

PROJECT TITLE: **Breathe**

Shots list

00:00 - 00:10 min: feet walking, close up

00:10 - 00:20 min: long take of whole corridor (character walking)

00:20 - 00:50 min: extreme close up, straight face, poker face, looking at camera,

transition> pan camera from extreme close upwards into upside down shot of the tunnel to the POV of tunnel

transition option 2 > pan camera into POV tunnel shot

00:50 - 1:10 min: POV tunnel character walking (what they see) 10sec of smooth camera movement and 10 second of shaky camera movement as the character starts to breath heavily and starts getting distressed.

1:10 - 1:20 min: POV tunnel, character looking around, camera is showing the movement of the head of the character as they are trying to ground themselves by looking at the surrounding, but the image gets blurry/distorted.

1:20 - 2:00 min: close up of face, seeing the despair, confusion, detachment very upset and then go into breathing fast, hyperventilating. Into trying to breath slower, jaw starts to shake as they try to take deeper breaths and back into hyperventilating.

(character stops walking)

2:00 - 2:10 min: extreme close up of eyes, looking around with eyes rapidly, confused, not moving head.

transition: dolly out into close up of face, obvious that the character is now staying still, not walking.

2:10 - 2:30 min: character looking straight into camera terrified now managing to start breathing slower, but still visibly very upset, even turning into numb look (if possible get some tears flowing down face.

2:30 – 2:40 min: slow zoom out into long shot of character just standing in the middle of tunnel. (Dutch angle/Tilt)

***Dutch Angle/Tilt** Shot in which the camera is set at an angle on its roll axis so that the horizon line is not level. It is often used to show a disoriented or uneasy psychological state.