

EXT. Urban area - early morning

The front of {null}'s house is shown. A closer shot of the door shows it open and {null} leaves while putting in earphones walking off camera.

EXT. Willow Lake

{null} walks down a path to a park looking down and fiddling. {null} jumps over the fence and moves onto a bench.

Sitting down {null} takes his earphones off and takes in the surroundings he covers the earphones and looks out, looking back down to his hands he moves his hand and reveals that the earphones have been replaced by razors he then covers them up again, looking back shakily he uncovers to find the earphones back.

Beside {null} a person sits down and is seen getting closer to then be shown giving {null} his consolation, over time {null} is shown to get calmer but keeps looking forward and not making eye contact with the person until the end when it is revealed that the person is a supernatural being and then disappears.

{null} is left in shock but takes nods it off and walks off leaving behind razors on the bench

Script

shot list

Definitions of Shots

Match-Cuts: When 2 clips transition using audio or visual

Close-up: Picture/Video taken at close range of the object enlarging it on the video.

Extreme Close-up: Like Close-up but it is showed very detailed where you can see the texture of the object.

Medium Close-up: Shot that mainly focuses on the characters emotion after a certain event has happened while showing slight scenes of the background.

Aerial Shot: Camera Angle that is captured from an elevated angle normally capturing the landscape from high places.

Cowboy Shot: Shots to show how confident and powerful the character is from that instinct.

Medium Shot: Shot that can show bits of the background and the character expressions and gestures when acting along the scene.

Shoulder Level Shot: Like Eye Level shot this shot makes the character seem shorter as it is being filmed at the actor's height.

Dutch Angle Shot: Shot that is taken from the side (slanted) as a way of creating a disorientation effect to increase the tension of the shot.

High Angle Shot: Shot where the camera points down towards the actor normally used to show the subject is more powerful than the characters. Useful for showing strong tensions as well

Low Angle Shot: Shot that is taken from looking up on the subject normally to emphasise the tension and power differences between the characters.

Long Shot: Shots that shows the person smaller than the surrounding background normally focusing on the background if there is something happening.

Full Shot: Shots that capture the entire character's body and the whole frame of the background to allowing the character to show their emotions while using body language and movement to portrait how they feel.

Researched Information.

[Camera Angles Explained: The Different Types of Camera Shots in Film \(studiobinder.com\)](https://www.studiobinder.com/blog/camera-angles-explained-the-different-types-of-camera-shots-in-film/)

Possibly include a scene involving closing a door behind our protagonist. (**Closeup, Medium Shot**)

Placing earbuds in/headphones on to introduce the music to our scene (**Closeup**)

Walking through public forest-like place but with a purpose – knowing the destination already

(**Long Shot, Full Shot**)

Sitting at the bench and taking in the sight (**Low angle, Overhead, Eye Level Shot**)

Removal and looking at the box cutter (**Eye Level Shot, Medium Shot**)

A Stranger suddenly appears from nowhere and sits next to protagonist on bench – prompting our protagonist, startled, to quickly hide the cutter in his pocket and remove the headphones (muting the first song) (**Hip Level, Eye Level, Shoulder Level, Medium Shot**)

The two talk (with or without lips moving) while utilising a slow build-up of a new song (**Close-up, Medium Close-Up, Cowboy Shot, Medium Shot**)

Lots of pointing – utilising a smile that starts forced and uncomfortable but grows to become genuine (**Close-up, Extreme Close-up, Medium Close-up, Low-Angle, Eye Level Shot**)

Possible shot of birds flying past (**Aerial-Shot, Low Angle, Extreme Close-up, Close-up**)

- If possible, I'd like the bench to be facing a body of water (**Close-up, Eye Level, Shoulder Level, Dutch angle Shot**)

Use a red sharpie to create a subtle red line on the wrist of the stranger – suggesting that they've been in the exact same situation but went through with it. (**Close-up, Extreme Close-up**)

Stranger body language shows regret

Show the bench but have the stranger no longer be there as our lead walks offscreen (**Wide angle shot, Ground Level Shot, Over the shoulder shot, Knee Level Shot**)

Box cutter left on bench close-up as final shot – music build-up to here (**Close-up, Extreme Closeup, High Angle Shot**)

Synopsis for “A Silent Walk”

The story is of a depressed teenager, with their mental state being portrayed with their expressions and physical movements (due to not being allowed to use dialogue), going for a walk and considering taking their life. We will represent this internal struggle with a contemplative look being thrown at a box cutter, which is hurriedly hidden upon someone joining them. They meet a stranger while sitting at the bench by the lake and they spend time talking. At this point our music will switch over to a different and more hopeful/upbeat track to indicate the direction of their conversation without the use of dialogue. This stranger will be portrayed with hesitant and regretful acting to foreshadow their disappearance. A sudden cut will show that this stranger was never there to begin with. As our lead leaves the bench without noticing their disappearance, the box cutter is left behind to represent their plan to take their own life being left behind with it – thus indicating this stranger to have been acting as a sort of guardian angel. Their regretful nature representing the possibility of them having made the mistake of taking their life in the past, indicating motive.

Our lead is a typical teenager and, like many, is facing numerous stresses being thrown at them from general life. They have a gentle temperament and always think through all their options when faced with adversity.

Our secondary lead, the stranger, was another typical teenager with lots on their plate. They made a rash decision that coats them in regret, and aim to help others avoid this same mistake – due to their empathetic nature.

Synopsis

Mood board + story board

<https://pin.it/YKWq85w>

Crew roles

Jacob = Director

Neitonas = Editor/vfx

Oliver = camera man (audio editor)

Alfie = producer

Props

Razor blades

Phone

earphones

A SILENT WALK STORYBOARD



Placing earphones into ears, close-up shot from side of head. Lead walks offscreen to reveal title behind



Medium shots of walking through park/forest setting



Sitting at bench (shot type undecided) Use POV shots to show images of friend on phone



POV shots looking at photos of friend that was lost and how close they were with lead



Scenery shots



Taking out and looking at box cutter POV shot (close-up of sad face before?)



Stranger joins lead at bench head level
close-up shot, lead out of focus almost
POV - also use medium shots for
conversation and pointing at scenery



medium shot of leaving the bench,
show stranger no longer there
suddenly



Close-up above shot of box cutter left
on bench, possibly replace with a
scene of it being thrown into the lake
(using a stone instead) - cut to black



