

## SCENE 02 - SHOT 1 ADDITIONAL SHOT

EXT - TRACKING SHOT MEDIUM - 21 LENS - PICKUP LOCKED CAM



**INFORMATIONS:** The camera follows S.C. on her back through different pedestrians to finally reveal a stuck shoe on a building.

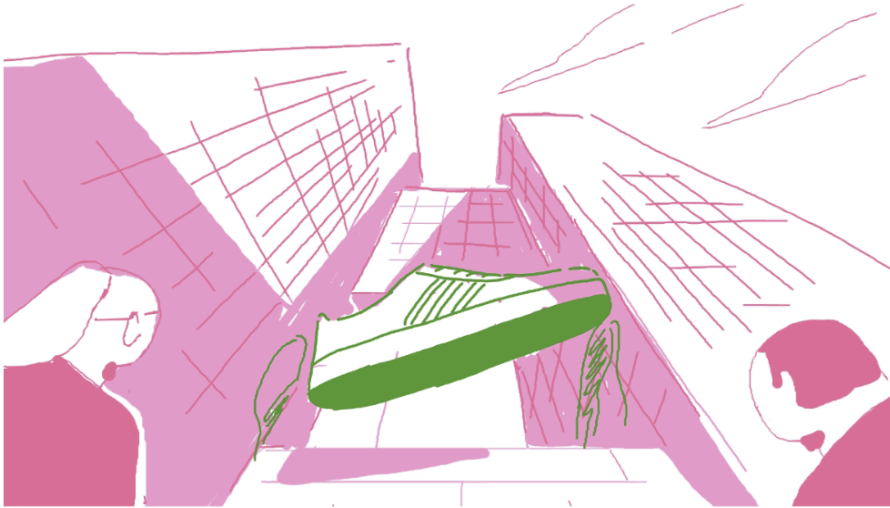
**EXTRA'S:** 20

**ART:** We need props for the extras; a bike, a skateboard, a scooter, walkmans, backpacks, suitcases, books, coffee mug, bottle of water, umbrella, cellphone



## SCENE 02 - SHOT 2

EXT - LOW ANGLE SHOT - 15 LENS - DOLLY



**INFORMATIONS:** In between several pedestrians that all look up in the air, we see a big shoe that is stuck like a helium balloon in between the building. We see the shoe in the reflections of the building.

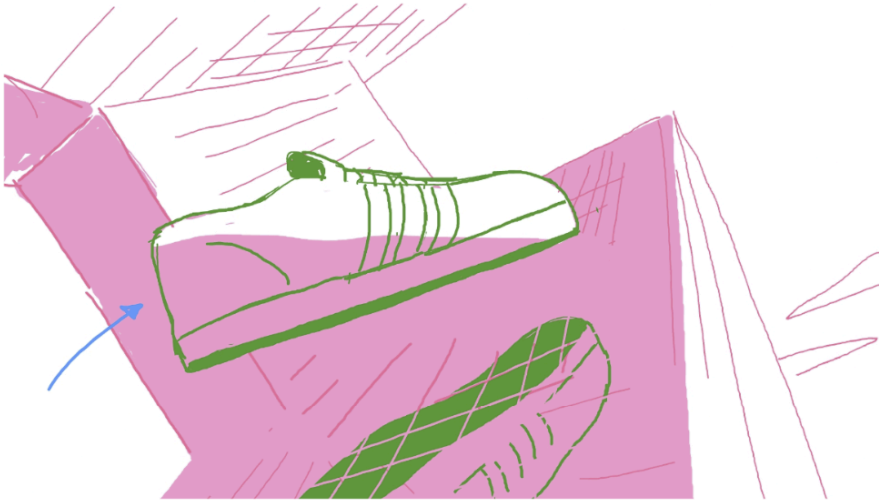
**EXTRA'S:** 20

**ART:** We need props for the extras; a bike, a skateboard, a scooter, walkmans, backpacks, suitcases, books, coffee mug, bottle of water, umbrella, cellphone



## SCENE 02 - SHOT 4

EXT - POV - 75 LENS - HANDHELD?



**INFORMATIONS:** We make a POV shot as if people are witnessing what's happening.

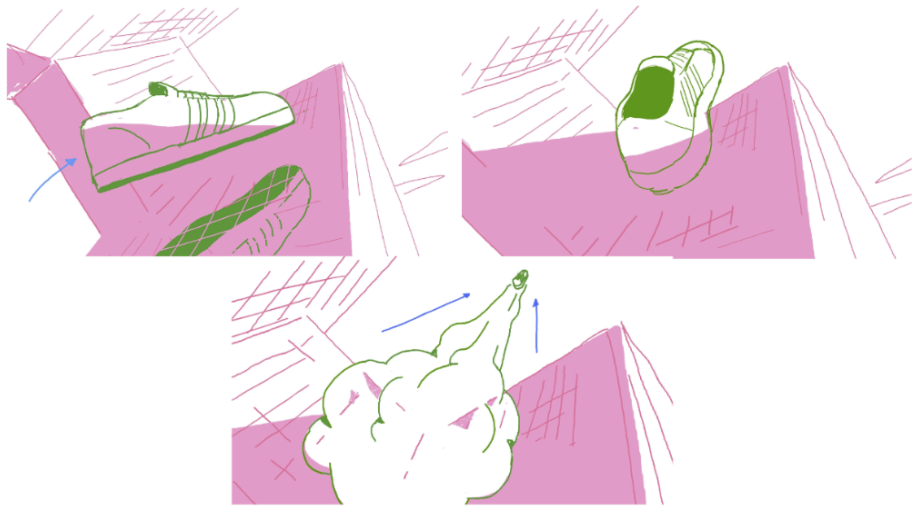
**EXTRA'S:** /

**ART:** /



## SCENE 02 - SHOT 5

EXT - POV - 75 LENS - TILT UP



**INFORMATIONS:** We wanna create a premium full cgi moment.

<https://vimeo.com/478039917>

EXTRA'S: /

ART: /



## SCENE 02 - SHOT 6

EXT - LOW ANGLE SHOT - 15 lens - TECHNOCRANE - SLOW MOTION



**INFORMATIONS :** Triple pass here. First : with "Private Outfit".  
Two : locked camera on end frame with new outfit - exactly same position for Sarah (try to simulate impact ?) Three : locked camera on end frame, throwing each clothes from "Private Outfit" one by one for VFX comp.

**EXTRA'S:** ? (Discuss with orange)

**ART:** ?

