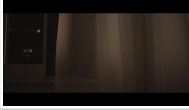

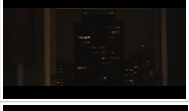
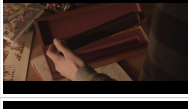
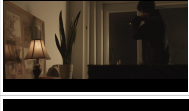
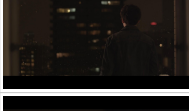
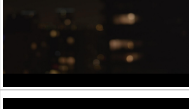
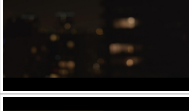
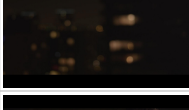

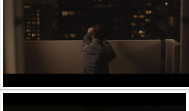
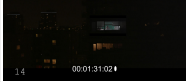

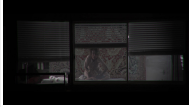
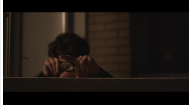
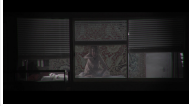

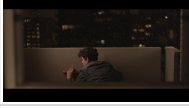
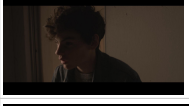
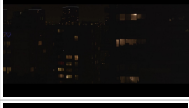
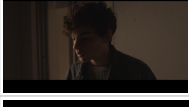
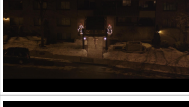
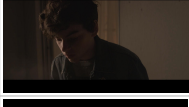
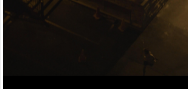

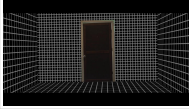
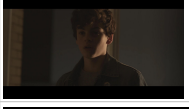



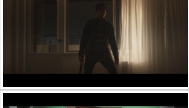
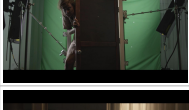
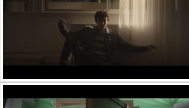
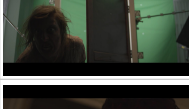






5 : 45 am							
Shot #	SHOT Description	Sound description / concept / notes: 1	Sound description / concept / notes: 2	KEY SOUNDS			
1	Kitchen 1	- Hear the teens approaching the house - Turn on patio light - Hear them - could say - sort of whispers "		Teens outside			
2	Kitchen 2	- Hear teens again outside - discussing so - Hear eggs hitting out - THEN window - teens laughter - teens shush each other - because a car		Eggs Shh..			
3	Mirror Car Pass	- Hear car passing on wet snow - teens are quiet - Trigger surreal sound when see KID alone		Car pass Surreal reveal			
4	Wind door	Hear teens again - hitting something Wood planks fall Teens laugh	Wind enters room curtains sway in the wind Door slam	Teens knocking over wood planks wind + curtain Door slam + echo			
5	Dead woman Wide	- Echo into living room with dead woman - Need a rotting smell sound here? - Could introduce a texture of heat? Making	Hear something moving around INSIDE the	Heat?			
6	Dead Woman Med. Cross frame	Rotting smell continue + something moving	KID crosses frame sounds	KID crossing frame			
7	TV Shot		Music peaks	Door banging + doorbell			
8	House Kids outside	- Teens ringing doorbell + running away - Kick metal garbage can + breaking bottle	footsteps	Garbage can kick (we don't have recording) bottle break running footsteps			
Jacov							
Shot # / Color G	SHOT Description	Sound description / concept / notes: 1	Sound description / concept / notes: 2	KEY SOUNDS		Other Options / Ideas	
1	Outside 1	A "SOUND" - creepy, needs to emerge as	- Russian sound? Music russian feel - Stalk - City sounds (normal)	Key Sound: Floating creepy sound - ghostly		The "Sound" are screams	
2	Outside 2	Continue creepy sounds	Continue.				

3	Curtain	The "SOUND" is creeping into the room	Curtains moving in the wind				
4	Dolly in to Jacov on desk	I would like there to be a unique sound en	- The "Creepy SOUND" needs to feel like it - There needs to be a trigger sound to make	Key Sound: Trigger to get his attention (when		The "Sound" turns into sexual panting = his lure	
5	Mental POV - City rack focus	This is where the sound is coming from - "	The sound here has to lure him to go see w	The sound returns			
6	Telescope Shot	It would be cool to add a sounds for the tel	Make the telescope mystical.				
7	Putting on jacket - turning off the light	Audio sync drifts - this is because the foot	- Foley sounds of jacket, footsteps, light, etc - interior sound environment / opens door =	Key: Transition from save inside to open vast v - air pocket suction sound - when door opens			
8	Walk outside	At the start of the shot it is clear we are out	Clean start.			When he is outside I do not want to hear the city sounds - I would like it to sounds isolated in his balcony.	
9	Telescope 1						
11	Telescope see room	See room for firs time = Sound to get his attention					
10	Telescope 2						
12	Kneel Medium						
13	Kneel Wide						
14	Telescope 3	"The sound" returns = the origins of the so	Intensity starts to build (probably music)	KEY: "The sound" returns = origins			

15	Eye Shot	Sound builds						
16	Telescope ROOM	See her for first time clearly - she sees him - straggled kid voice panic	Heartbeat starts slow (progressivly gets mor					
17	Telescope EYE 1	Gasp - character Oh shit						
18	SHE COMING!	Intensity sustained / panic						
19	Telescope EYE 2	Hide - clam it down.						
20	Wide hide	Re-introduce space / world environment = create distance again						
21	Get up slow	- Distance to building - his internal sounds - Breathing starts						
22	POV empty room	Continue breathing	Internal sounds are quite - environment taks	Key: Environment takes over / we are listening				
23	Searching / attention	Hears 2 sounds - 1st - makes him move a bit - 2ns - DOOR OPEN		Key: Door open down bellow!				
24	Woman Run 1	Hear her: - her bare footsteps - her eerie sounds	- Sound of an isolated stread - Surreal intensity comes back - Continue his breathing	Key: Sounds she makes - footsteps + isolated - intensity grows again				
25	Following her	Continue						
26	Woman Run 2	Continue						

27	Wide - She enters building	Sounds of her entering his building: door open and reverb shut - sound inside		Key: Sound of her entering his building - Door slam shut			
28	DOOR 1	She is coming! Hear her getting closer - m	surreal intensity grows - heartbeat fast	Key: Barefeet smacking the staircase as she r			
29	Panic Face Dolly	we are moving in to his internal sounds - his scared imagination					
30	Crazy Door	Swoosh!	next level intensity				
31	Red Face 1	In his head!	Sounds of environment die off - only him an - heat picked up (some sound to illustrate hi - breathing				
32	DOOR 2 Hand	As she opens the door - there is a pause...	As her fingure smack down - we get a muffl	Key: Pause beat + figure impact (intensity star			
33	Falling 1	As he falls in slow motion - the sounds should also be slowed down.		Key: Slow it down - sustain the moment			
34	She enters	CLIMAX of surreal		Key: Climax of surreal			
35	Falling 2	As he its the ground - we hear a muffled thumb + as he drops the telescope (could break)					
36	Her EYE CU	Surreal huanting eyes (something to say i'm taking your soul)		Key: Could reintroduce "The SOUND" as he e			
37	His EYE shot	Continue					
38	Floor no where to go	Ramp up intensity one last time		Key: Ramp up intensity			

							
39	Door closing	As we cut to back hear door slam shut		key: Door shut			
40	Kid Staircase	- Hear him coming up the stairs - Hear his creepy breathing		Key: sounds of him coming up the stairs + his			
Inspector							
Shot # / Color G	SHOT Description	Sound description / concept / notes: 1	Sound description / concept / notes: 2	KEY SOUNDS			
1	TBA						
2							
3							
4							
5							
6							
7							
8							
9							
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11							