

PROJECT	PRE PROD DEADLINE	FILMING DATE	FIRST DRAFT EDIT	PUBLISHING DATE
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**Project 3: Impossibilities of
Being**

16 October

17 October

17 October

18 October

LOCATION: Hall

RUNTIME: 1 minute

DESCRIPTION:

Concept: Virtual Reality Game Space

Work reference:

Ready Player One, 2018

Overall summary:

Enter into timed game to find 3 clues


But does not complete challenge (in order to fit into the 1min)







CREW:




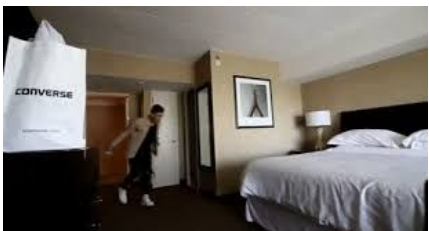

Yi Dan






TALENT: (MAKE SURE TO ROLL 3-5 SECS BEFORE TALKING AND STOP 3-5 SECS ONCE STOPPED TALKING)






Yi Dan




SHOT/ACTIVITY	CONTENT	SHOT SAMPLE
Far Shot Establishing shot	<p>-Establish VR Space</p> <p>-Rooms</p> <p>-Computer Graphics: Inventory</p> <p>-Sounds: Walking, VO, Beeping notification</p>	

<p>Tight Shot</p>	<p>-Walking, shoes</p> <p>-Computer Graphics: Inventory</p> <p>-Sounds: Walking, VO, Beeping notification</p>	 
<p>Far Shot</p>	<p>-Notification to enter room</p> <p>-Reaction to game pop-up</p> <p>-Computer Graphics: Pop-up</p> <p>-Sounds: Pop-up, VO</p>	
<p>Tight Shot</p>	<p>-Pop-up</p> <p>-Sounds: VO</p>	
<p>Mid Shot</p>	<p>-Entering game</p> <p>-Computer graphics: Round 1</p> <p>-Sounds: Hand Swinging up, Door Knob, CG sound</p>	 

Far Shot	<p><i>-Entered game</i></p> <p><i>-Computer graphics: glitchy, VHS feels (signalling game booting up), game supers</i></p> <p><i>-Sounds: Footsteps, Glitch Sound</i></p>	
Mid Shot	<p><i>-Puts down game "gear"</i></p> <p><i>-Sounds: Swinging arms sound, Gear hitting ground</i></p>	
Mid Shot	<p><i>-Turns light on</i></p> <p><i>-Sounds: Switch</i></p>	
Far Shot	<p><i>-Light turns on</i></p> <p><i>-Turns to bed</i></p> <p><i>-Computer graphics: game supers</i></p> <p><i>-Sounds: Lights turning on tension</i></p>	
Tight Shot	<p><i>-Grab blanket</i></p> <p><i>-Sounds: Rubbing, Flinging around sounds</i></p>	

		
Far Shot	<ul style="list-style-type: none"> -Looking for other options -Runs towards cupboard -Computer graphics: glitchy, VHS feels (signalling game still booting up), game supers -Sounds: Heading turning, Glitch sound, Footsteps 	
Mid Shot	<ul style="list-style-type: none"> -Open cupboard -Move clothes -Sounds: hands hitting cupboard, doors opening 	
Mid Shot	<ul style="list-style-type: none"> -Move clothes -Focusing on the handles -Sounds: sound first made when clothes are touched, dragging hangers, VO 	
Mid Shot	<ul style="list-style-type: none"> -Stretches up -Body -Sounds: tension 	

Tight shot	<p>-toes</p> <p>-Sounds: <i>tension</i></p>	
Tight shot	<p>-hands</p> <p>-1st clue found</p> <p>-Computer graphics: +1</p> <p>-Sounds: <i>hands tapping, dragging of paper, rustling of paper, CG sound</i></p>	
Mid Shot	<p>-looking for other options</p> <p>-Computer graphics: <i>updated game supers</i></p> <p>-Sounds: <i>doors closing, head turning, footsteps,</i></p>	
Tight Shot	<p>-realisation reaction</p> <p>-shoebag</p> <p>-Sounds: <i>shocked emotions, eyes stretching</i></p>	
Mid Shot	<p>-runs towards it</p> <p>-Sounds: <i>footsteps</i></p>	

<p>Tight Shot</p>	<ul style="list-style-type: none"> -opens -finds 2nd clue -computer graphics: +1 -Sounds: picking up the shoebag, zip, rustling, opening the paper, dropping the shoebag, CG sound 	
<p>Far Shot</p>	<ul style="list-style-type: none"> -fumbles -exits out of frame to search for last clue -Computer graphics: updated game supers -Sounds: Paper rustling, Footsteps, Glass clinking, BGM gets louder 	
<p>Tight Shot</p>	<ul style="list-style-type: none"> -facial expression, frustration -Sounds: heavy breathing, heavy turning 	
<p>Far Shot</p>	<ul style="list-style-type: none"> -screams -Computer graphics: Game over -Sounds: VO 	