

Shot: slow zoom out

Action:

Sound/Time:



Shot:

Action:

Sound/Time:



Shot:

Action:

Sound/Time:



Page No: 1

Shot:

Action: Phone goes off

Sound/Time:



Shot:

Action: Says something like "when are you coming home"

Sound/Time:



Shot:

B footage.. probably more so of Action:

him making food
Sound/Time:



Shot:

Action:

Sound/Time:



Shot:

Action:

Sound/Time:



Shot:

Action:

Sound/Time:



Shot:

Action:

Sound/Time:

Page No: 2



Shot:

Action:

Sound/Time:



Shot:

Action: Glass cup.. it will shatter



Shot:

Action:

Sound/Time:



Shot:

Action:

Sound/Time:



Shot: Break the 180 rule

Action:

Sound/Time:



Page No: 3

Shot:

Action:

Sound/Time:



Shot:

Action:

Sound/Time:



Shot:

Action:





Page No: 4

Shot:

Action:

Sound/Time:

Shot:

Action:

Sound/Time:

Shot:

Action: We see he is nervous

Sound/Time:







Shot:

Sound/Time:

Shot:

Action: Pan from last shot to this painting Action: Show hesitation, worried about noise

Sound/Time:

Shot:



Shot:

Action:

Sound/Time:



Shot:

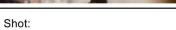
Action:

Sound/Time:



Action:

Sound/Time:





Shot:

Action: Picture falls

Sound/Time:





Shot:

Action: Relief nothing happened

Sound/Time:



Shot:

Action:





Shot:

Action: Glass will shatter

Sound/Time:

Shot:

Action: Glass triggers man to come

Sound/Time:

Shot:

Action: Gets more dangerous

Sound/Time:







Shot:

Action:

Sound/Time:

Shot:

Action:

Sound/Time:

Shot:

Action: relief





Shot:

Action: Sitting watching tv

Sound/Time:

Shot:

Action:

Sound/Time:

Shot:

Action:

Sound/Time:







Shot:

Action: Loud noise

Sound/Time:

Shot:

Action: The sound triggers him

Sound/Time:

Shot:

Action:

# Page No: 8







Shot:

Action: Break 180 rule

Sound/Time:

Shot:

Action:

Sound/Time:

Shot:

Action: Death seems much closer

Sound/Time:







Shot:

Action:

Sound/Time:

Shot:

Action:

Sound/Time:

Shot:

Action:





Page No: 9

Shot:

Action:

Sound/Time:

Shot: Slow pan up to next shot

Action:

Sound/Time:

Shot:

Action:

Sound/Time:



Shot:

Action: end credits

Sound/Time:

Shot:

Action:

Sound/Time:

Shot:

Action: