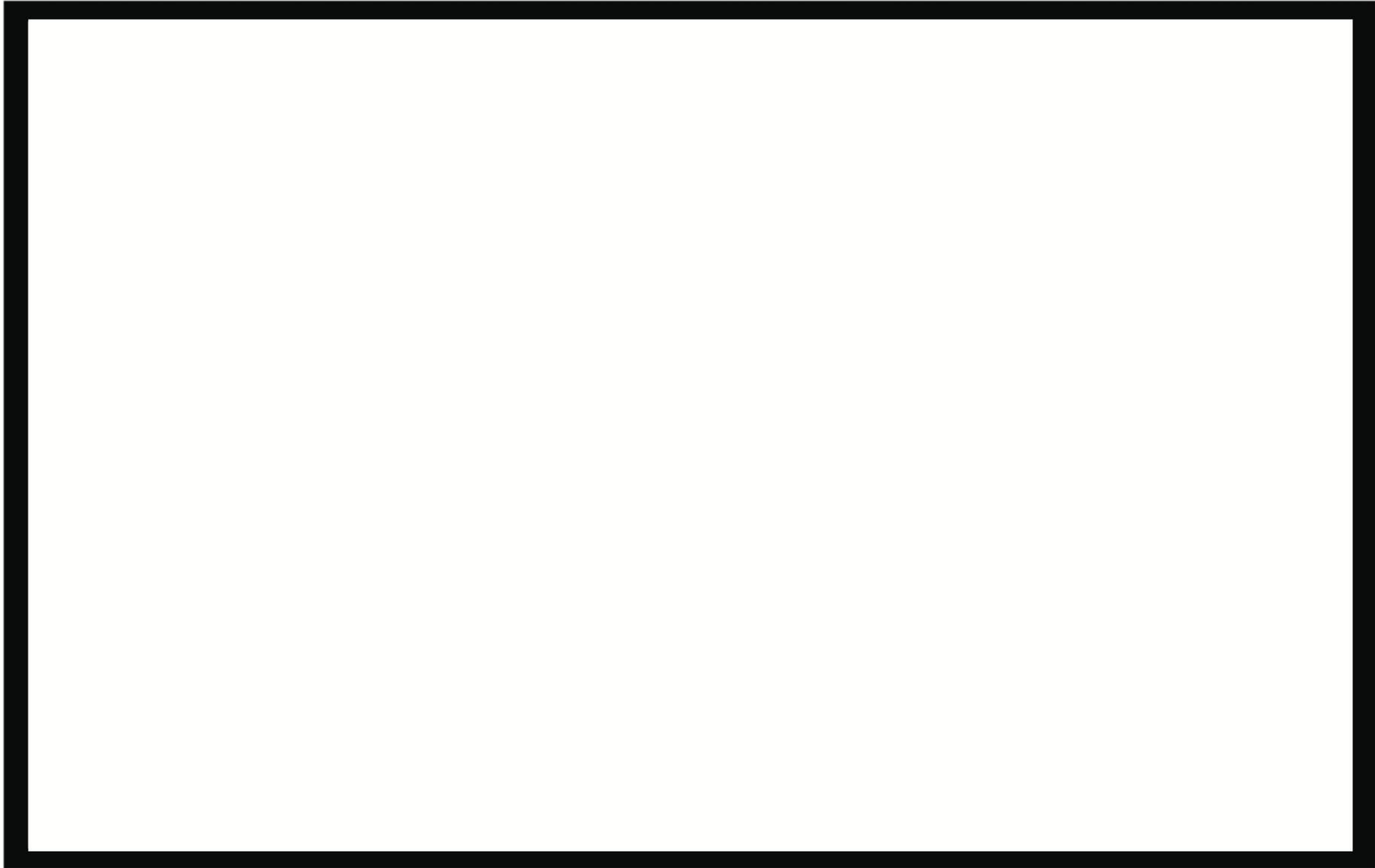
Camera: Extreme Low Angle - Stationary Shot

Time of Day: Nightfall

Panel No. 3

Scene: 3

Shot #:



Description:
Stationary Close up of MC throwing
off the covers, and leaving bed.

Dialogue:

Notes:
MC - Main Character

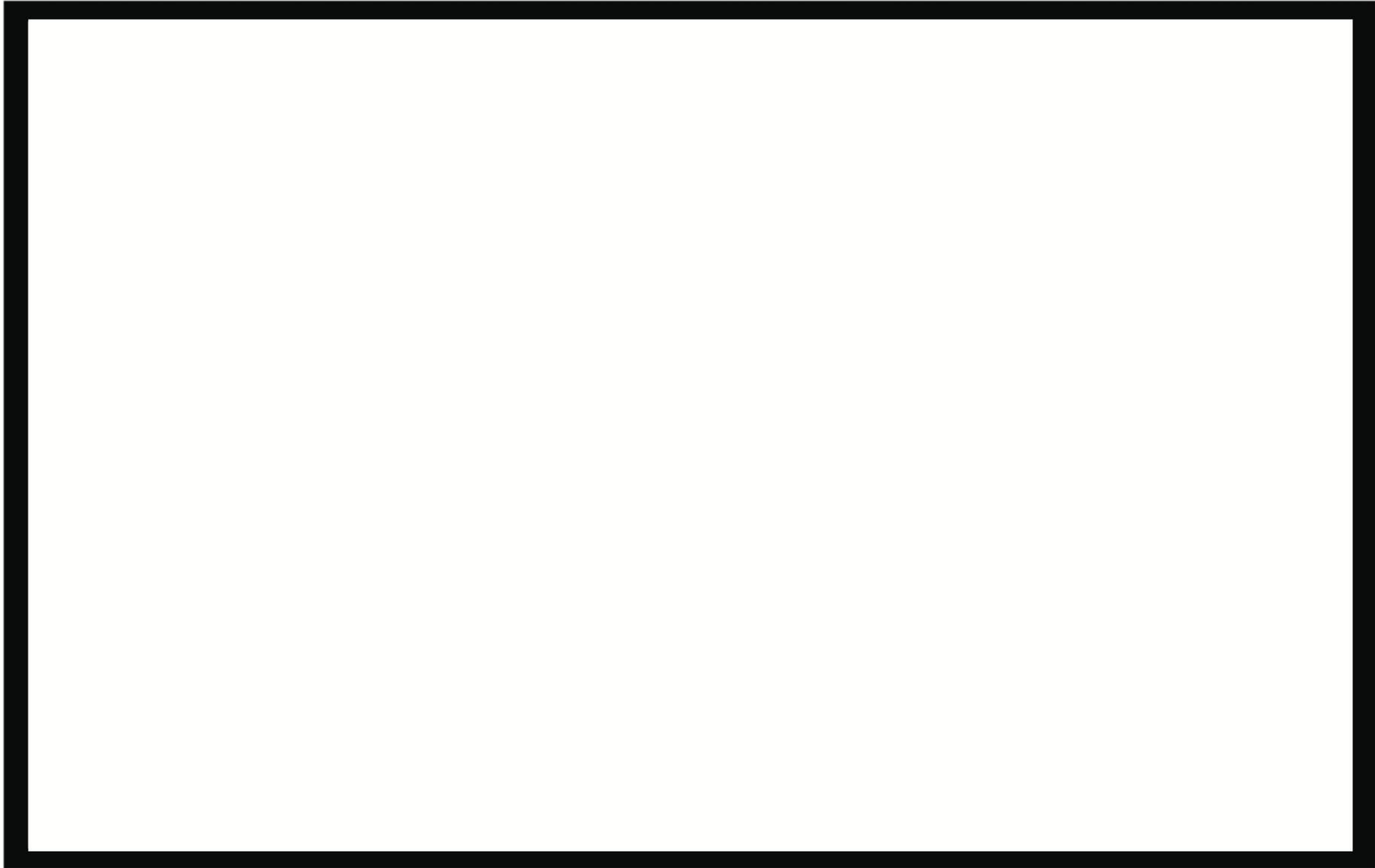
Camera: Close Up - Stationary Shot

Time of Day: Midnight

Panel No. 4

Scene: 3

Shot #:



Description:

Extreme Close Up of MC grabbing a torch and walking off into the forest, transitions into **Medium Shot**.

Dialogue:

Notes:

MC - Main Character

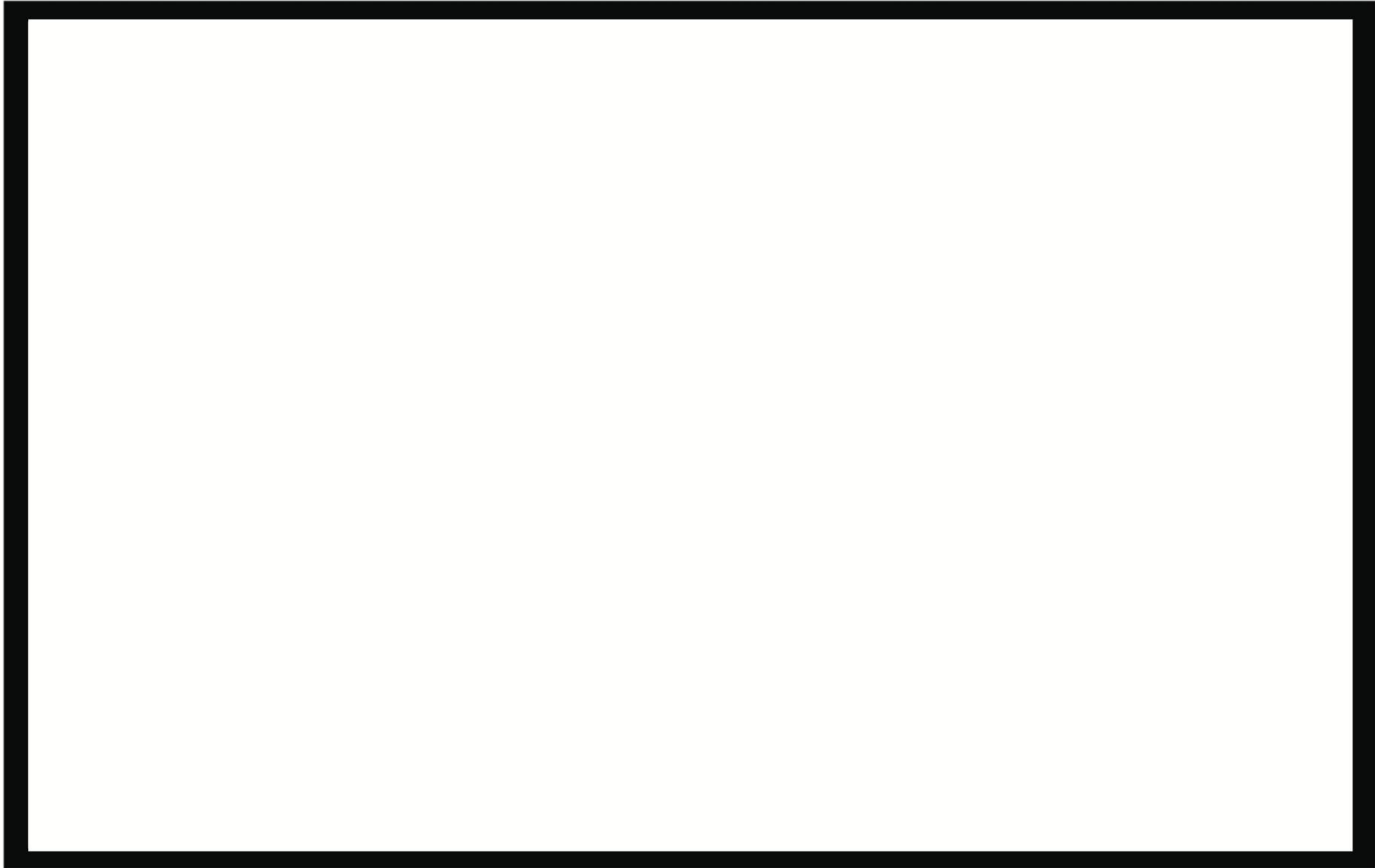
Camera: Extreme Close Up - Zoom Out into Medium shot

Time of Day: Midnight

Panel No. 1

Scene: 4

Shot #:



Description:
Wide Angle Long Shot of MC splashing water on their face in a nearby stream. **J cut** of strange sounds nearby startle our MC.

Dialogue:

Notes:
MC - Main Character

Camera: Wide Angle Long Shot - Stationary

Time of Day: Midnight

Panel No. 2 Scene: 4 Shot #:



Description:
Tracking MC as they slowly creep towards the source of the sound. **Slow Zoom in transition to OTS** of MC peering over hill.

Dialogue:

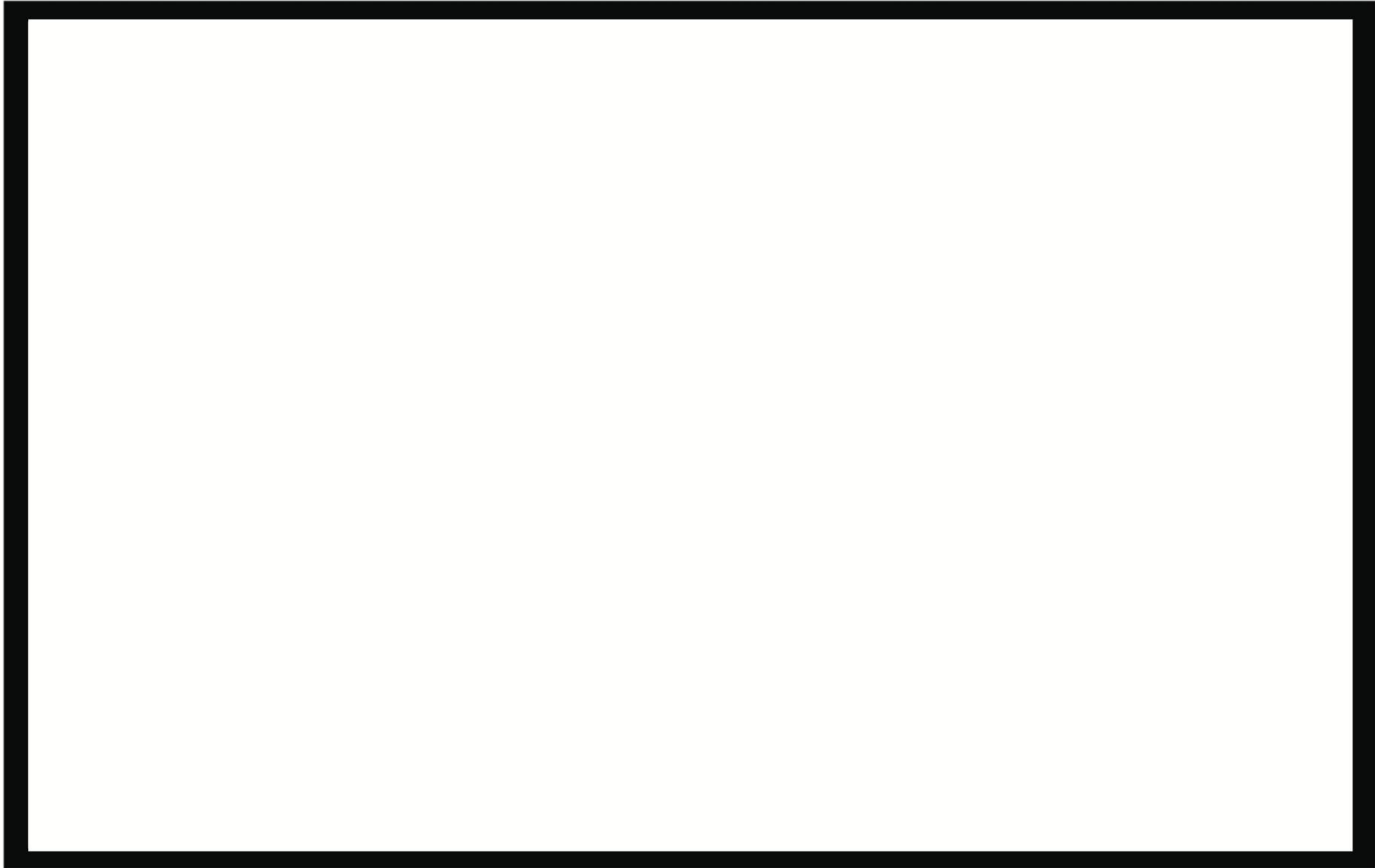
Notes:
MC - Main Character

Camera: Long Shot - Slow Zoom into OTS Time of Day: Midnight

Panel No. 1

Scene: 5

Shot #:



Description:
Long Shot of Loggers Illegally operating under cover of darkness. **Pan Right** towards floodlights, machines and workers. Sounds of logging continue.

Dialogue:

Notes:
MC - Main Character

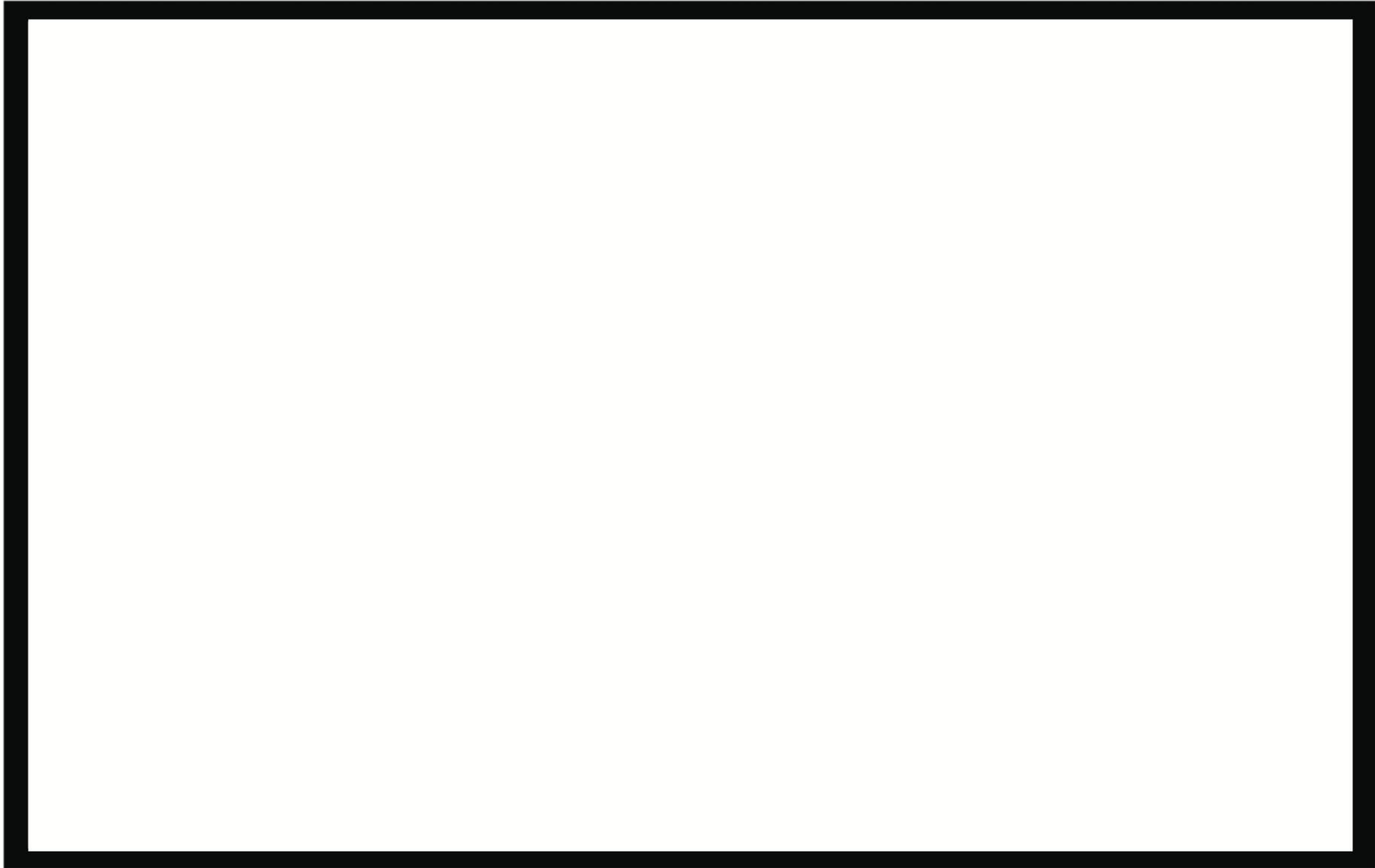
Camera: Long Shot - Slow Pan Right

Time of Day: Midnight

Panel No. 2

Scene: 5

Shot #:



Description:
Dolly Out as MC turns around to run back to tribe. Reveals guardsmen that approached unnoticed. **L cut** sounds of logging in BG.

Dialogue:

Notes:
MC - Main Character

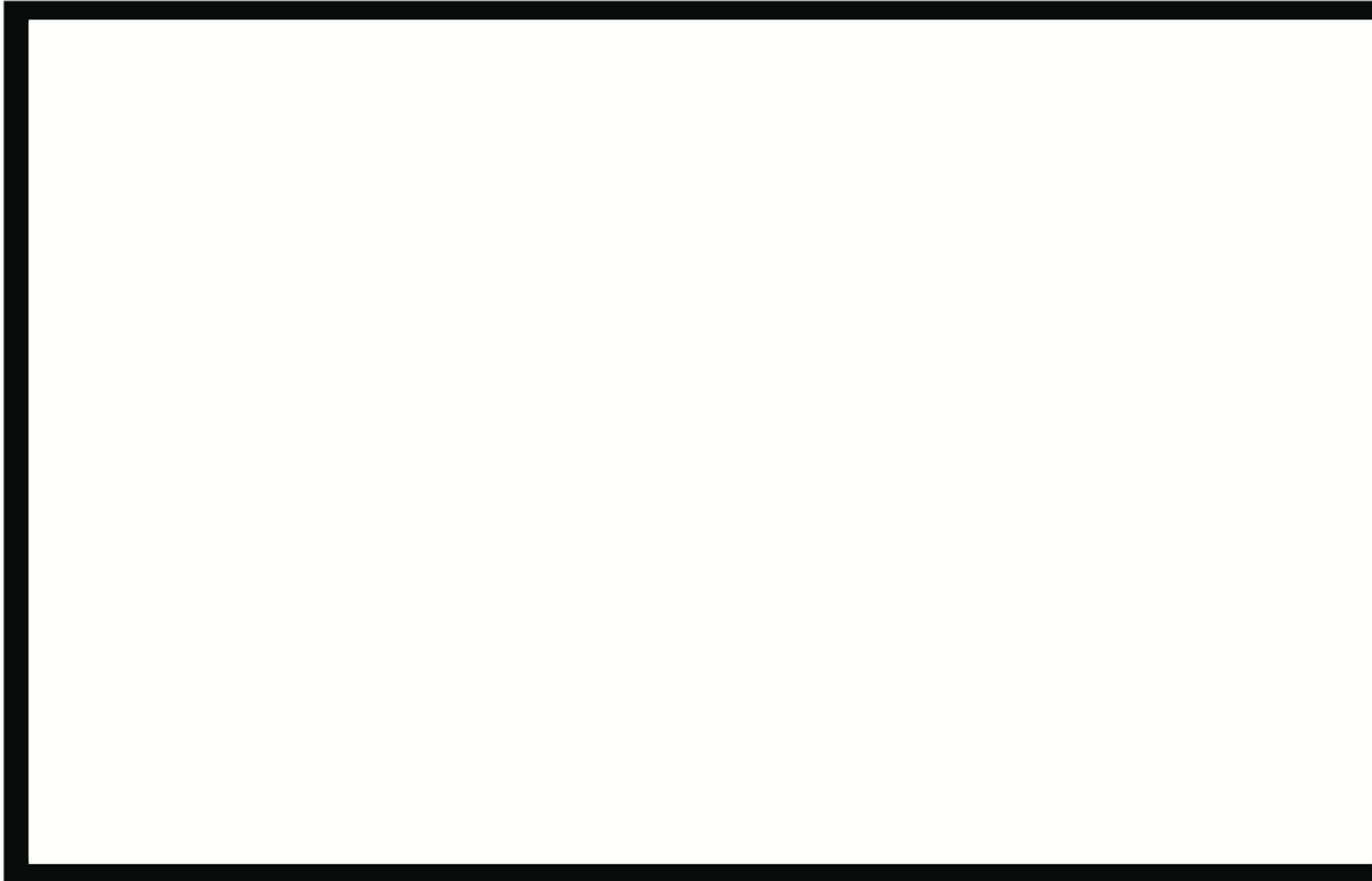
Camera: Medium Shot - Dolly Out

Time of Day: Midnight

Panel No. 3

Scene: 5

Shot #:



Description:
Close Up of MC trying to run around guardsmen, only to be shoved to the ground out of frame.

Dialogue:

Notes:
MC - Main Character

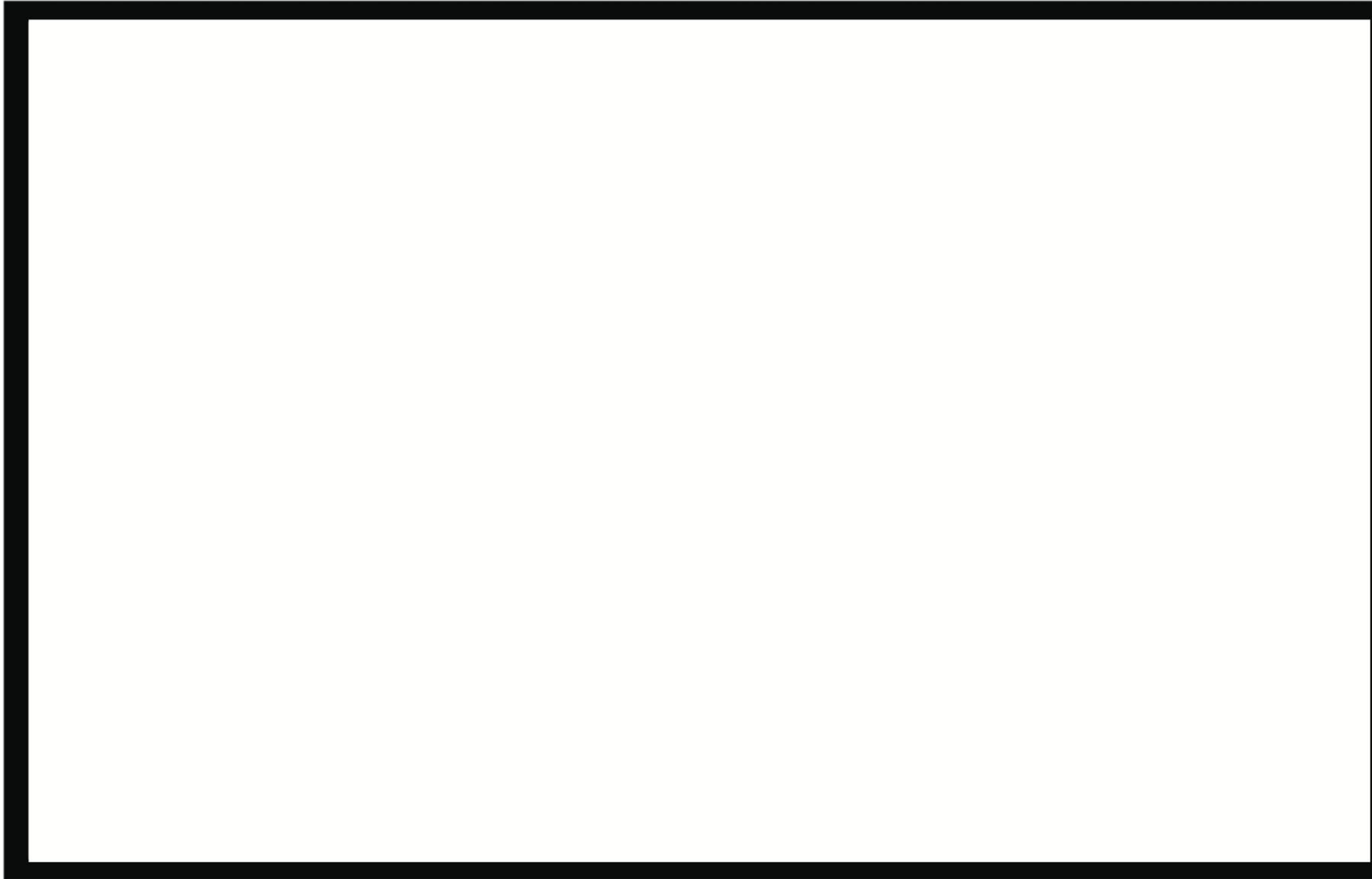
Camera: Close Up Dutch Angle - Stationary

Time of Day: Midnight

Panel No. 4

Scene: 5

Shot #:



Description:
Extreme low angle shot of MC on the ground, hands and torch raised defensively. Lead guardsman steps forward and center, raising gun level with MC.

Dialogue:

Notes:
MC - Main Character

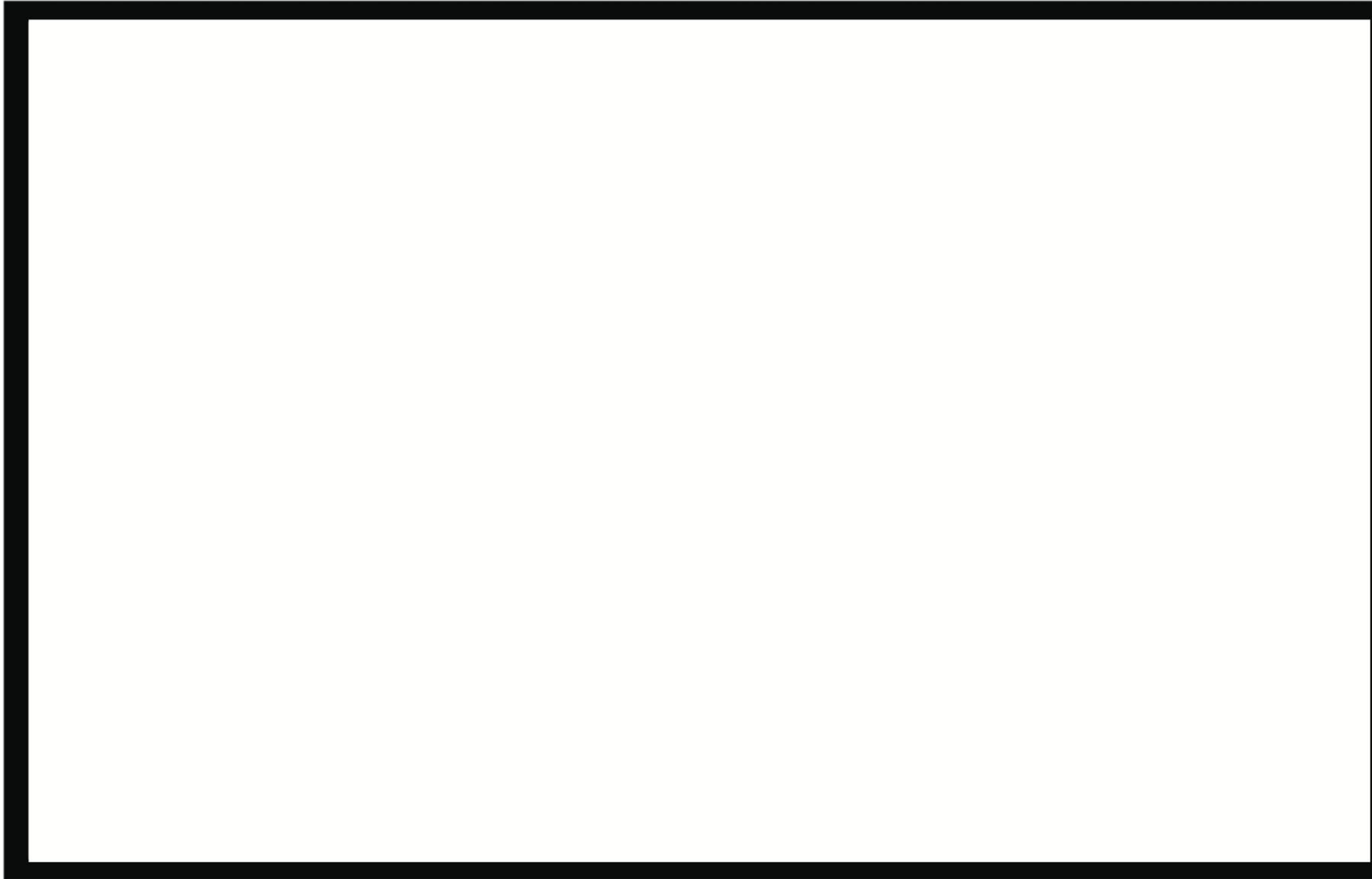
Camera: Long Shot Extreme Low Angle - Stationary

Time of Day: Midnight

Panel No. 5

Scene: 5

Shot #:



Description:

POV of lead guardsman, looking down the barrel of the gun at MC as he lashes out with torchlight. Swirls of darkness appear behind MC slowly.

Dialogue:

Notes:

MC - Main Character

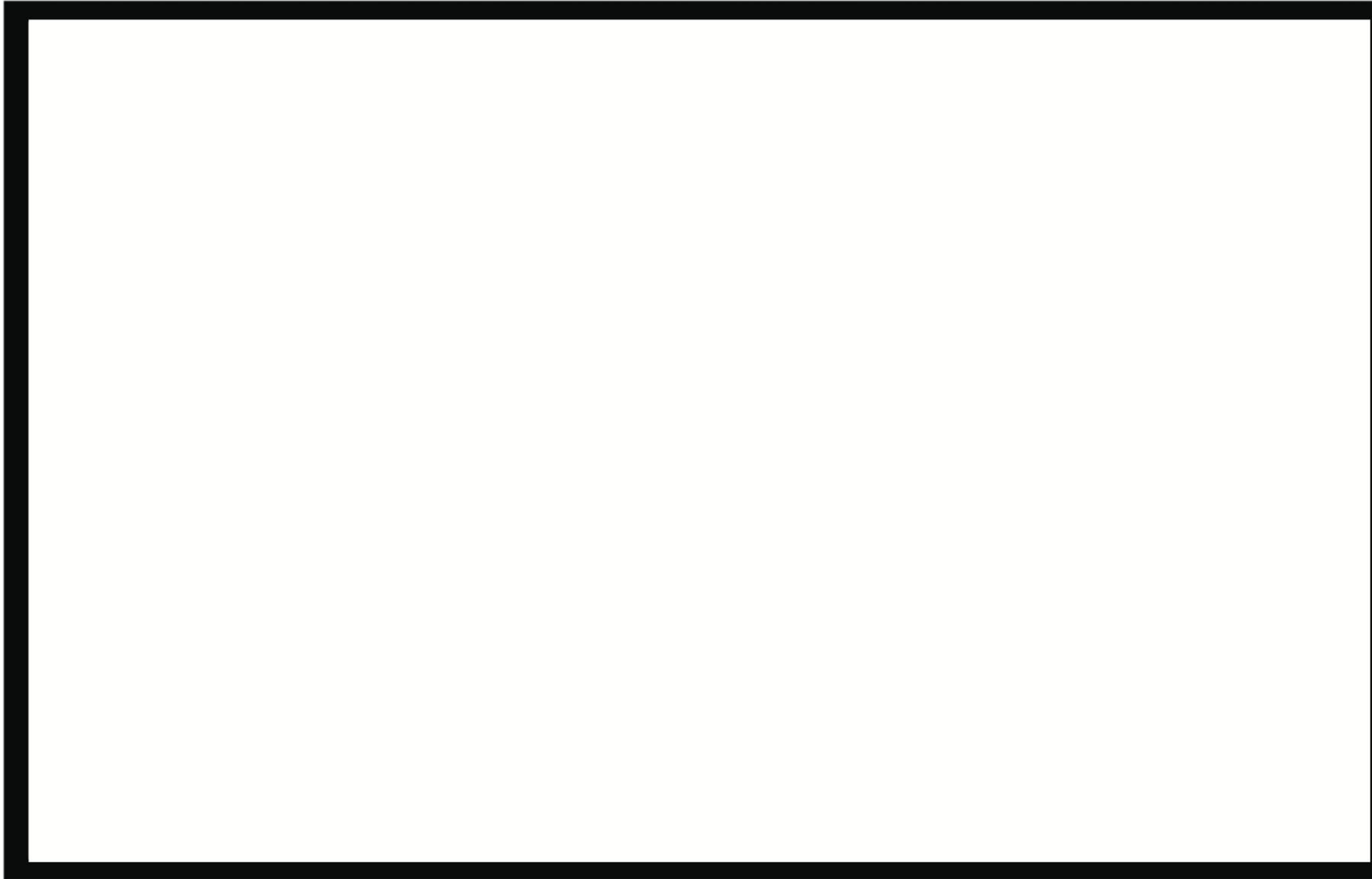
Camera: POV Downwards Tilt - Stationary

Time of Day: Midnight

Panel No. 6

Scene: 5

Shot #:



Description:
Close up of torchlight, MC in BG. **Dolly Out** as torch transforms and Boitata emerges, surging forward towards gunman and guards. Slight **Zoom In** as Boitata attacks.

Dialogue:

Notes:
MC - Main Character

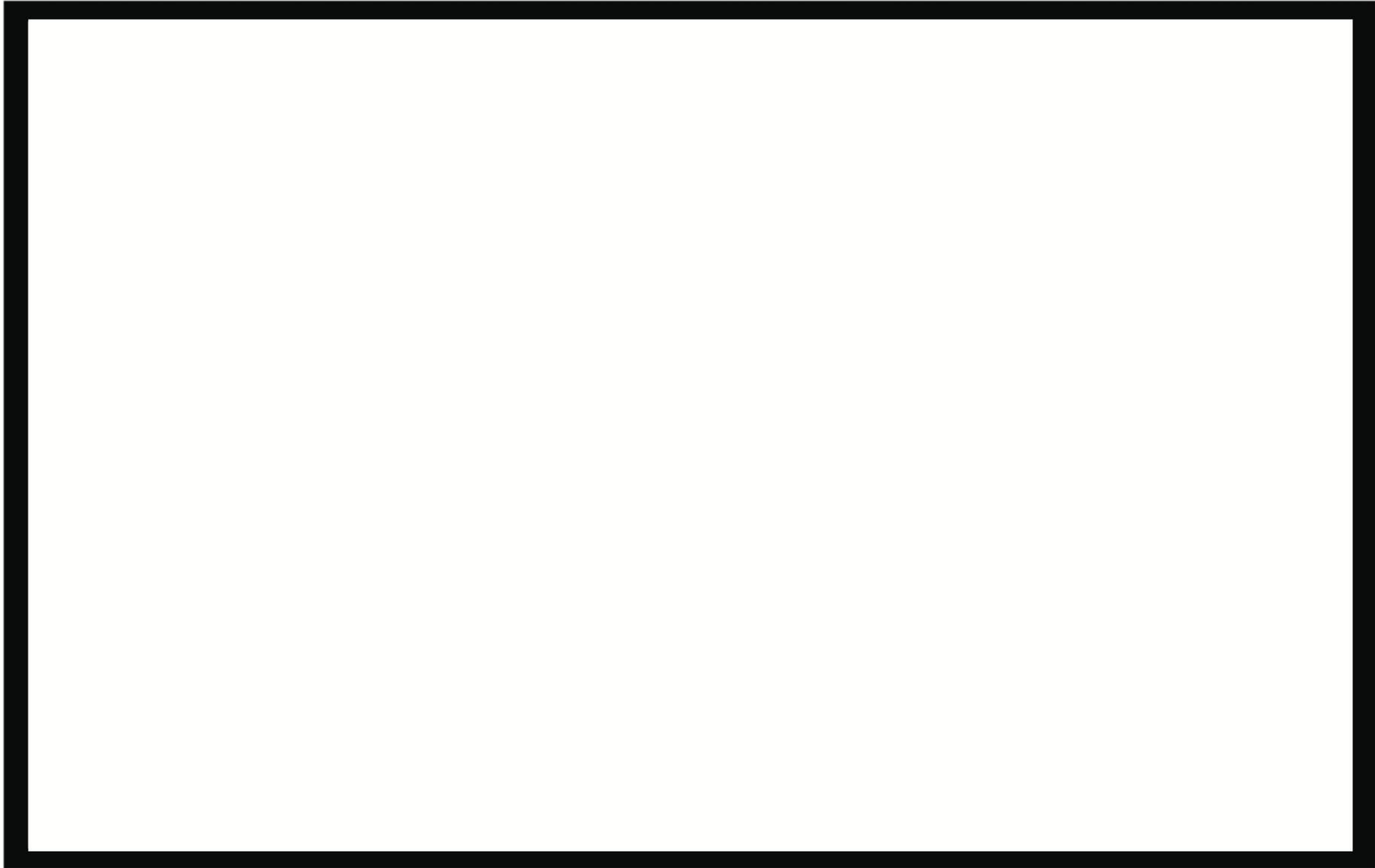
Camera: Close up - Dolly out as camera Zooms In

Time of Day: Midnight

Panel No. 7

Scene: 5

Shot #:



Description:

Tracks MC as they fully collapse in the foreground, the hand that had been holding the torch slightly burned. Fire engulfs the guardsmen as they fall in a heap in BG.

Dialogue:

Notes:

MC - Main Character

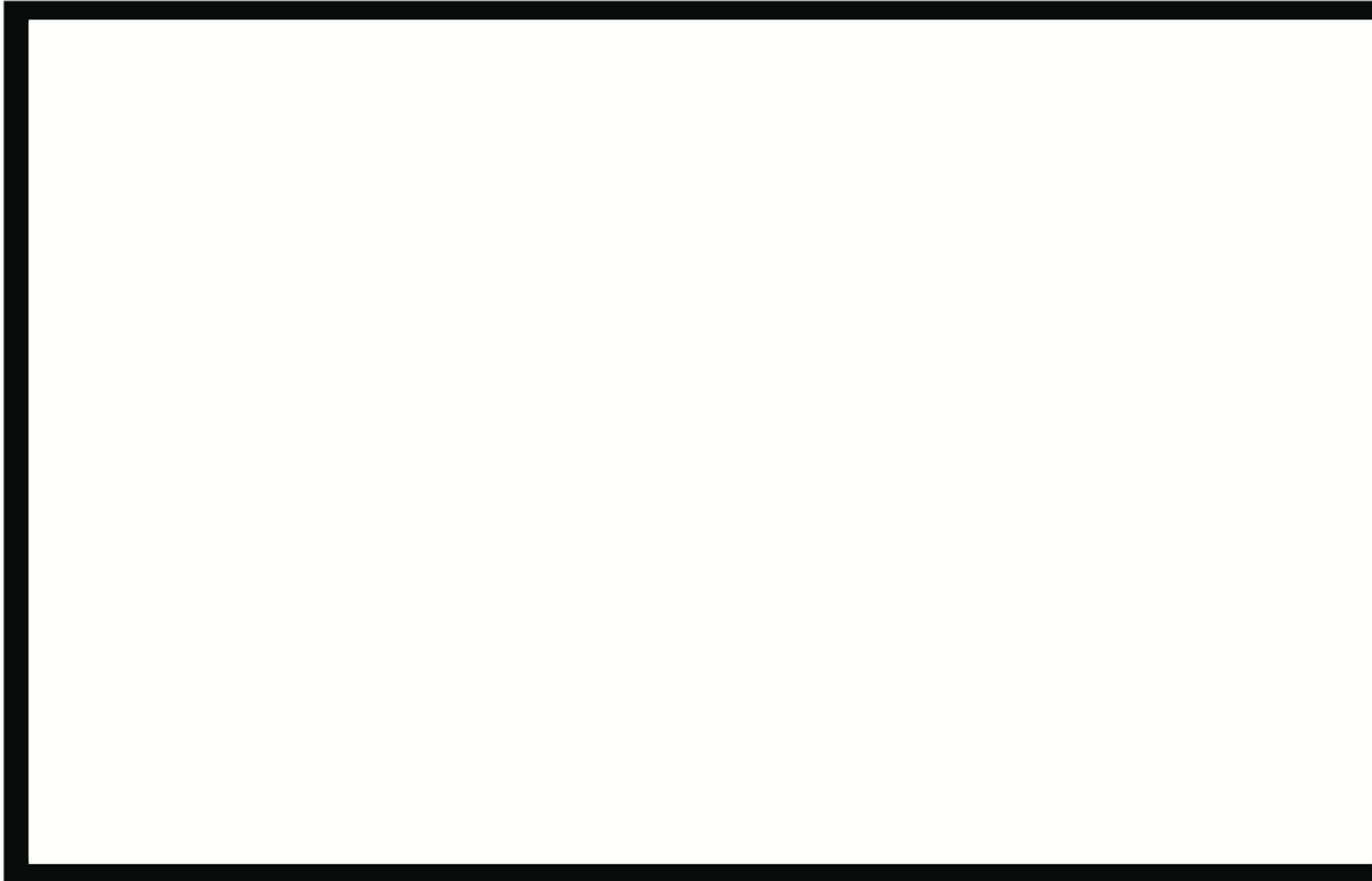
Camera: Close Up - Tracking MC

Time of Day: Midnight

Panel No. 8

Scene: 5

Shot #:



Description:
Downwards Tilt as Boitata slithers forward. Continuing dialogue while he wraps himself around MC, who falls unconscious as if soothed to sleep.

Dialogue:

Notes:
MC - Main Character

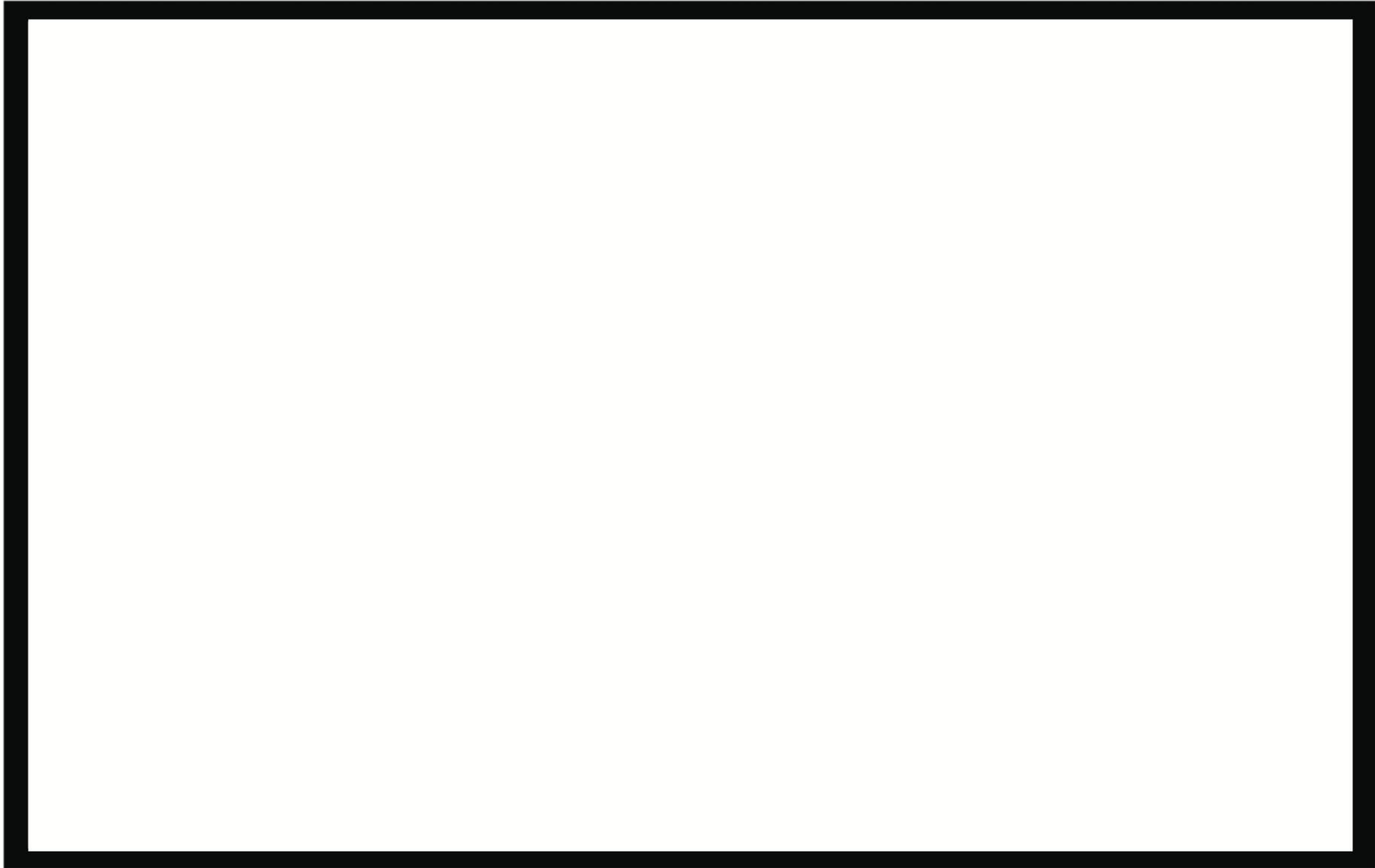
Camera: Medium Shot Downwards Tilt - Stationary

Time of Day: Midnight

Panel No. 1

Scene: 6

Shot #:



Description:
Fade from black of MC waking up in the same spot. MC stands up, confused and uninjured.

Dialogue:

Notes:
MC - Main Character

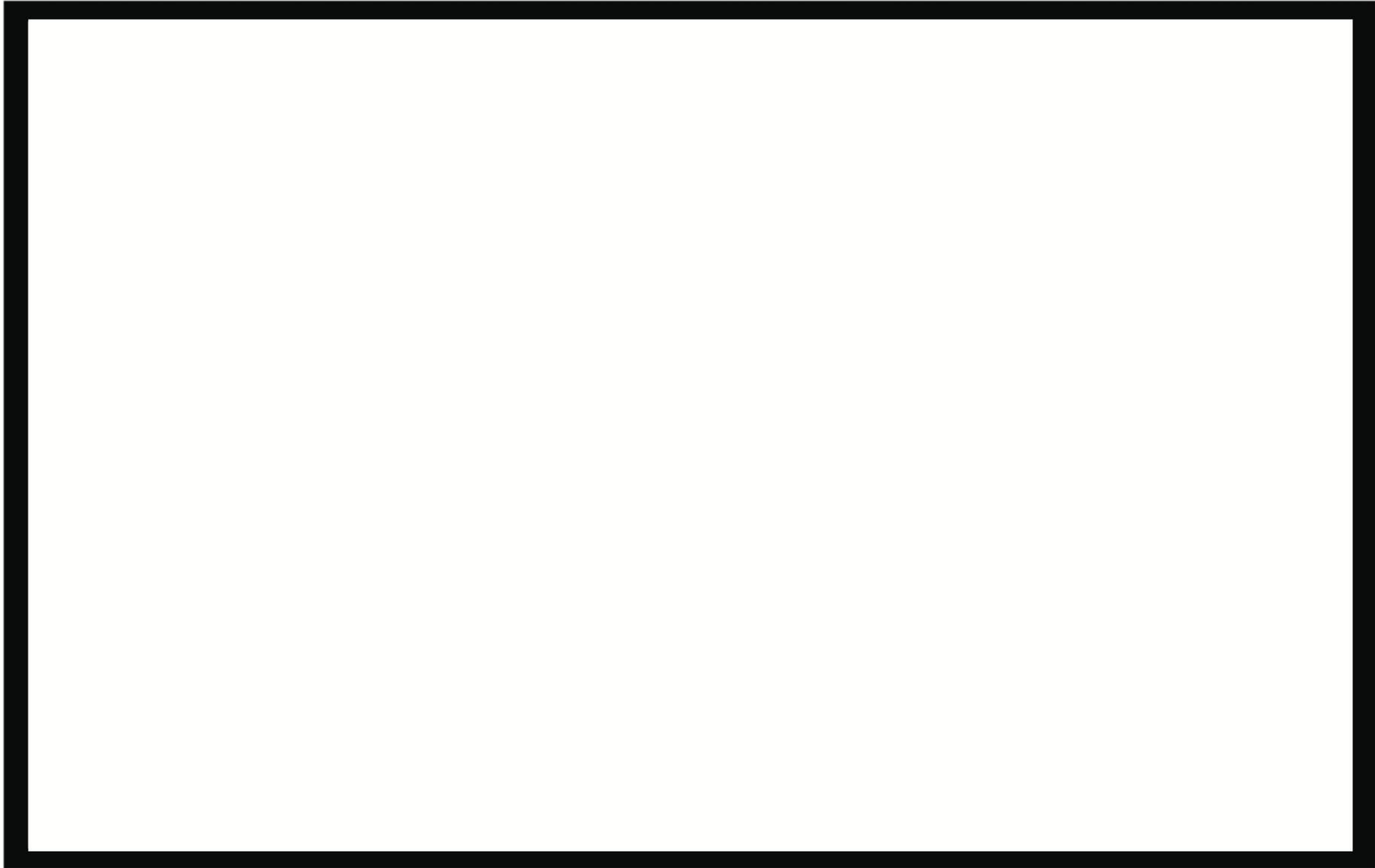
Camera: Medium Shot Downwards Tilt - Stationary

Time of Day: Sunrise

Panel No. 2

Scene: 6

Shot #:



Description:
360 Dolly Pan around MC revealing a forest regrown and free of loggers. Camera finishes **Pan, Transitions to Close Up** of MC as a smile stretches across their face slowly, realization hitting.

Dialogue:

Notes:
MC - Main Character

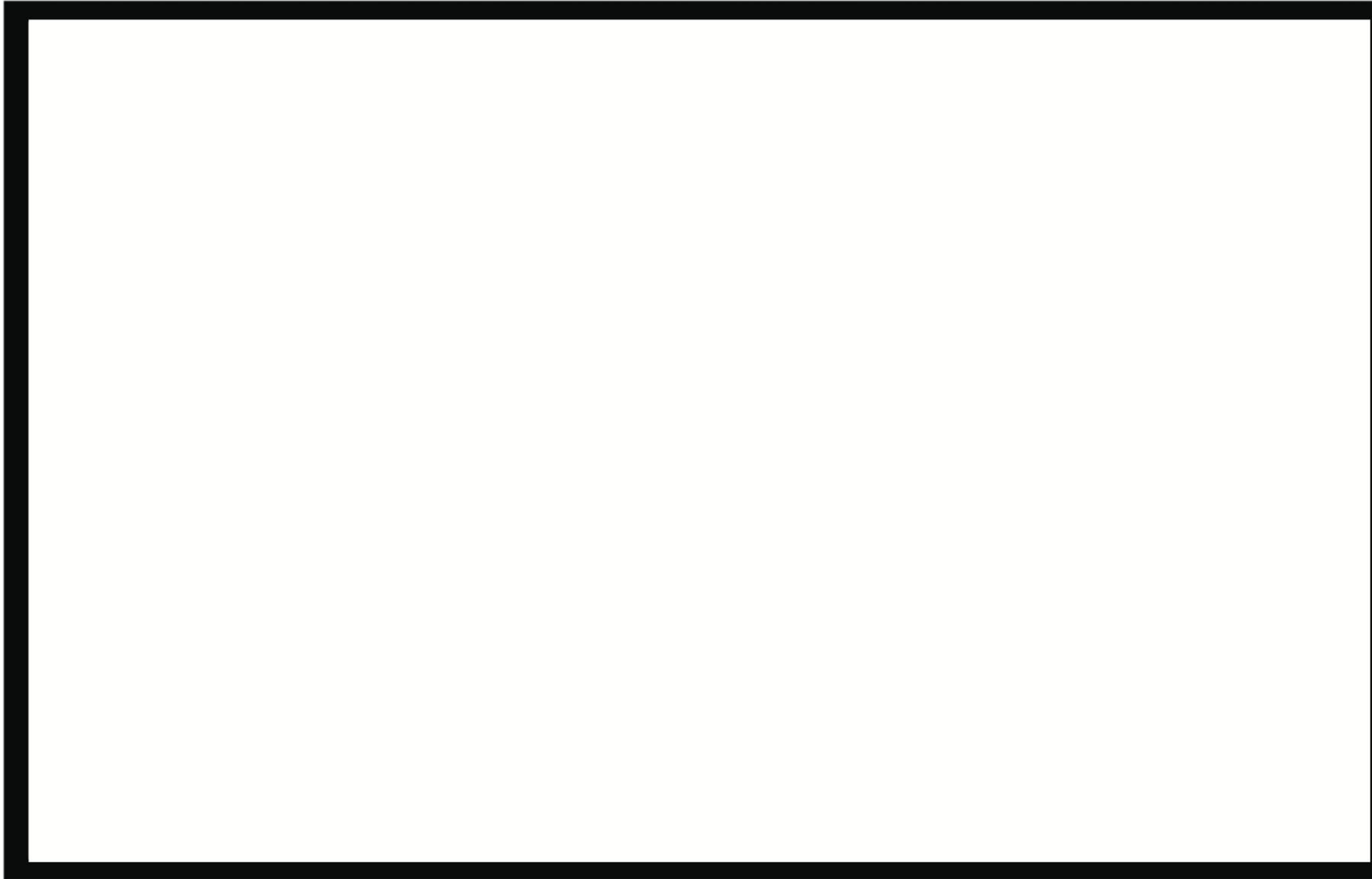
Camera: 360 Degree Dolly Pan - Medium Shot to Close Up

Time of Day: Sunrise

Panel No. 3

Scene: 6

Shot #:



Description:
OTS of MC touching their previously
burned hand, revealing a new snake
pattern running up their forearm.
Boitatas words ring in MCs ears.

Dialogue:

Notes:
MC - Main Character

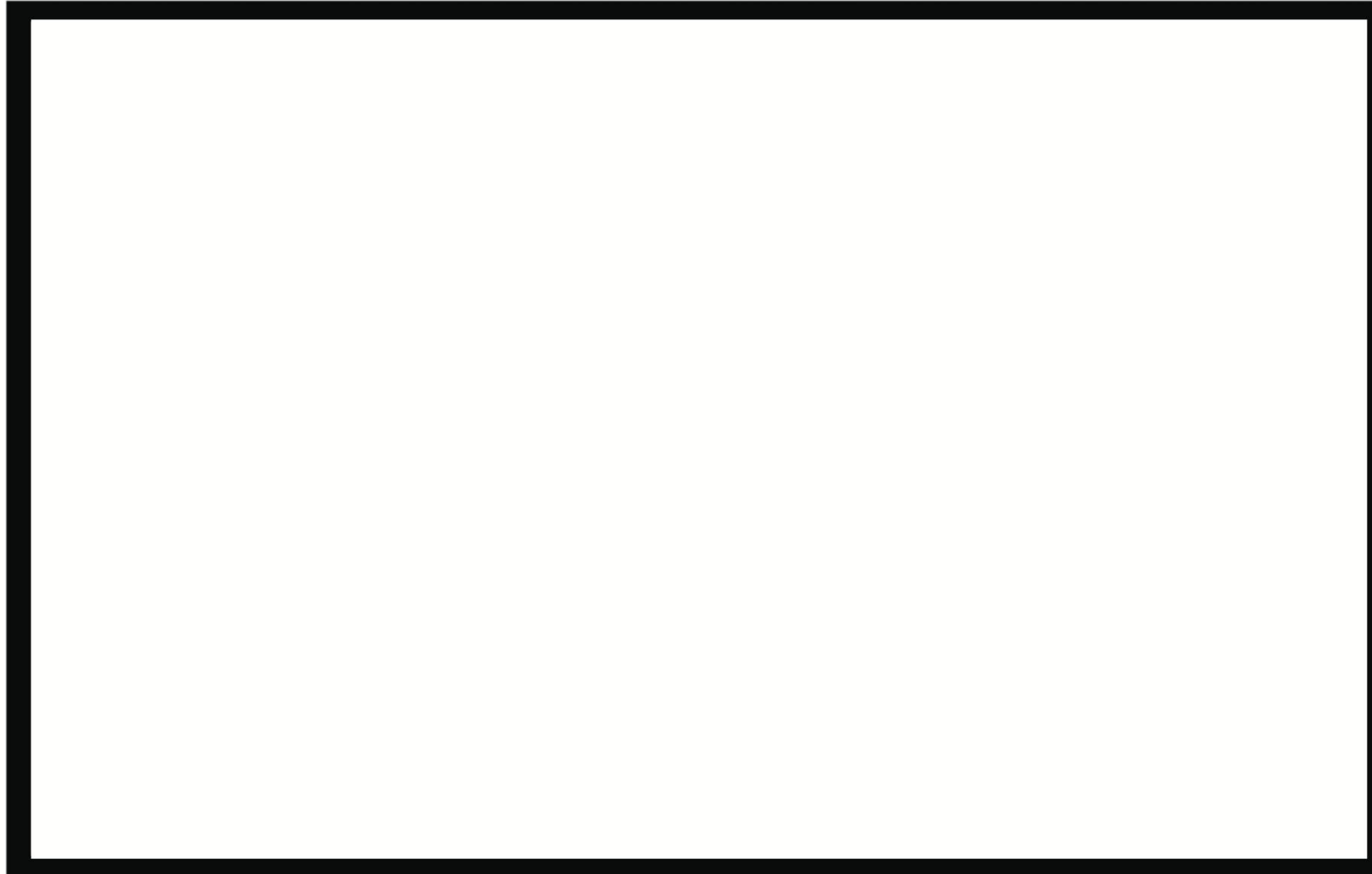
Camera: OTS Downwards Tilt - Stationary

Time of Day: Sunrise

Panel No. 4

Scene: 6

Shot #:



Description:

Overhead Close Up of MC as they lift their head to the sky, smiling huge and laughing joyfully. **Zooms out to Birds Eye View** of MC and surrounding regrown forest. **L cut** of forest and laughter as we fade to black.

Dialogue:

Notes:

MC - Main Character

Camera: Close Up Downwards Shot - Zoom out to Birds Eye View Time of Day: Sunrise