

SCENE	SHOT	LOCATION	LENS	LIGHTING	FRAMING	MOVEMENT	DESCRIPTION	DIALOGUE	SUBJECT	NOTES
1		Wasatch Studio	DZO Spherical	Even Light (Void Effect)	Wide	Dolly/Pan	Master Shot	Beginning -> "I don't even have a guess..."	MAN/WOMAN	Dolly slowly through dialogue while panning to maintain the framing
1	A	Wasatch Studio	DZO Spherical	Even Light (Void Effect)	Medium	Truck/Pan Follow	Establishing/coverage shot	Beginning -> "I don't even have a guess..."	MAN	Clean & Even Movement
1	B	Wasatch Studio	DZO Spherical	Even Light (Void Effect)	Medium	Truck/Pan Follow	Establishing/coverage shot	"Woah, stay back." -> "I don't even have a guess..."	WOMAN	Clean & Even Movement
1	C	Wasatch Studio	DZO Spherical	Even Light (Void Effect)	Close Up -> Medium	Boom Up -> Truck/Pan (Gimbal) Focus pull	Establishing shot/WOMAN reveal	Beginning -> "Woah, stay back."	MAN/WOMAN	Pan to reveal WOMAN behind MAN. Rack focus to WOMAN.
1	D	Wasatch Studio	DZO Spherical	Even Light (Void Effect)	Medium -> Wide	Dolly Out	Monolith Reveal.	"...ask you the same thing." -> "Was that there..."	MAN/WOMAN/MONOLITH	Dolly until monolith in-screen. Should mostly envelop the frame (Higher angle?)
1	E	Wasatch Studio	DZO Spherical	Even Light (Void Effect)	Medium	Stationary	Master Shot	"Was that there..." > "Step forward..."	MAN/WOMAN/MONOLITH	None
1	F	Wasatch Studio	DZO Spherical	Even Light (Void Effect)	Medium -> Wide (Two Shot)	Follow	Coverage Shot / Dolly out to two-shot	"Was that there..." > "Step forward..." Dolly out on "Reversing the	WOMAN/MAN	Clean & Even Movement
1	G	Wasatch Studio	DZO Spherical	Even Light (Void Effect)	Close Up	Dolly In	Dolly in on face	"Which you still haven't..." -> "Why do you need us..."	WOMAN	Slow Dolly
1	H	Wasatch Studio	DZO Spherical	Even Light (Void Effect)	Medium	Stationary/Pan	Coverage/ Pan to maintain framing	"Welcome to the end..." -> "...there is no use for the how."	MAN	Clean & Even Movement
1	J	Wasatch Studio	DZO Spherical	Even Light (Void Effect)	Medium	Dolly In	Insert/Coverage	"Welcome to the end..." -> "this is the final equation."	MONOLITH	Slow Dolly
1	K	Wasatch Studio	DZO Spherical	Even Light (Void Effect)	Close Up	Stationary	Insert of hand movements	"Yeah, what testing?" -> "Reversing the inevitable..."	MAN (Hands)	Capture distinct hand movement
1	L	Wasatch Studio	DZO Spherical	Even Light (Void Effect)	Close up	Stationary	Insert of face/speaking	"Yeah, what testing?" -> "Reversing the inevitable..."	MAN	None

1	M	Wasatch Studio	DZO Spherical	Even Light (Void Effect)	Wide	Stationary	Base for VFX masking	"You said we're not..." -> "Step forward and..."	MAN/WOMAN/ MONOLITH	MAN runs in on right side of frame, not present earlier.
1	N	Wasatch Studio	DZO Spherical	Even Light (Void Effect)	Wide	Stationary	Insert for VFX masking	"You said we're..." -> "All will reveal..."	MAN	MAN runs out on the left side of fram. EXACT same setup as 1M.
1	P	Wasatch Studio	DZO Spherical	Even Light (Void Effect) Bright light of different	Medium	Stationary / Focus pull out	Top down angle. (30°?)	"Step forward..." -> "Here goes nothing..."	MAN/WOMAN	Camera should be above actors heads so they can walk forward out of frame.
1	Q	Wasatch Studio	DZO Spherical	Even Light (Void Effect) Bright light of different	Close Up	Stationary	Coverage	"Step forward..." -> "Here goes nothing..."	MAN	None
1	R	Wasatch Studio	DZO Spherical	Even Light (Void Effect) Bright light of different	Close Up	Stationary	Coverage	"Step forward..." -> "Here goes nothing..."	WOMAN	None
1	T	Wasatch Studio	DZO Spherical	Even Light (Void Effect) Bright light of different temperature as key light.	Close Up	Stationary	Insert	"I guess not." -> "Uh, sorry."	MAN/WOMAN (Hands)	None
1	U	Wasatch Studio	DZO Spherical	As needed	-	-	Additional shots/inserts	-	-	-
2		SLCC Nursing Lab	KATO Anamorphic	Simulated Sunlight (Key Light), Simulated	Medium/Wide	Slow Curved Rail Dolly/Rack Focus In	Master Shot	Beginning -> "And how exactly..."	MAN/ MONOLITH	None
2	A	SLCC Nursing Lab	KATO Anamorphic	Simulated Sunlight (Key Light), Simulated	Close Up ->Wide	Dolly Out	Establishing	Beginning -> "Wait...hold on..."	MAN/ MONOLITH	Short Dolly track. Only establish MAN and MONOLITH
2	B	SLCC Nursing Lab	KATO Anamorphic	Simulated Sunlight (Key Light), Simulated	Close Up	Stationary	Coverage	Beginning -> "And how exactly..."	MAN	None
2	C	SLCC Nursing Lab	KATO Anamorphic	Simulated Sunlight (Key Light), Simulated	OTS	Stationary	Insert/Coverage	"This moment is..." -> "What as the one thing..."	MONOLITH	None
2	D	SLCC Nursing Lab	KATO Anamorphic	Simulated Sunlight (Key Light), Simulated	Wide	Dolly Out (Gimbal)	Establishing/ Reveal whole room	"Marcus?" (O.S) -> "Dad?"	MARCUS/ MARCUS'S FATHER	Reveal change of clothes. Pass gimbal over bed (if possible)

2	E	SLCC Nursing Lab	KATO Anamorphic	Simulated Sunlight (Key Light), Simulated	Medium	Truck/Pan (Curved Rail)	Coverage	"You came!" ->"Well it's not that..."	MARCUS'S FATHER	Slow dolly, pan to maintain framing
2	F	SLCC Nursing Lab	KATO Anamorphic	Simulated Sunlight (Key Light), Simulated	Medium	Truck/Pan (Curved Rail)	Coverage	"You came!" ->"Well it's not that..."	MARCUS	Slow dolly, pan to maintain framing
2	G	SLCC Nursing Lab	KATO Anamorphic	Simulated Sunlight (Key Light), Simulated	Medium/Close	Stationary	Insert	"This game happened..."	Television	None
2	H	SLCC Nursing Lab	KATO Anamorphic	Simulated Sunlight (Key Light), Simulated	Close Up	Stationary	Insert	"Well it's not that..."	Teddy Bear	None
2	J	SLCC Nursing Lab	KATO Anamorphic	Simulated Sunlight (Key Light), Simulated	Close Up	Slow Zoom (Post?)	Coverage	"I have a son, dad." -> End	MARCUS'S FATHER	None
2	K	SLCC Nursing Lab	KATO Anamorphic	Simulated Sunlight (Key Light), Simulated	Medium	Slow Truck (Curved Rail)	Coverage	"I have a son, dad." -> "What I mean is..."	MARCUS	None
2	L	SLCC Nursing Lab	KATO Anamorphic	Simulated Sunlight (Key Light), Simulated	Close Up	OTS	Coverage	"What I mean is...">	MARCUS	None
2	M	SLCC Nursing Lab	KATO Anamorphic	Simulated Sunlight (Halo), Practical	Medium	OTS -> Truck (Curved Rail)-> Pull Out of Focus at End	Starts as OTS, curves to medium of HUG	"You cannot tell...">End	MARCUS/ MARCUS'S FATHER	Full 180 curved truck over the bed landing on the two-shot (Gimbal?) + pocket haze
2	N	SLCC Nursing Lab	KATO Anamorphic	Simulated Sunlight (Halo), Practical	Close Up	Stationary	Insert	"Whadaya' say..."	MARCUS	As much glare as possible + pocket haze
2	P	SLCC Nursing Lab	KATO Anamorphic	Simulated Sunlight (Halo), Practical	Close Up	Stationary	Insert	"I would love that."	MARCUS'S FATHER	As much glare as possible + pocket haze
2	Q	SLCC Nursing Lab	KATO Anamorphic	As needed	-	-	Any additional shots/inserts	-	-	None
3		SLC International Airport	KATO Anamorphic	Practical + Key light where needed	Medium	Stationary	Establishing/Master Shot	"This was the moment..." -> "I guess not..."	WOMAN/ MONOLITH	None

3	A	SLC International Airport	KATO Anamorphic	Practical + Key light where needed	Wide	Gimbal	WOMAN Reveal	"This was the moment..." -> "Ezra?"	WOMAN/ MONOLITH	Swipe transition land's on this shot
3	B	SLC International Airport	KATO Anamorphic	Practical + Key light where needed	Medium	Gimbal Follow (Stationary?)	Camera follows until IRIS walks out of frame	Beginning -> "This was the moment..."	IRIS	Land on same framing as 3A
3	C	SLC International Airport	KATO Anamorphic	Practical + Key light where needed	Medium	Gimbal Follow	Camera follows, maintaining medium framing, staying on her face.	Beginning -> "Ezra, I want to go but..."	IRIS	Maintain 180. Get the scurity line in the frame when possible.
3	D	SLC International Airport	KATO Anamorphic	Practical + Key light where needed	Medium	Gimbal Follow	Camera follows, maintaining medium framing, staying on his face.	Beginning -> "Ezra, I want to go but..."	EZRA	Maintain 180. Get the entrance/exit in the frame when possible.
3	E	SLC International Airport	KATO Anamorphic	Practical + Key light where needed	Close Up	Gimbal Follow	Coverage	"So this is about me..." -> "I guess not."	IRIS	None
3	F	SLC International Airport	KATO Anamorphic	Practical + Key light where needed	Close Up	Gimbal Follow	Coverage	"So this is about me..." -> "I guess not."	EZRA	None
3	G	SLC International Airport	KATO Anamorphic	Practical + Key light where needed	Wide	Gimbal Follow	Two Shot Coverage	"So can you please stay..." -> Exit	IRIS / EZRA	None
3	H	SLC International Airport	KATO Anamorphic	Practical + Key light where needed	Medium	Gimbal Follow	Coverage	"No. Don't go with..."	WOMAN	None
3	J	SLC International Airport	KATO Anamorphic	Practical + Key light where needed	Close Up	Stationary	Insert	"No. Don't go with..."	IRIS (Arm)	First half of "ghost hand" shot
3	K	SLC International Airport	KATO Anamorphic	Practical + Key light where needed	Close Up	Stationary (Exact same as 3J)	Insert	"No. Don't go with..."	WOMAN(Arm)	Second half of "ghost hand" shot.
3	L	SLC International Airport	KATO Anamorphic	Practical + Key light where needed	Medium	Gimbal Follow	Coverage of look back/exit	"This event cannot..."	IRIS	None
3	M	SLC International Airport	KATO Anamorphic	Practical + biblically accurate prism	(Top down angle) Medium-> Extreme Close Up -> Medium	Dolly In (Gimbal)	Camera slowly "weighs down" on her from above	"I don't want to do..." -> "The past is the..." -> "...in my	WOMAN	Add apple box for additional height. (Pocket haze?)

3	N	SLC International Airport	KATO Anamorphic	Practical + biblically accurate prism	Close Up	Curved Path Truck (Gimbal) Pull Focus at End	Coverage	"This moment was designed..." -> End	WOMAN	(Pocket haze?)
3	P	SLC International Airport	KATO Anamorphic	Practical + biblically accurate prism	Extreme Close Up	Stationary	Insert on Eye with prism lighting	"This event cannot..." -> End	WOMAN (Eye)	If needed, lens can be swapped for the close up. (Pocket haze?)
3	Q	SLC International Airport	KATO Anamorphic	Practical + Key light where needed	Medium	Stationary	Insert	"This event cannot..." -> End	MONOLITH	Doesn't need to be the full duration listed, just enough to cut to in post.
3	R	SLC International Airport	KATO Anamorphic	As needed	-	-	Any additional Inserts/Shots	-	-	-
4		Wasatch Studio	DZO Spherical	Even Light (Void Effect)	Medium (Slight upward angle) PARALLEL	Stationary -> Boom Down (Start out of focus)	Master Shot	Beginning -> "You have walked..." -> "Then begin."	MAN/ WOMAN / MONOLITH	Boom down to reveal monolith. Actor eyeline should be just above camera.
4	A	Wasatch Studio	DZO Spherical	Even Light (Void Effect)	Medium	Truck Around (Curved Rail)	Coverage	Beginning -> "You have walked..."	WOMAN	Do one take from 1->2, and another from 2->1.
4	B	Wasatch Studio	DZO Spherical	Even Light (Void Effect)	Medium	Truck Around (Curved Rail)	Coverage	Beginning -> "You have walked..."	MAN	Do one take from 1->2, and another from 2->1.
4	C	Wasatch Studio	DZO Spherical	Even Light (Void Effect)	OTS Medium PARALLEL	Slow Zoom (Post?)	Insert	"You have walked..." -> "Then begin."	MONOLITH	Doesn't need to be the full duration listed, just enough to cut to in post. We do need the lighting transition.
4	D	Wasatch Studio	DZO Spherical	Even Light (Void Effect)	Close Up	Stationary	Coverage	"You have walked..." -> End	WOMAN	None
4	E	Wasatch Studio	DZO Spherical	Even Light flickers out leaving only a spotlight	Close Up	Stationary	Coverage	"You have walked..." -> End	MAN	None
4	F	Wasatch Studio	DZO Spherical	Even Light flickers out leaving only a spotlight	Medium/Close	Truck	Truck from one to the other.	"Love."	MAN /WOMAN	None
4	G	Wasatch Studio	DZO Spherical	Even Light flickers out leaving only a spotlight	Medium/Close	Truck	Truck from one to the other.	"Life."	WOMAN/ MAN	None

4	H	Wasatch Studio	N/A	N/A	N/A	N/A	Wild line	"Let there be light."	MAN/WOMAN	None
4	J	TBD	DZO Spherical with Streak	Single-point light	Wide	Stationary	A single star ignites.	After "Let there be light."	Point-Light	Try with/without pocket haze.