

Scene: 1 Panel: 1 BG/Location: Room

Screen:

Camera: Establishing/ Full shot

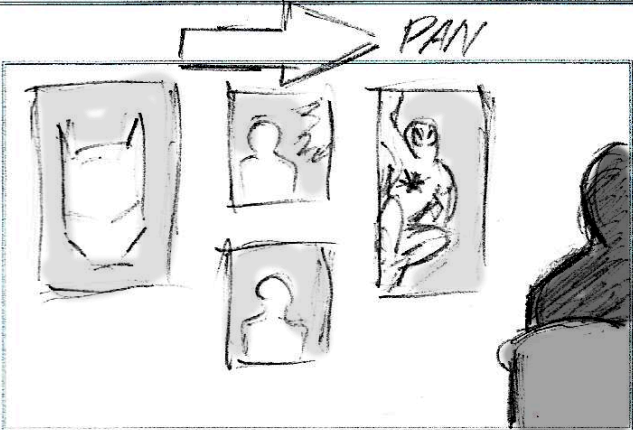
Notes:

FX:

SFX:

Action: Pan Room/Posters

Dialogue:



Scene: 1 Panel: 2 BG/Location: Room

Screen:

Camera: Medium Close-up

Notes:

FX:

SFX:

Action: Hero looking at Laptop

Dialogue:



Scene: 1 Panel: 3 BG/Location: Room

Screen:

Camera: Close-up

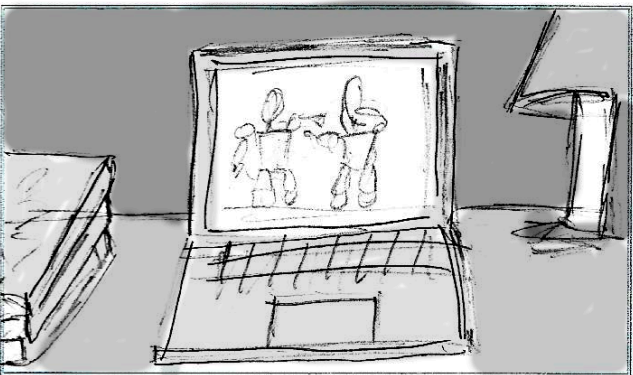
Notes:

FX:

SFX:

Action: Laptop screen / Director's Scene

Dialogue:



Scene: 1 Panel: 4 BG/Location: Room

Screen:

Camera: Medium Close-up

Notes:



FX: SFX:

Action: Removes headphones, Hears sirens

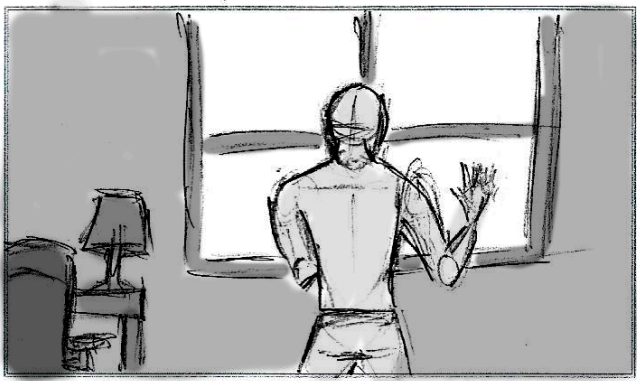
Dialogue:

Scene: 1 Panel: 5 BG/Location: Room

Screen:

Camera: Medium Shot

Notes:



FX: SFX:

Action: Goes to window

Dialogue:

Scene: 1 Panel: 6 BG/Location: Room

Screen:

Camera: close-up

Notes:



FX: SFX:

Action: Looks away despondent


Dialogue:

Scene: 1 Panel: 7 BG/Location: Room

Screen:

Camera: close-up

Notes:



FX: SFX:

Action: Looks up at poster with hope


Dialogue:

Scene: 1 Panel: 8 BG/Location: Room

Screen:

Camera: close-up Low Angle

Notes:



FX: SFX:

Action: Superhero poster

Dialogue:

Scene: 1 Panel: 9 BG/Location: Room

Screen:

Camera: close-up

Notes:

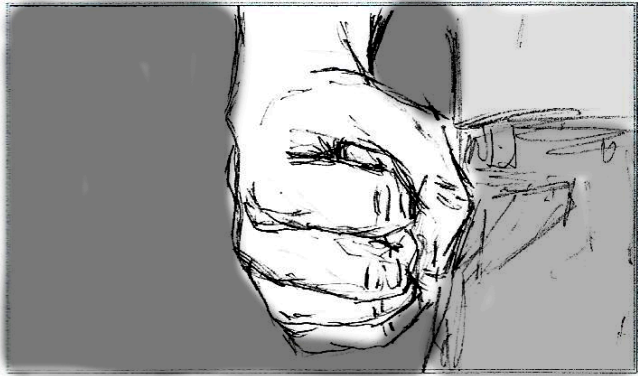


FX: SFX:

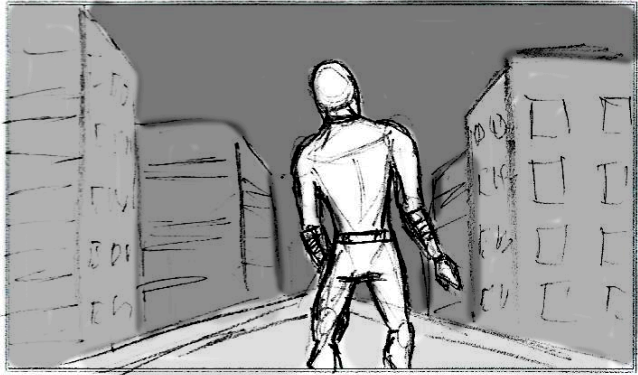
Action: Gym bag with boxing gloves

Dialogue:

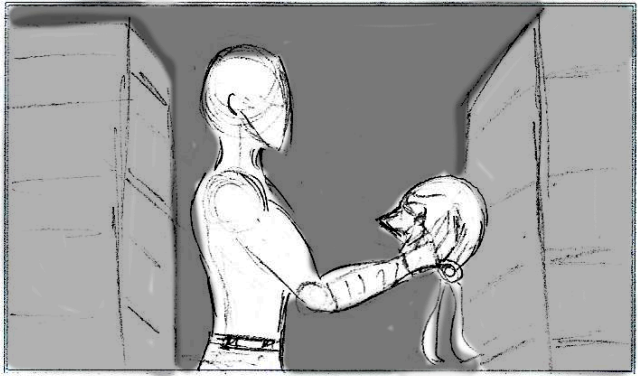
Scene: 1 Panel: 10 BG/Location: Room

Screen:		Action:
Camera:		clenches fist
Notes:		Dialogue:
FX:		SFX:

Scene: 2 Panel: 1 BG/Location: Roof top

Screen:		Action:
Camera:		Hero stands on roof top in costume
Notes:		Dialogue:
FX:		SFX:

Scene: 2 Panel: 2 BG/Location: Roof top


Screen:		Action:
Camera:		Hero looks at his mask
Notes:		Dialogue:
FX:		SFX:

Scene: 2 Panel: 3 BG/Location: Roof top

Screen:

Camera: *close-up
Low Angle*

Notes:



FX: SFX:

Action: *Hero puts on mask and looks at city*

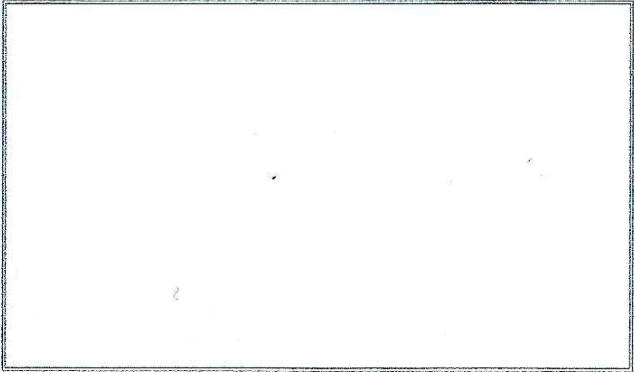
Dialogue:

Scene: Panel: BG/Location:

Screen:

Camera:

Notes:



FX: SFX:

Action:

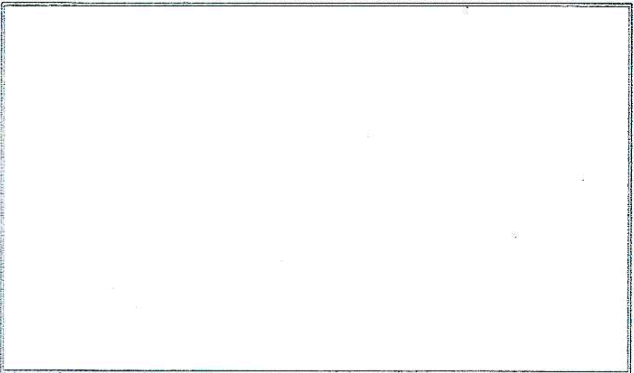
Dialogue:

Scene: Panel: BG/Location:

Screen:

Camera:

Notes:



FX: SFX:

Action:

Dialogue: