

THE CANARY | SHOTLIST | 4-16-14

SCENE 1 - EXT. CREEK - DAY

01-01	WIDE MASTER of Stream and Action	
01-02	MED PROFILE - Orville	
01-03	MED PROFILE - Lemuel	
01-04	INSERT CU Orville's Hands	
01-05	SERIES ECU Details of Orville as he is hard at work SPECIAL INSERT CU - Orville wipes his brow	
01-06	MED Orville - TILT UP as he stands <i>OR new eye height MED as he stands</i>	
01-07	CU Orville - TILT UP as he stands <i>OR new eye height CU as he stands</i>	
01-08	REVERSE MED CU of Orville as he looks to Chinamen	
01-09	OTS Standing Orville to MED Lemuel - RACK to CU Orville in the FG	
01-10	CLEAN CU Lemuel	
01-11	ECU INSERT - Lemuel's Gold Tooth	
01-12	POV of Chinamen	
01-13	LOW ANGLE MED CU - PUSH IN on Orville	SLIDER
01-14	POV of Gold Pan - PUSH IN	SLIDER

SCENE 2 - EXT. BODIE - DAY UPHILL/DOWNHILL

02-01	<i>WIDE of Orville walking across Mountains</i>	
02-02	<i>MED TRACKING with Orville</i>	SLIDER
02-03	<i>MED REVERSE TRACKING with Orville</i>	SLIDER

SCENE 3 - EXT. BODIE - TOWN - MAGIC HOUR

03-01	WIDE PAN as Orville appears over the hill and walks into town	
03-02	WIDE - CENTERPUNCHED - Orville walks into town - PAUSES - Looks Off - Walks Off	
03-03	CU - CENTERPUNCHED - Orville Looks Off - Walks Off	
03-04	SIDE ANGLE - Orville turns into a CU as he Looks to the Mine and Walks Off	
03-05	POV of the Mountains	

SCENE 4 - EXT. MINE - MAGIC HOUR

04-01	PULL BACK from BLACK to REVEAL Cave and keep going back into OTS Orville to Cave	DOLLY
04-02	CLEAN POV of Cave - PUSH IN	DOLLY/SLIDER
04-03	MED WIDE from Inside the Cave - Orville walks into CU	
04-04	LOW ANGLE MED CU	

SCENE 5 - EXT. BODIE -TOWN - DUSK

05-01	WIDE SYMETRTICAL of Town as Orville walks home	
05-02	MED Orville walks past Saloon	
05-03	PROFILE CU Orville - he doesn't go into the Saloon	
05-04	SIDE ANGLE TRACKING MED WIDE with Orville	SLIDER

SCENE 6 - EXT. BODIE - ORVILLE'S HOUSE - NIGHT

06-01 MED WIDE TRACKING - Orville walks up to the house DOLLY
06-02 SIDE ANGLE CU Orville as he looks into his home - warm light on his face
06-03 OTS Orville to the house - we see Emaline inside
06-04 REVERSE - CU Orville through the window

SCENE 7/8 - INT. ORVILLE'S HOUSE - NIGHT

07-01 WIDE - Orville standing in the FG - Emaline in the BG sitting on the bed
07-02 FRONTAL CU of Orville
07-03 MED CU of Emaline sitting on the bed
07-04 REVERSE CU Orville - he turns to look at Emaline
07-05 MED Orville - TRACKING with him to bed - OTS Emaline to MED Orville DOLLY/SLIDER
07-06 OTS Emaline to CU Orville
07-07 ECU Orville
07-08 OTS Orville to MED Emaline
07-09 OTS Orville to CU Emaline
07-10 ECU Emaline
07-11 MED from foot of the bed as Orville and Emaline talk
07-12 OVERHEAD of Emaline and Orville in bed LADDER
07-13 HIGH ANGLE OVERHEAD CU Orville - **MATCH SIZE DISTANCE TO 09-02** LADDER

SCENE 9 - EXT. CREEK - DAY

09-01 WIDE of Creek and Gold Panners
09-02 FRONTAL CU Orville - **MATCH SIZE DISTANCE to 07-13**
09-03 HIGH ANGLE MED Orville Panning - looks to Lemuel
09-04 MED WIDE Lemuel
REVERSE CU Orville - slight HIGH ANGLE

SCENE 10 - EXT. BODIE - DAY

10-01 Orville walks into a WIDE SYMETRICAL shot of the Town - WRAP around into MED CU - Looks/Walks SLIDER?

SCENE 11 - INT. ORVILLE'S HOUSE - KITCHEN - NIGHT

11-01 SIDE ANGLE - Bowl comes into frame - TILT UP to reveal Emaline - WRAP as she sits - PAN to Orville SLIDER
11-02 INSERT CU - or - CUT AWAY?
11-03 PUSH IN on 2-SHOT of Orville and Emaline - EMPHASIS on Distance DOLLY

SCENE 12 - EXT. CREEK - DAY

12-01 MOVE ALONG Sluice to REVEAL Lemuel and Orville SLIDER

SCENE 13 (OMIT)

SCENE 14 - INT. ORVILLE'S HOUSE - BED - NIGHT

14-01 HIGH ANGLE OVERHEAD - Orville and Emaline in Bed LADDER
14-02 SIDE ANGLE MED WIDE - PUSH IN to *intimate* 2-SHOT DOLLY

SCENE 15 - EXT. CREEK - DAY

15-01 MOVE ALONG the water towards Orville - PAN UP from Gold Pan and to CU Orville SLIDER

SCENE 16 - EXT. BODIE - DAY

CALLBACK TO SCENE 10 - **WHAT IS DIFFERENT?**

SCENE 17 - INT. ORVILLE'S HOUSE - KITCHEN - MORNING

17-01 WIDE PUSH IN to MED 2-SHOT DOLLY

SCENE 18 - EXT. CREEK - DAY

18-01 OTS Orville to Gold in Pan
18-02 LOW ANGLE UP at Orville - *Content*
18-03 MED Orville as he Pans
18-04 POV Lemuel HANDHELD
18-05 REVERSE MED CU Orville - Stands and Shouts HANDHELD
18-06 WIDE - Orville runs across the creek to Lemuel HANDHELD
18-07 HIGH ANGLE OVER Orville to Lemuel dying HANDHELD
18-08 LOW ANGLE up to Orville - PUSH IN as Lemuel dies HANDHELD
18-09 MED Chinamen react to Orville and Lemuel HANDHELD

SCENE 19 - INT. ORVILLE'S HOUSE - KITCHEN - DAY

19-01 MED Door - Emaline walks into MED - PUSH IN to CU DOLLY/SLIDER
19-02 MED Orville at table with the Canary - PUSH IN to CU DOLLY/SLIDER
19-03 CU Canary - PUSH IN DOLLY/SLIDER

SCENE 20 - EXT. BODIE - SUNRISE

20-01 WIDE Beauty Shot - Sun comes up over Town **DUSK 4 DAWN**

SCENE 21 - EXT. ORVILLE'S HOUSE - DAY

21-01 FRONTAL 2-SHOT - Orville walks out - Emaline comes out - walks back - slams door RACK to Orville
21-02 SIDE ANGLE TRACKING - LOW ANGLE "Hero" SHOT of Orville DOLLY
21-03 INSERT CU The Canary

SCENE 22 - EXT. MINE - DAY

22-01 MED from inside the Mine - Orville looks into the Mine - PUSH IN to CU DOLLY
22-02 TILT UP from BLACK to CU Orville looking into the Mine
22-03 CLEAN POV of Mine - PUSH IN DOLLY

22-04	INSERT CU - Canary - PUSH IN	DOLLY/SLIDER
<u>SCENE 23 - INT. MINE - MOUTH - DAY</u>		
23-01	INSERT CU - Canary - Firelight from the Lamp	
23-02	INSERT CU - Match to Lantern	
23-03	WIDE from inside the Mine - Orville descends	
23-04	REVERSE TRACKING MED Orville - Strikes Match and lights Lamp	DOLLY/SLIDER
23-05	WIDE from outside the Mine - Orville descends	
23-06	REVERSE MED CU - Orville turns to look back at the Mouth of the Cave - TRACK BEHIND HIM	DOLLY/SLIDER
<u>SCENE 24 - INT. MINE - MIDDLE - DAY</u>		
<i>NEVER CLOSER THAN A MED</i>		
24-01	MED Orville walks - stops - looks back - shines lantern - checks canary - starts with pickaxe	SLIDER
24-02	REVERSE MED - Orville looks with lantern	
24-03	INSERT CU Canary	
24-04	SLIDE from BLACK to WIDE - Orville digs	SLIDER
24-05	INSERT CU - Pick breaks up the rocks	
24-06	INSERT CU - Rocks fall to the ground	
24-07	MED Orville - stops working - looking for the Canary	HANDHELD
24-08	LOW ANGLE MED - Orville looks at the rocks	HANDHELD
24-09	POV of Rock - No Gold	HANDHELD
24-10	MED WIDE of scene down the Mine Shaft	HANDHELD
24-11	CU Bloody Hands	HANDHELD
24-12	ECU Orville Working	HANDHELD
<u>SCENE 25 - INT. MINE - DEEP - DAY</u>		
<i>MORE CLUSTERPHOBIC</i>		
25-01	TRACKING with Orville as he goes deeper	HANDHELD
25-02	REVERSE TRACKING CU - Orville goes deeper - becomes PROFILE CU as he works	HANDHELD
25-03	INSERT CU Canary - less lantern light	HANDHELD
25-04	SLIGHT HIGH ANGLE MED WIDE OVER Orville to the wall	HANDHELD
25-05	INSERT CU - Pickaxe hits the wall	HANDHELD
25-06	LOW ANGLE CU - Orville sees the Gold	HANDHELD
25-07	LOW ANGLE ECU - Orville sees the Gold	HANDHELD
25-08	POV of Gold	HANDHELD
25-09	WIDE of Scene	HANDHELD
<u>SCENE 26 - INT. MINE - MIDDLE - DAY</u>		
26-01	MED REVERSE TRACKING with Orville	HANDHELD
26-02	TRACKING POV - moving up the cave - see the dead Canary	HANDHELD
26-03	SLIGHT LOW ANGLE CU - Orville sees the dead Canary	HANDHELD
26-04	ECU Orville looks at the dead Canary	HANDHELD

26-05	CU POV of dead Canary	HANDHELD
26-06	INSERT CU - Orville's Feet as he stumbles - he Trips - Crawls past Camera	HANDHELD
26-07	CAMERA on GROUND - Orville falls into Frame towards Camera - Crawls	HANDHELD

SCENE 27 - INT. MINE - MOUTH - EVENING

27-01	Out of Darkness - POV reveals light source of the Cave Mouth	HANDHELD
27-02	MED CU - Orville crawls towards Camera - light starts to hit his face - he stands	HANDHELD
27-03	MED Orville Stands - Walks out of Cave	
27-04	POV of Emaline approaching	
27-05	MED REVERSE - Orville Stands - Walks out of Cave	

SCENE 28 - EXT. MINE - EVENING

28-01	LOW ANGLE "Hero" Shot - Orville appears and walks past Camera	
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SCENE 29 - EXT. BODIE - NIGHT

29-01	WIDE of Main St - Orville walks into Town	DFN
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SCENE 30 - EXT. ORVILLE'S HOUSE - NIGHT

30-01	WIDE of House - Candlelight from Windows	
30-02	SIDE ANGLE TRACKING MED WIDE - Orville approaches the house	DOLLY
30-03	INSERT Window	

SCENE 31 - INT. ORVILLE'S HOUSE - NIGHT

31-01	MED Orville comes through the door	
31-02	LOW ANGLE UP TO Orville - he shows the gold to Emaline - Gold in FG	
31-03	Clean CU Orville - he TURNS into OTS to Emaline	
31-04	REVERSE CU Orville turns towards the door - runs into Emaline	
31-05	MED Emaline - startled - looks up	
31-06	HIGH ANGLE DOWN ON Emaline - Gold in FG	
31-07	MED 2-SHOT - Emaline leads Orville to the Bed for Kiss - PUSH IN?	
31-08	<i>3/4 BACK CU OVER Orville to Emaline (Normal and CORPSE - LIGHTING CHANGE)</i>	HANDHELD
31-09	<i>CLEAN CU Emaline (Normal and CORPSE)</i>	SLIDER
31-10	<i>3/4 BACK CU OVER Emaline to Orville - he pulls back in horror (LIGHTING CHANGE)</i>	HANDHELD
31-11	<i>MED CU Emaline CORPSE (LIGHTING CHANGE)</i>	HANDHELD
31-12	<i>MED Orville panics and moves around the house (LIGHTING CHANGE)</i>	HANDHELD
31-13	<i>CU Orville panics and moves around the house (LIGHTING CHANGE)</i>	HANDHELD

SCENE 31A - EXT. ORVILLE'S HOUSE - NIGHT

31A-01	PULL BACK from Window as Orville struggles to get out	SLIDER/DOLLY
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SCENE 32 - INT. ORVILLE'S HOUSE - DAY

OMIT

SCENE 33 - EXT. BODIE - NIGHT

33-01
33-02

WIDE REVERSE TRACKING through deserted town
SERIES CU's of deserted decaying town

D4N
SLIDER
SLIDER

SCENE 34 - EXT. MINE - NIGHT

34-01

MED WIDE - PUSH IN to Mouth of the Mine

DOLLY

SCENE 35 - INT. MINE - MOUTH - NIGHT

35-01

TRACKING through dark mine - Eyes SNAP Open

DOLLY