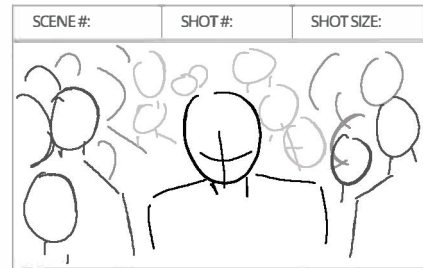
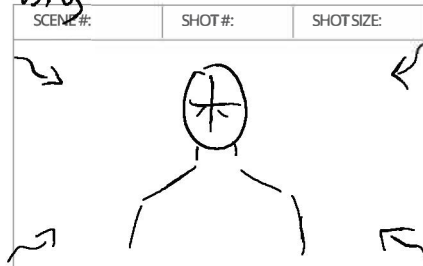


PROJECT Mat 120 Storyboard

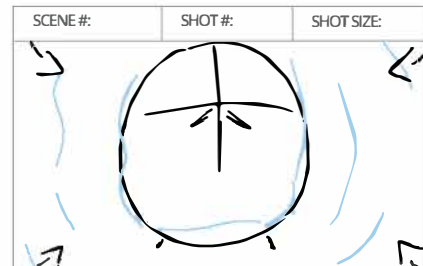
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Start w/ shot standing still in crowd traffic/ loud chatter in b/g



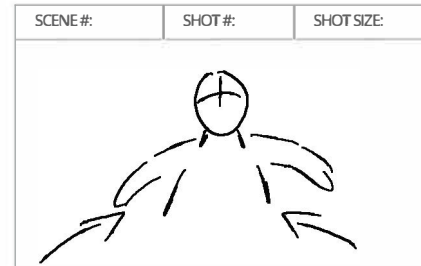
arriving home, key jingle.
all audio from prev. shots combined + muffle & slow zoom in



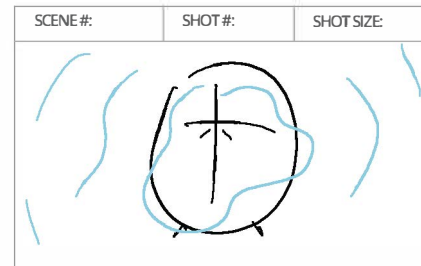
back to front. slow zoom into face.



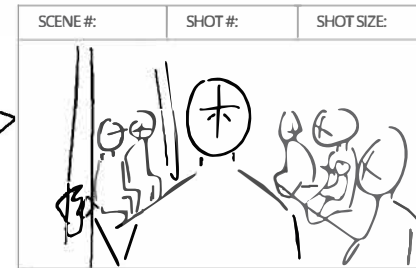
Office/work shot, loud chatter/office ambience.



Character falls back onto bed slowly. audio muffle increases.



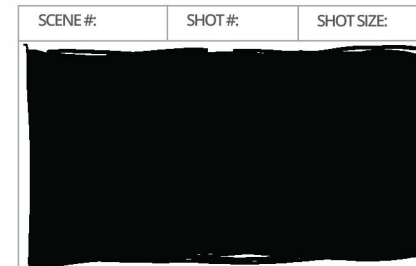
water slowly submerges face



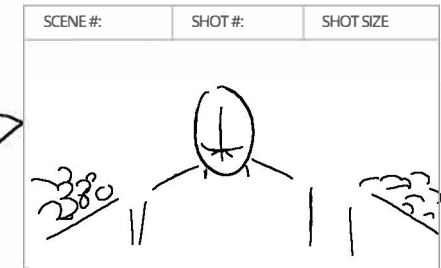
bus/subway, loud baby cry, increase in audio muffling.



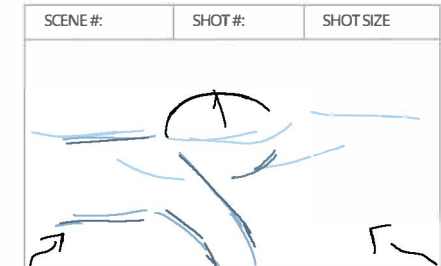
quick jump to char. in water. water splash, water ambience.



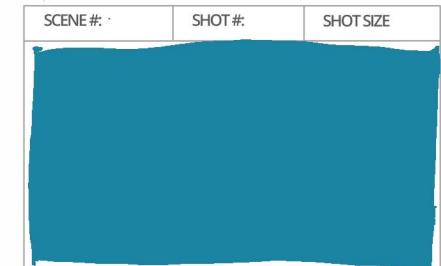
quick flash to black right before char. is fully submerged.



grocery store shot, loud music + cash register rmg. muffle increase



pan to side view, char. floats. water ambience increase. slow zoom



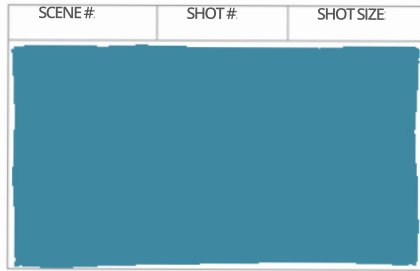
fade to blue.

Mat 120 Storyboard

PROJECT

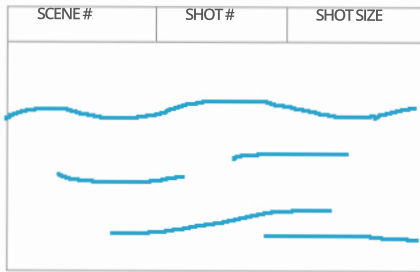
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"I
Tend
to
imagine
myself."
(Pause)



blue continues fading
in, water ambience

"I
Find
great
comfort
in it."



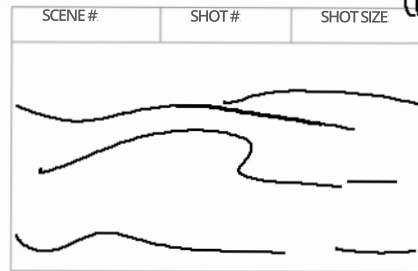
view of lake,
gentle ambience

Vers
2
(indicative)



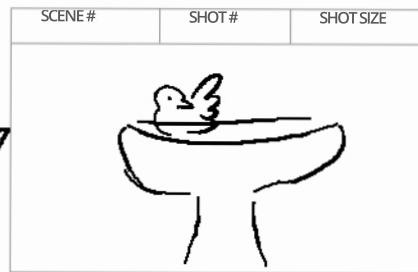
storm / aggressive
ocean waves

"..in a body of water."
(Pause)



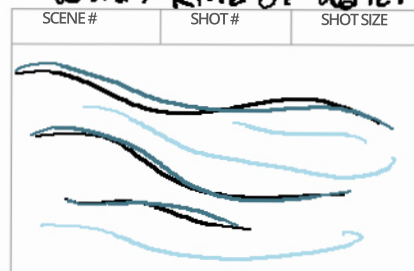
ocean view, slow fade
in.

"it promises comfort. Support."



bird bath. chirping

"doesn't matter
what kind of water."

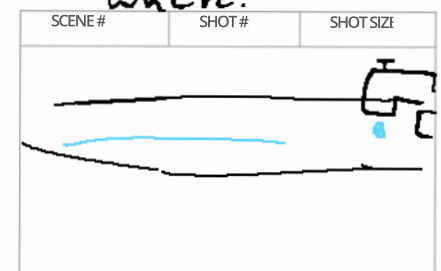


rushing river,
loud rushing water.
"and yet."



cut to black
screen, no bg audio.

"doesn't matter
where."



bath tub shot, dripping
water sfx
"it swallows you
whole."



zoom out

Vers
1