

Apartment Entry - Police Investigation Storyboard (Version 2)

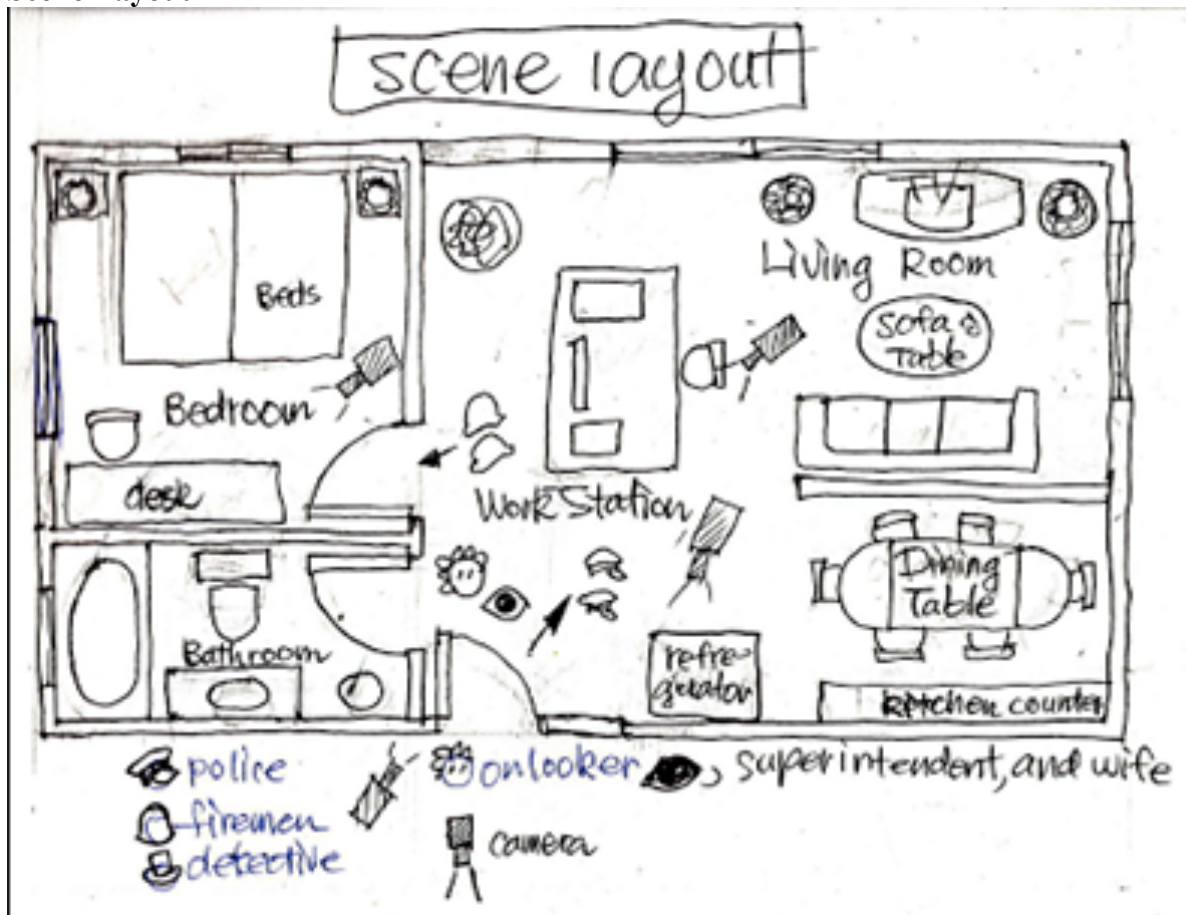
Script by Michael Haneke (date unknown)
Storyboard by Edward Locke, May 30, 2018

Revision Note:

Two revisions have been completed in this project.

- (1) The previously submitted storyboard is the first revision of the first draft, completed after consultation with the instructor, with changes made to several panels (major changes are to avoid using too many close-up shots; and several panels have been redone with full, establishing shots instead). However, the aspect ratio in the first revision is still not correct; thus, in this second revision, Photoshop Edit→Transform→Scale, Distort, and Wrap tools are used to change all panels to the correct aspect ratio of 1:1.85, while maintaining the basic visual characteristics of the previous sketches.
- (2) In this final revision, shadows and lighting effects have been added to all panels. In addition, all characters in the story have been re-designed; and some panels have been re-drawn with No. 2 markers and 8B graphite pencils. The new drawings have been scanned and edited in Photoshop, using the same tools and settings as before.

Scene Layout



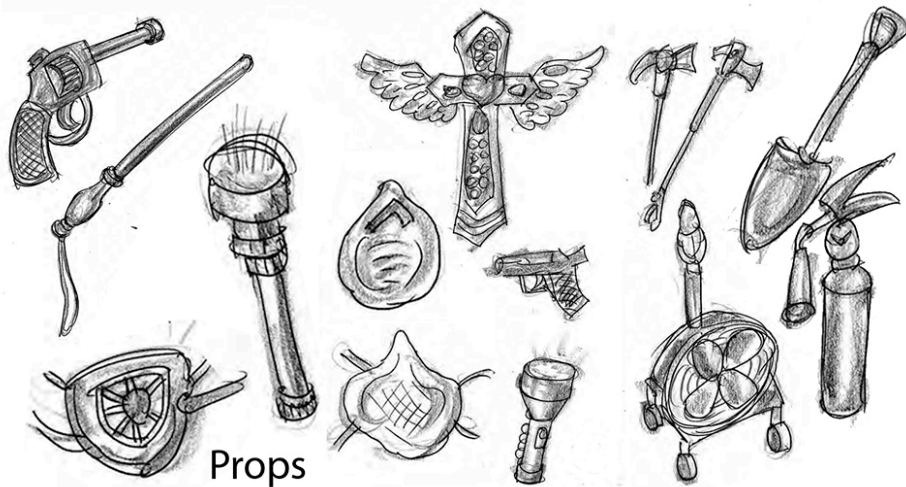
Characters and Props



Characters




Characters




Storyboards

Panel No. 1

Scene No: 1	Shot No: 1	Shot Type: Full (establishing)	Duration: 3 second	Camera Angle: Eye level	Camera Movement: N/A
					
Script: The hallway is a mess.			Dialog: N/A		
Action: N/A			Other Notes: N/A		


Panel No. 2

Scene No: 1	Shot No: 2	Shot Type: Full	Duration: 3 second	Camera Angle: Eye level	Camera Movement: Panning
					
Script: A window opening onto a light well is open.			Dialog: N/A		
Action: N/A			Other Notes: N/A		


Panel No. 3

Scene No: 1	Shot No: 3	Shot Type: Full (establishing)	Duration: 3 second	Camera Angle: Eye level	Camera Movement: Cut-in
					
Script: The door to the apartment is suddenly broken open.			Dialog: N/A		
Action: Policemen knocked at the door and kicked it open.			Other Notes: N/A		


Panel No. 4

Scene No: 1	Shot No: 4	Shot Type: Full turned into medium close-up	Duration: 3 second	Camera Angle: Eye level	Camera Movement: Cut-in and dolly
					
Script: A plain-cloth detective and two uniformed police officers in uniform enter.			Dialog: N/A		
Action: The detective lighted up the apartment with a flash light.			Other Notes: N/A		

Panel No. 5

Scene No: 1	Shot No: 5	Shot Type: Medium close-up	Duration: 3 second	Camera Angle: Eye level	Camera Movement: N/A
					
Script: Several firemen - also in uniform - enter			Dialog:		
Action: N/A			Other Notes: N/A		

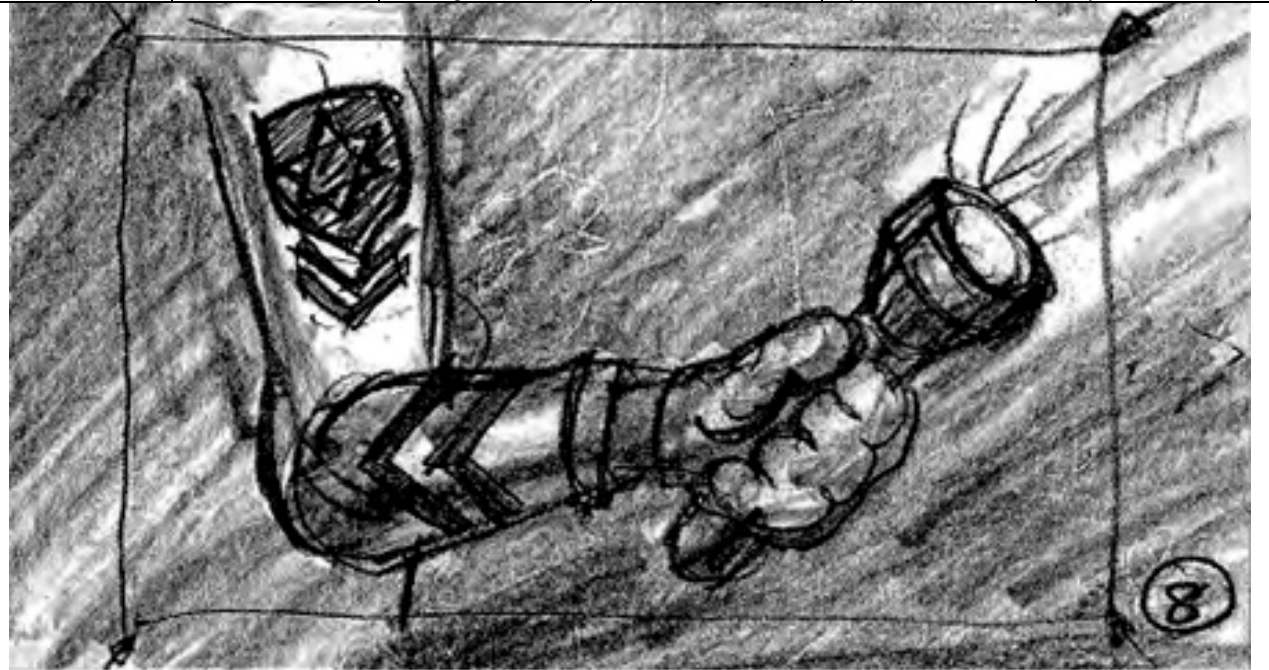
Panel No. 6

Scene No: 1	Shot No: 6	Shot Type: Medium close-up turned to full	Duration: 3 second	Camera Angle: Eye level	Camera Movement: Dolly and panning
					
Script: The plain-cloth detective, uniformed police officers and firemen look around.			Dialog: N/A		
Action: The characters move around searching.			Other Notes: N/A		

Panel No. 7

Scene No: 1	Shot No: 7	Shot Type: Medium to extreme close-up	Duration: 3 second	Camera Angle: Eye level	Camera Movement: Dolly
					
Script: They all wear gloves and masks that cover their mouths and noses.			Dialog: N/A		
Action: N/A			Other Notes: N/A		

Panel No. 8

Scene No: 1	Shot No: 8	Shot Type: Extreme close-up	Duration: 3 second	Camera Angle: Eye level	Camera Movement: Dolly
					
Script: They all wear gloves and masks that cover their mouths and noses.			Dialog: N/A		
Action: N/A			Other Notes: N/A		


Panel No. 9

Scene No: 1	Shot No: 9	Shot Type: Full to medium close-up	Duration: 3 second	Camera Angle: Eye level	Camera Movement: Cut-in and dolly
					
Script: Behind them, the superintendent and his wife also push their way in. They're both holding their noses. Behind the superintendent, comes a female neighbor.			Dialog: N/A		
Action: N/A			Other Notes: N/A		

Panel No. 10

Scene No: 1	Shot No: 10	Shot Type: Medium to extreme close-up	Duration: 3 second	Camera Angle: Eye level	Camera Movement: Dolly
					
Script: They're both holding their noses.			Dialog: N/A		
Action: N/A			Other Notes: N/A		


Panel No. 11

Scene No: 1	Shot No: 11	Shot Type: Extreme close-up	Duration: 3 second	Camera Angle: Eye level	Camera Movement: Panning
					
Script: In his free hand, the superintendent holds a pile of mail and promotional flyers.			Dialog: N/A		
Action: N/A			Other Notes: N/A		


Panel No. 12

Scene No: 1	Shot No: 12	Shot Type: Medium close-up	Duration: 3 second	Camera Angle: Eye level	Camera Movement: Cut-in and dolly
					
Script: Plain-cloth detective (to the superintendent and the neighbor): "Wait Outside please."			Dialog: Plain-cloth detective: "Please stay outside. Thanks."		
Action: The plain-cloth detective wave both hands.			Other Notes: N/A		

Panel No. 13

Scene No: 1	Shot No: 13	Shot Type: Medium close-up	Duration: 3 second	Camera Angle: Eye level	Camera Movement: Panning
					
Script: He signals to a police officer to herd the curious onlookers back out through the door. Action: N/A			Dialog: Plain-cloth detective (to the police): "Could you get the onlookers out?" Other Notes: N/A		


Panel No. 14

Scene No: 1	Shot No: 14	Shot Type: Medium close-up turned to full	Duration: 3 second	Camera Angle: Eye level	Camera Movement: Dolly
					
Script: The police officer who herds the curious onlookers back out through the door. Action: N/A			Dialog: Police officer to onlookers "Please stay outside. Thanks." Other Notes: N/A		


Panel No. 15

Scene No: 1	Shot No: 15	Shot Type: Medium close-up	Duration: 3 second	Camera Angle: Eye level	Camera Movement: Dolly
					
Script: Police officer (to the superintendent, pointing to a pile of mail).			Dialog: Police officer (to the Superintendent) : “What’s the date of the last letter?” Superintendent (verifying): “The 16th from what I can see...”		
Action: N/A			Other Notes: N/A		


Panel No. 16

Scene No: 1	Shot No: 16	Shot Type: Full	Duration: 3 second	Camera Angle: Eye level	Camera Movement: Dolly
					
Script: The plain-clothes detective enters the bedroom which is now accessible.			Dialog: “Oh, my God!”		
Action: The plain-cloth detective is scared by the scene.			Other Notes: The plain-cloth detective raises hands to cover his eyes, scared.		


Panel No. 17

Scene No: 1	Shot No: 17	Shot Type: Medium close-up	Duration: 3 second	Camera Angle: Eye level	Camera Movement: Dolly
					
Script: Its windows are open and the draft makes the curtains billow into the room.			Dialog: Plain-cloth detective: "Oh, my God! This lady is dead!"		
Action: Facial expression of sadness and mouth big open, crying.			Other Notes: N/A		

Panel No. 18

Scene No: 1	Shot No: 18	Shot Type: Medium close-up	Duration: 3 second	Camera Angle: Eye level	Camera Movement: Panning
					
Script: The firemen are now curious enough to come and stand by the door			Dialog: N/A		
Action: N/A			Other Notes: N/A		


Panel No. 19

Scene No: 1	Shot No: 19	Shot Type: Medium close-up	Duration: 3 second	Camera Angle: Eye level	Camera Movement: Panning
					
Script: Plain-clothes detective talks to the firemen).			Dialog: Plain-clothes detective: "Did you open the windows?"		
Action: N/A			Other Notes: N/A		


Panel No. 20

Scene No: 1	Shot No: 20	Shot Type: Medium close-up	Duration: 3 second	Camera Angle: Eye level	Camera Movement: Panning
					
Script: The firemen shake their heads.			Dialog: The Firemen: "No!"		
Action: The firemen also shake their hands in denial.			Other Notes: N/A		


Panel No. 21

Scene No: 1	Shot No: 21	Shot Type: Medium close-up	Duration: 3 second	Camera Angle: Eye level	Camera Movement: Panning
					
<p>Script: The plain-clothes detective turns toward the big double bed placed against the back wall of the bedroom. On the right-hand bed, there's only the bare mattress.</p>			<p>Dialog: N/A</p>		
<p>Action: N/A</p>			<p>Other Notes: N/A</p>		


Panel No. 22

Scene No: 1	Shot No: 22	Shot Type: Medium turned to extreme close-up	Duration: 3 second	Camera Angle: Eye level	Camera Movement: Panning and dolly
					
<p>Script: On the left-hand bed lies the partly decomposed body of an old woman.</p>			<p>Dialog: N/A</p>		
<p>Action: N/A</p>			<p>Other Notes: N/A</p>		


Panel No. 23

Scene No: 1	Shot No: 23	Shot Type: Extreme close-up	Duration: 3 second	Camera Angle: Eye level	Camera Movement: Dolly
					
Script: Where once there were eyes, now there are only gaping holes.			Dialog: N/A		
Action: N/A			Other Notes: N/A		

Panel No. 24

Scene No: 1	Shot No: 24	Shot Type: Extreme close-up	Duration: 3 second	Camera Angle: Eye level	Camera Movement: Panning
					
Script: The corpse has been neatly dressed and is adorned with flowers that have already dried out a little.			Dialog: N/A		
Action: N/A			Other Notes: N/A		

Panel No. 25

Scene No: 1	Shot No: 25	Shot Type: Extreme close-up	Duration: 3 second	Camera Angle: Eye level	Camera Movement: Panning
					
Script: On her chest is a crucifix.			Dialog: N/A		
Action: N/A			Other Notes: N/A		

THE END